

# Final Fantasy IV FAQ/Walkthrough

by Xenomic

Updated to v1.1 on Dec 7, 2008

Final Fantasy IV Walkthrough

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Version History  
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December 1, 2008

Completed this faq.

December 7, 2008

Updated faq with Special Section and Perfect Gamers section.  
If anyone wishes to contribute, do so by sending an email to  
the email listed above.

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- 1) Introduction [INTRO]
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Welcome to my Final Fantasy IV walkthrough! Granted, this game is as old as Final Fantasy V and Chrono Trigger (both of which I've done faqs for), but I feel that it's time to try and do a faq for this game, simply cuz it's another game that I love and wish to try my hands on a faq for.

I will try to avoid spoilers in this faq as usual, though be warned that not always will this be possible for me to accomplish, so here's your SPOILERS alert now, just in case.

And with that, let us begin this faq for a great game!



of any given item, and if you select Sort and there are less than 99 combined items of the same type (such as 10 Hi-Potions and 30 Hi-Potions), then these items will be grouped together and stack up till they reach 99. You can also manually sort your inventory as you see fit, or discard anything that you don't want.

Keep in mind that you have limited inventory space, so it's important to store items that you want to keep in the Fat Chocobo or sell off any unwanted items to make room!

## 2) Magic

This command allows you to sort, view, or use Magic from the main menu for various purposes. Such purposes are either:

- A) Use Sight to view World Map
- B) Use curative spells (Cure1, Cure2, Cure3, and Cure4) or revival spells (Life1, Life2)
- C) Use status spells Toad, Mini, and Piggy

To sort spells, just select a spell and move it to any location you wish in the menu. The order of the spells in the menu will be reflected during battles, so keep this in mind!

You can also cast spells on the entire party in this menu by simply pressing left or right which will make the cursor flash beside each character.

## 3) Equip

This command allows you to equip your party with various weapons, armors, helmets, shields, and accessories. These all affect your character's stats, so keep an eye on the stats window whenever you equip something new! Also keep in mind which character's hands are the dominant hand. This is important to maximizing your weapons' attack power!

## 4) Status

Here is a rundown on what each stats do to your characters:

Strength: Determines the power of a physical attack.

Agility: Determines the delay before the character can act.

Vitality: Determines the growth of a character's HP

Wisdom: Determines the power of Black Magic

Will: Determines the power of White Magic

Attack: Determines the amount of damage the character deals.

Accuracy: Determines the accuracy of an attack.

Defense: Determines the amount of damage a character takes from physical attacks.

Evasion: Determines the chances of a character dodging physical attacks.

Magic Defense: Determines the amount of damage a character takes from magic attacks.

Magic Evasion: Determines the chances of a character dodging magical attacks.

## 5) Order and Row

Order is used to determine where each character is placed. The 1st, 3rd, and 5th character are always in the front row, while the 2nd and 4th characters are always in the back row. Always make sure to keep this in mind when you set up your mages and fighters!

Row is used to change the party formation (for example, the 1st, 3rd, and 5th characters will be in the back row and the 2nd and 3rd characters will be in the front row instead).

## 6) Config

Use this command to set up how you want to play the game. The following can all be done in the Config menu:

Battle Mode: Set the pace at which battle flows from "Wait" or "Active"

Battle Speed: Set the speed at which battle flows, with 1 being fastest and 6 being slowest.

Battle Message Speed: Set the speed at which messages during battle appear, with 1 being fastest and 6 being slowest.

Sound: Switch between Stereo and Mono.

Controller: Customize how your buttons are set up. You can also select a two-player mode and set up which characters each player gets to control.

Cursor Position: Set to either Default or Memory.

Window Color: Adjust how the menu colors look.



Cure: Mini, Esuana, Mallet

Name: Pig

Effect: Character turns into a pig and magic other than Piggy cannot be used. Lasts after battles.

Caused by: Piggy

Cure: Esuana, Piggy, DietFood

Name: Darkness

Effect: Character's accuracy for physical attacks decreases. Lasts after battles.

Caused by:

Cure: Eyedrops, Esuana

Name: Poison

Effect: Character gradually loses HP. Lasts after battles.

Caused by: Poison

Cure: Antidote, Esuana

Name: Paralyze

Effect: Character cannot move for a certain time.

Caused by:

Cure: Esuana, expires after battle, Unihorn

Name: Sleep

Effect: Character falls asleep and cannot act until awakened.

Caused by: Sleep

Cure: Physical attack, expires after battle, Alarm, Unihorn, Esuana

Name: Confuse

Effect: Character randomly attacks enemies or allies

Caused by:

Cure: Expires after battle or when attacked, Esuana

Name: Curse

Effect: Target's attack and defense are halved

Caused by:

Cure: Cross, effect expires after battle.

Name: Berserk

Effect: Target cannot be controlled and attacks physically. Speed and damage increases.

Caused by: Berserk

Cure: Unihorn, Esuana, effect expires after battle.

Name: Wall

Effect: Reflects magic back at user

Caused by: Star Veil, Moon Veil, Wall

Name: Blink



5) Walkthrough [WALK]

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A) The Start of the Fourth Fantasy [FAQ-001]

Enemies:

- Float Eye
- Imp
- Eagle
- Sword Rat

Treasures:

- [Baron Castle]
  - Ether1
  - 480 Gil
  - Tent
  - Bomb Ring

[Baron]

- Potion
- Eyedrops
- Tent
- Eagle Eye
- Potion
- Potion
- MaidKiss
- Ether1 (Bookcase)
- Tent (Water)
- Hourglass1 (Water)

[Chocobo Forest]

- Gysahl

After you gain control of Cecil, set up your configurations however you want, and take all the treasures in the treasure room. After you've gotten these, head to the left tower and continue through the story.

Now, make your first save when you get to the world map, and fight some battles to get some items and equipment in the town. It'll also help to look around for items hidden in pots in the town as well. To get the treasures in the Inn, simply check the swords on the wall to open the door. Also, head to the southwest to find your first Chocobo Forest. Here, you can use a Gysahl Green when "the smell of chocobos is in the air" to summon the Fat Chocobo, whom you can store items in. Also pick up the Gysahl Greens here if you need it. After you're done stocking up on items, head to the cave to the northwest of Baron.

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B) The Mist Cave, the Village of Mist, and the Summoner [FAQ-002]

Enemies:

Imp  
Larva  
Sand Moth

Treasures:

[Mist Cave]

Potion  
Tent  
Potion  
Eyedrops

[Kaipo]

Ether1

Make sure to save before entering this place and that you have a decent stock of Potions. This is also a good place to build up EXP for Cecil if you want, as well as getting lots of Gil faster. Make sure to pick up all treasures here in the dungeon, and before you reach the exit, heal Cecil and Kain to full life.

BOSS BATTLE: Mist Dragon

HP: 465  
MP: 64  
EXP: 700  
Gil: 200

For this fight, it's really simple. Attack while the Mist Dragon is out, and when the Mist Dragon turns into mist, cease all attacks and focus on Parrying and healing up. When the Mist Dragon reforms, keep attacking it. Not that hard of a first fight. If you want, try and level Kain and Cecil up a couple times, even though you really shouldn't need to if you have a decent supply of Potions.

After the fight, head to the Village of Mist, where more story will go on, and afterwards, you'll lose Kain and have to head northeast to the town of Kaipo. Note that you'll only have Cecil in your party at this time, so make sure you don't overuse Dark Wave too much.

At Kaipo, during the night, you'll be attacked by a General and 3 Soldiers. Use 1 or 2 Dark Waves to take care of the Soldiers, and focus on regular attacking to take out the General. After the General retreats, you'll have Rydia join your team. It would be recommended at this time to put her in the back row, and level her up a few levels to make sure she doesn't get completely slaughtered by the upcoming enemies, as

well as learn some useful spells. Also, make sure to update your equipment and stock up on items!

Before you move out, check the northeast house in town to find Rosa, then head northeast to the Water Cave.

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C) The Water Cave and the Old Sage [FAQ-003]

Enemies:

- Cave Toad
- Cream
- Evil Shell
- Gator
- Jelly
- Mad Toad
- Pike
- Tiny Mage
- Waterbug
- Water Hag
- Zombie

Treasures:

- Potion
- MaidKiss
- Tent
- Bomb
- Iron Ring
- Life
- X-Potion
- Ether2
- Ether1
- Ice Rod
- 580 Gil
- Bomb
- Potion
- Feather
- Potion
- Ether1
- Notus
- Hourglass1
- Dark
- Hades Helmet
- Hades Gloves
- Hades Armor
- Hermes

First thing first, go to the north and grab the 2 treasure chests here. Now, head to the west and north (grab the treasure along the way) and you'll run into the sage Tellah, who will join your party. Make sure to put him in the back row first thing before you do anything else! Now, after this,

collect the remaining treasures in this room (one of them you'll have to go in the water to reach). Remember to go behind the waterfall to pick up some VERY useful items, then return to the previous room and go to the left of where you recruited Tellah.

The 2nd floor shouldn't be of any problems. It's pretty straightforward to go through. Just make sure to pick up the treasures along the way!

In the next room will be the first Save Point of the game. Use this before moving onwards to face the 2nd boss of the game. After this room, take the path through the water, then follow the path to the next room, and in the room after this, there will be a hidden path, which you can follow to get the Feather. Head up the steps to the North Water Cavern. Grab the treasures here before heading up the steps.

You'll have to work your way over to the other entrance, but now is the best time to use a Tent as Tellah suggests and save before fighting the boss.

When you fall down the waterfall, make SURE to grab the treasures and equip your new equipment before fighting the boss!

BOSS BATTLE: Octomammoth

HP: 2350

MP: 240

EXP: 1200

Gil: 500

Weakness: Lightning, Darkness

This fight really is easy if you've leveled up a bit. I'd recommend Rydia to be around Level 12-13 to help speed things up a bit. Have Cecil attack constantly using his new sword while Rydia and Tellah constantly blasts the boss with Bolt1 spells. If you need to heal, have Rydia use Cure1 on the person and continue the onslaught. This boss really isn't that hard to take down at all.

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D) The Fallen Kingdom and the Cowardly Bard [FAQ-004]

Enemies:

Imp

Sand Moth

Sandpede

Tiny Mage

Treasures:

[Damcyan Castle]

Tent

[Antlion's Cave]

[1F]

Silk Web  
Potion  
Soft  
Potion  
Tent  
Potion  
Life (Save Room)  
Ether1 (Save Room)  
Exit (Save Room)

[B2]

Notus  
Lamia  
Hourglass1  
Silk Web

[Antlion's Den]

Sand Ruby

After you have defeated Octoman, head north and you'll get an event. Go into the castle and continue through the storyline, where Tellah will leave your party and you'll gain Edward as well as the Hovercraft, which allows you to cross waters with dots on them. Note that while you're in the Hovercraft, you cannot get into any battles, so if you want to fight to level up and gain Gil, you'll need to do it out of the Hovercraft.

Take the Hovercraft southwest if you want to return to Kaipo (which you'll need to if you need to stock up on items again), or go northeast to get to the Antlion's Cave.

The first area of the Antlion's cave is rather huge, but make sure to explore it all to grab all of the treasure. You don't want to leave anything behind, now do you? After you've grabbed all of the treasure here, take the stairs down and grab the Notus. Before moving on, enter the first door you see and grab the Lamia here. You can give this to Edward if you want, but he's still rather useless, so you can save this if you want to sell it later on. Backtrack to the previous room and continue left. Heading up the stairs here will lead you to another area, and inside the first door will be a save point and 3 treasures. Grab these treasures, save, and then backtrack and grab the Hourglass1 before moving on. Head straight south to encounter your next boss.

BOSS BATTLE: Antlion

HP: 1100

MP: 300

EXP: 1500

Gill: 800

This fight is actually VERY easy. The Antlion will counter any and all attacks made on it with a powerful counterattack, except for Rydia's Chocobo summon. To win without much effort, have Cecil and Edward Parry while Rydia constantly summons Chocobo, and have either of those 2 recover her MP if she needs it. Not a hard fight at all.

After beating the Antlion, it's time to exit the cave and head back to Kaipo. Use the Sand Ruby on Rosa, and Rosa will join your party, then you'll have to go through some storyline

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#### E) Mount Hobs and the Monk Kingdom of Fabul [FAQ-005]

##### Enemies:

- Bomb
- Cocatrice
- Gargoyle
- Gray Bomb
- Red Bone
- Fighter
- Needler
- Officer
- Skeleton
- Spirit
- Sword Rat

##### Treasures:

###### [Mount Hobs]

- Holy
- Tent
- Potion
- Soft
- 960 Gil

###### [Fabul]

- Thor Rage
- Potion
- Notus
- Bomb
- Bacchus
- Tent
- Hermes
- Silk Web
- Demon Shield
- Ether1
- Death

After you get done with Kaipo and leveling up/stocking up, head

back to Damcyan and then go northeast across the river to get to Mt. Hobs. Here, Rydia will finally learn Fire1, which will come in use against the many foes of Mt. Hobs. Cecil himself won't be of much use here, as his regular attacks are all Darkness based, and most of the enemies here are undead. You'll need to rely on Rydia and the power of Fire1 and the art of escape to make it safely through this dungeon.

Go up the stairs and go to the first door you encounter. Take all of the treasure here, then backtrack and continue to the far right. Here, you'll encounter Yang and will be forced into a boss battle.

BOSS BATTLE: Mom Bomb

HP: 11000

MP: 350

EXP: 1900

Gil: 1200

This fight can get nasty. Just keep having Cecil, Yang, and Edward attacking, while having Rydia summon Chocobo and Rosa healing. When the Mom Bomb puffs up, heal everyone up to full, because it'll detonate, heavily damaging the party. At this time, you'll have to fight 3 Bombs and 3 Gray Bombs. Take out anything that you can QUICKLY, as they will shortly use Detonate and most likely kill anyone it hits.

After the battle, Yang will join your team. Take this time to heal up before doing anything else!! Continue onwards until you reach the other side of Mount Hobs. From here, head east until you reach the kingdom of Fabul.

When you reach Fabul, make sure to buy the new equipment for Cecil, and at least an Ice and Bolt Claw for Yang. Also, sell off the Hades and Shadow equipment, since you don't need those anymore. Make sure to check both towers before going to talk to the king, and make sure you're fully healed. When you're ready, go and talk to the king in the throne room to proceed with the story. You'll only have Edward, Cecil, and Yang in your party, so make sure that you equipped them well and stocked up well beforehand.

After the storyline events, you'll lose Rosa. Return to the throne room and head to the right corner to activate the switch. Grab the treasures here, then head to the Inn. After all of the events, head to the harbor in the east, where more storyline events will unfold, and Cecil will end up alone.

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F) Quest to Become a Paladin [FAQ-006]

Enemies:

Ghast  
Ghoul  
Lilith  
Red Bone  
Revenant  
Soul  
Zombie

Treasures:

[Mount Ordeals]  
Potion  
Potion  
Ether1  
Ether1

Head directly east to reach Mysidia. Beware of talking to the townsfolks here, as they may cast nasty spells on you. Avoid the dancer in town altogether! Go straight to the top building to recruit both Palom and Porom into your party, and stock up on HiPotions now. It might be wise to take a couple Cabins with you as well. The Paladin equipment you CAN get now if you want, but it's not needed until after Mount Ordeals.

After you get the twins, head northeast till you reach Mount Ordeals. Save before entering this place! It'll be a rough ride, and you'll probably be running from quite a few battles, as Cecil's weapons are useless here. After some storyline, make your way up the mountain, collecting the treasure and running from fights along the way. Tellah will join you once again along the way, so make sure he's in the back row again. Keep going up the mountain, ignoring the encounters for now and getting all the treasures. At the summit, go to the right and use the save point, then head up and left until you encounter the boss.

BOSS BATTLE: Milon, Ghast x4  
HP: 3500  
MP: 200  
EXP: 3200  
Gil: 2000

Here, have Palom and Tellah focus on using Fire1 spells on each of the Ghosts, while Cecil focuses on attacking Milon. Have Porom focus solely on healing, and if you want to muster it, at the start of the fight, have the twins use their Twin command. If anyone falls in battle, quickly

revive and heal them. After the battle, rest up to max health and switch everyone's row as the next boss battle afterwards will back attack you.

BOSS BATTLE: Milon Z

HP: 3523

MP: 800

EXP: 3600

Gil: 2500

Weakness: Fire, Holy, Aerial, Cure

This fight, you'll WANT HiPotions and Potions as your main weapon. Keep Porom healing AT ALL TIMES, unless you want her to attack Milon with Cure. The fight shouldn't be that difficult to win. Make sure to quickly revive anyone KO'ed, and don't worry about the Poison.

After the fight, enter the next area AFTER YOU REMOVE ALL OF CECIL'S EQUIPMENT!!!! When you have to fight the Dark Knight, do nothing but Parry. Heal if you must, but nothing else. After a while, the Dark Knight will vanish, and you'll have Paladin Cecil. The bad thing is, he's back at Level 1 and is weak compared to everyone else. The good thing is, he can now destroy the enemies on Mount Ordeals. Use this to your advantage to level him up!

After you have done whatever leveling you wanted, return to Mysidia and buy the Paladin equipment so that Cecil isn't so weak anymore. Next, heal up and then go talk to the Elder and prepare for your trip back to Baron.

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G) Home Sweet Home Baron [FAQ-007]

Enemies:

- Aqua Worm
- Crocodile
- Electric Fish
- Evil Shell
- Fang Shell
- Gator
- Guard
- Hydra
- Piranha

Treasures:

[Baron]

Baron Key  
2000 Gil  
Thor Rage

[Waterway]

1000 Gil  
HiPotion  
Ether1  
Thor Rage  
Hourglass1  
Silk Web  
Hermes  
Ether1

You'll need to head to the eastern building in Mysidia to reach the waterway that'll lead straight to Baron. Save outside, then head to the inn to do battle with an old friend. The fight is pretty straightforward and should NOT be hard at all. After you win this fight, you'll have Yang rejoin your team. You'll also have the Baron Key, which you can use to unlock the Weapons/Armor Shop, and what you'll need to use to unlock the far western building to proceed on with the game. Make sure to look for a hidden passge in the Shop to get the 2 treasures here! Also, note that Yang lost all of the equipment that you may have had on him earlier, so you'll have to beef him up yet again.

When you enter the waterway, make sure to take the hidden path to the right for 1000 Gil before heading down. The enemies here shouldn't be too much of a problem for your party. Just make sure that you bring along a nice stock of Lives and Potions/HiPotions! Most of the enemies here are weak to Lightning, so make sure to bring 2 Bolt Claws for Yang! It doesn't hurt to have 2 of the other claws for later on just in case.

In the first area of the waterway, head south to grab the 3 treasure chests here before moving onwards. If you want, now's the perfect time to get money to get some equipment. Do note that these enemies are pretty strong right now. In the 2nd area (B3), you can find an Hourglass1 by taking a hidden path along the bottom wall of where you enter, and a Silk Web by taking a hidden path along the west wall of where you get the Hourglass. Return back to the entrance and head straight east. Pick up the Hermes here, and then head south and then east to reach the next area. Continue along this path, and grab the Ether1 by going through the secret path by the exit. In the next area, use the Save Point and a Tent, and then head to the east. Make sure to unequip the Twins if you want to sell what they have later, since you won't have them after the next boss.

BOSS BATTLE: Baigan

HP: 4444

MP: 960

EXP: 4020

Gil: 3000

Baigan will immediately put up a Wall at the start of the battle, so don't use any spells on him! Focus solely on attacking the main body with Cecil and Yang, while you have the other 3 healing everyone. You can try and have Palom attack, but he won't do much good there. Make Tellah cast Armor when you have the chance to reduce the damage you take from Baigan. After the body falls, take down the arms as fast as you can before they explode! You can also attack Baigan using Twin magic if you wish.

Heal up as you see fit, and save if you want. Unequip the twins of their equipment, and prepare to fight the next boss.

BOSS BATTLE: Cagnazzo

HP: 5312

MP: 1100

EXP: 5500

Gil: 4000

Weakness: Lightning

This fight is really simple. Have Yang with 2x Bolt Claws and use Store, Cecil attack, Palom use Bolt2, Tellah use Bolt3, and Porom use Cure2. The boss should go down in no time.

After the fight, you'll lose both Palom and Porom, Cid will join your team, and you'll now have an airship at your steed. Your next target is Troia, so take the airship there when you're ready. First things first, head to Mist.

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H) Mist, Troia, and the Earth Crystal [FAQ-008]

Enemies:

[Mist]

Larva

Sand Moth

Sword Rat

[Troia]

Cannibal  
Panther  
Python  
Sting Rat  
Treant

[Magnetic Cavern]

Cave Bat  
Cave Naga  
Mage  
Ogre  
Panther  
Python  
Sting Rat  
Vamp Girl

Treasures:

[Mist]

Bomb  
Tiara  
Clothes  
Ruby Ring  
Change Staff  
Bomb  
Bomb

[Mythril Village]

Mythril Staff  
5000 Gil  
Mythril Knife

[Troia]

1000 Gil  
Illusion  
Ether1  
Ether2

[Troia Castle]

Bacchus  
Tent  
Tent  
HiPotion  
HiPotion  
Ether1  
Ether1  
Ruby Ring  
Ruby Ring

[Treasure Room]

Bolt  
Ice

Ice  
Echo Note  
Ag Apple  
Ether2  
Ether1  
Remedy  
HiPotion  
HiPotion  
Remedy  
Ether1  
Ether2  
Elixir  
Echo Note  
Great Bow  
Fire  
Fire

[Magnetic Caverns]

HiPotion  
Unihorn  
Ether1  
2000 Gil  
Ether1  
Silk Web  
Hourglass1  
HiPotion  
Fairy Claw  
Exit

Make sure to stop at the upper left house and go into the fireplace in Mist to find a hidden passage full of goodies that you don't want to miss!

After you've collected everything in the village, head west or east till you find Mythril Village (it's a town on an island). Search the grass to find the treasure, then buy Mythril equipment for Cecil (don't worry about Cid). After you've done this, head back to Mist, and go northwest.

In the town, make sure to buy the armor and a Great Bow, as well as arrows. Yes, you're going to need these if you want to get through the upcoming dungeon, so make sure you've got some of these at least. Go into the water and follow the river up to the steps in the water (top of screen), then head through the hidden path and pick up all treasure here. Make sure to get the Pass if you can; if not, then wait till after the next dungeon to do so.

After you are done, head to Troia Castle, pick up all of the treasures here, and go find Edward. You MUST talk to Edward before going to the next dungeon; otherwise, you cannot continue onwards. Talk to the Clerics afterwards, then go to the east side of the castle and pick up the remaining treasures. Head to the forest at the far north to find a Black Chocobo, and ride it to the east to the Magnetic Caverns.

Here, before entering, equip anything that's NOT metallic, such as the Great Bow, Wooden Hammer, Clothes, Ruby Ring, etc. If you enter a battle and you see a character paralyzed, that means you still have something on that character that is metallic, so make sure to check up on this!

In the Magnetic Cavern, head straight left and grab the HiPotion, then head down and around to the next area (pick up the Unihorn here). On the next floor, head up and right and grab the Ether1 and 2000 Gil in this room, then backtrack and go down left to grab the Ether1 here. Head to the top left corner and head down to B3F.

Use the Save Point here and rest up if you need to. After you're done, head back out and head down the path. Head south after the first bridge and pick up the treasures in this room, then go back out and continue to the left. When you reach the next area, pick up the Fairy, and continue along the path (make sure to equip this weapon to Yang!).

On B4F, head north and around to grab the Exit, then head back and go across the bridge for another Save Point. Prepare yourself here and head up to the Crystal Room to fight the boss.

BOSS BATTLE: Dark Elf

HP: 6316

MP: 1200

EXP: 6000

Gil: 5000

Weakness: Wind spell

You cannot win the initial fight, but after Edward uses the Twin Harp, you can easily end this fight by simply using Wind on him when he transforms into the Dark Dragon and then attacking the boss to win. There's really no need to drag this fight out any longer than it has to. You can also equip your original weapons now before the actual fight now if you want.

After this, return to Troia Castle for more events. Make sure you stock up before you head to the ship! Also, you can now grab the treasures in the room guarded by the dancer before you leave.

---

I) The Tower of Zot and the Self Sacrifice [FAQ-009]

Enemies:

Carapace

Centaur

Egg

Epee Girl

Green Dragon  
Gremlin  
Ice Beast  
Ice Lizard  
Puppet  
Slime  
Sword Man  
Witch

Treasures:

Flame Armor  
Flame Sword  
Gaia Hammer  
Hell Claw  
Flame Shield  
Wizard

First thing first, head to the top left corner and grab the Flame Armor. Next, head straight right and go inside the door. Head down this path, and make sure you're healed up before opening the treasure chest near the exit, as there is a Flame Dog inside. Enter the next door, and head straight right and then go around to the top and left. In the next area, enter the center path, and go through the center area to get the Gaia Hammer. Take the left door next and pick up the Hell Claw, then head down from here to get the Flame Shield. Backtrack to the previous room, and take the right door next. Grab the Wizard here, then head back, go down, and go to the right door. Enter the first door you see, then save and heal up before moving on.

BOSS BATTLE: Magus Sisters

HP: 2591 (Sandy)/4599 (Cindy)/2590 (Mindy)

MP: 1800

EXP: 2500

Gil: 3000

This fight is rather annoying, but first things first, focus on one sister at a time! Your first target should be Cindy, followed by Sandy, and then Cindy. Keep everyone healed up throughout this fight and act fast. Without Cindy, the others cannot be revived, and without her, they're not much of a threat. You should have 0 problems beating them at this point.

After the battle, go back and rest up, unequip Tellah, and save. You'll go through some story, get Rosa and Kain on your team, and fight the next Fiend of Elements. Make sure to equip Rosa!!!

BOSS BATTLE: Valvalis

HP: 8636

MP: 1900

EXP: 9000

Gil: 5500

The main focus of this fight is to keep Kain Jumping at all times. When Valvalis goes into her Tornado form, ceases your attacks until Kain Jumps on her, and then continue your assault. Make sure that Rosa is healing at all times throughout this fight! You should be able to survive this fight easily if you had no to little problems with the Magus Sisters. Always note that Kain will be the first to act in the fight, so make sure he Jumps and keeps Jumping. Also make sure to time your Jump!

After the event, you'll wind up back at Baron. Stock up before you do anything else, and then head straight to Eblan.

---

J) The Deserted Kingdom, the Path to the Underworld, and the Tower of Babil [FAQ-010]

Enemies:

[Underworld]

Armadillo  
Black Lizard  
Centipede  
Crawler  
Egg  
Gloom Wing  
Gorgon  
Green Dragon  
Huge Naga  
Rock Moth  
Rock Larva  
Talantla  
Trap Rose  
Yellow Dragon

[Tower of Babil - Lower]

Alert  
Black Lizard  
Chimera  
Dark Imp  
Egg  
Evil Doll

Flame Dog  
Flame Man  
Marion  
Medusa  
Naga  
Stoneman  
Tofu  
Tortoise

Treasures:

[Eblan]

HiPotion  
Unihorn  
Alarm  
Cabin  
MaidKiss  
Soft  
Coffin  
Ether1  
Exit  
Hermes  
Cabin  
Hourglass2  
Ag Apple  
Ether1  
Ether1  
Blood Spear  
Sleep Sword  
Bacchus  
Bacchus  
Mute  
10000 Gil  
Kamikaze

[Agart]

Boreas

[Dwarven Castle]

5000 Gil (Pot beside Item Shop)  
Gysahl  
Gysahl  
Gysahl  
Bacchus  
HiPotion  
Black Belt  
Ether1  
Elixir  
Dwarf  
Bacchus  
Strength  
Ether1  
Elixir  
Hourglass2  
Cabin

Cabin

Cabin

[Tower of Babil]

Ice

Ice

Ether1

Ice Spear

Ice Brand

Cat Claw

HiPotion

Life

Archer

Notus

Ice Shield

Ice Armor

HiPotion

Ether2

Tower Key

Here, you'll have to search for several hidden paths to get to all of the treasures. There's also hidden treasures in the basement, but be warned that the monsters here will more than likely wipe you out at this point, so it might be best to wait until you've leveled up a bit more and come back later to claim it. The encounters are: 1) Left Tower, hidden chest on right side of the 1st floor; 2) Right Tower, hidden chest on 2nd floor; 3) Basement, chest on right.

After you're done ransacking the castle, head to southwest of Mysidia to the town of Agart. Head to the well in the center of town and use the Magma here to open up the path to the underworld. After some storyline, make your way to the castle to your left. Save beforehand! This is also an opportune time to get some nice equipment before you are forced to fight a boss here! Also, you'll lose Cid as well.

BOSS BATTLE: Cal x3, Brina x3, Calbrina  
HP: 1369 (Cal)/369 (Brina)/5315 (Calbrina)  
MP: 200 (Cal & Brina)/2800 (Calbrina)  
EXP: 1000 (Cal & Brina)/12000 (Calbrina)  
Gil: 500 (Cal & Brina)/5000 (Calbrina)

You'll first fight 6 dolls. After you leave one of a either kind alive, you'll have to fight the real boss. Make sure to take it down quickly! If you do not, it'll revert back to the 6 dolls and you'll have to fight it all over again. Dedicate Rosa to healing, and have the other 3 constantly attacking! You shouldn't have that much problem with the boss. If you manage to kill all 6 dolls, then you will not have to fight Calbrina at all. After this fight, you'll have one more big fight ahead.

BOSS BATTLE: Golbez

HP: 2800

MP: 4000

EXP: 15000

Gil: 11000

MAKE SURE YOU HAVE KAIN JUMP RIGHT AWAY! If not, then everyone but Cecil will die, and you'll have a harder time recovering. Rydia will also rejoin you in this fight, though she is now an adult. Revive and heal everyone as fast as you can, and then attack Golbez with Cecil, Yang, and Kain, while Rosa heals and Rydia uses Fire2. If you have Cecil with the Flame Sword, this will end the fight much faster.

After the fight, search the castle for treasure, stock up on items and new equipment, and prepare to head out to the next area. It's a little walk, but continue northward till you reach the Tower of Babil. Make ABSOLUTELY sure you're stocked good!

Once you've reached the Tower of Babil, head straight left and grab the Ice Arrows, and then down from here to grab more Ice Arrows. After this, head back and go to the right to get an Ether1. After this, head into the center door. Next, grab the Bandanna, then head into the first door you can and grab the Ice Spear after you beat the Alert. After this, go to the far right door and grab the Ice Brand after killing the Alert here, then head back and take the last door to proceed onwards.

Here, grab the Cat Claw to the left of the entrance, and then head up and to the right to grab the HiPotion. Next, head south and enter the door that you see here to grab the treasures, and then head back and up and around to get to the next area. Use the save point in the first room on the left, then head up and to the right, then down to grab the Ice Shield and then head back and to the right to grab the Ice Armor. After this, head to the left and continue to the right side of the room for a HiPotion, then head up along the right wall to get to your next area. Continue up to the 7F, and head straight right to the save point. After this, work your way down, grabbing the Ether2 on the way.

BOSS BATTLE: Dr. Lugae, Balnab

HP: 4936 (Lugae)/4832 (Balnab)/4518 (Balnab Z)

MP: 309 (Lugae)/302 (Balnab)/282 (Balnab Z)

EXP: 5500 (Lugae & Balnab)/20 (Balnab Z)

Gil: 2000 (Lugae)/2500 (Balnab)

Focus on taking out both at the same time. Leaving Balnab alone

will force Balnab to explode, killing anyone in the process for the immediate fight, and leaving Lugae alone will force him to take control of Balnab, which makes him explode within 3 turns.

BOSS BATTLE: Lugaborg

HP: 9321

MP: 3000

EXP: 10100

Gil: 4000

This fight isn't that hard at all really. Don't worry about Poison, since Lugae will heal that for you anyways. Dedicate Rosa to healing at all times, while Kain Jumps, Cecil attacks, Yang uses Store or attack, and Rydia uses Bio. Lugaborg should go down fast. Remember to recover from Laser, since this will kill mostly anyone in your party!

After the fight, return to the previous room with the locked door. Before you use the Tower Key, unequip everything from Yang as you'll be losing here shortly. Exit the Tower of Babil and head back to the entrance of the Tower. More storyline will unfold, and you'll have to head for Baron.

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K) The Upgraded Airship, the Eblan Cave, and the Upper Tower of Babil [FAQ-011]

Enemies:

[Eblan Castle/Cave of Eblan]

- Armadillo
- Black Lizard
- Cave Bat
- Flame Dog
- Giant Bat
- Huge Cell
- Ironback
- Roc
- Roc Baby
- Skull
- Staleman

[Tower of Babil - Upper]

- Balloon
- Black Cat
- Black Lizard
- Blade Man
- Egg
- Grudger
- Ironman
- Lamia

Mad Ogre  
Marion  
Queen Lamia  
Sorcerer

Treasures:

[Cave of Eblan]

Shuriken  
Remedy  
Vampire  
Potion  
Potion  
Ether1  
Tent  
HiPotion  
Kamikaze  
Cabin  
HiPotion  
HiPotion  
Silk Web  
Life  
Life  
Hourglass2  
Elixir  
Elixir  
Soft  
Ether2

[Tower of Babil]

Unihorn  
Hourglass2  
Ogre Axe  
Succubus  
Ashura  
82000 Gil  
HiPotion  
HiPotion

[Kokkol's Smith]

Remedy  
HiPotion

[Tomra]

Thor Rage  
Bomb  
Bestiary  
Ether2  
2000 Gil  
Notus

Once you arrive in Baron, head to the castle and talk to one of Cid's men (go through the right tower to do so). This will allow you to take

the Hovercraft wherever you need to go, which you should bring with you to Eblan Castle. Drop it here, and then land and board the Hovercraft. Take the Hovercraft to the west to reach the Cave of Eblan.

First thing, head to the right through a hidden passage to grab a Shuriken, then head right some more to grab the Remedy. Next, head south and then east to grab the treasure here. Head back and head down the steps to your far left. Here, you can shop and rest up as you see fit. I'd suggest ignoring the weapons, and buying just a Black Robe for Rydia.

After you have done this, head on up and grab the Ether1 in the chest, and continue along the path. Make sure to take the hidden path south of the downed man to grab the treasure! In the next room, grab the Kamikaze in the treasure chest to the top right, and then take a hidden path along the right wall to grab the Shuriken. Now head down the stairs and grab all the treasures that you see here. Make sure to take the hidden path along the right wall of where you come in at!

In the next area, use the room on the right to heal and save, then head left to grab the Soft and proceed onwards. Edge will join your team, and you'll head up to the upper part of the Tower of Babil. Make sure to grab the Ether2 hidden along the left wall!

In the Tower of Babil, head to the top left to grab the Unihorn, then work your way around to the other side of the room to grab the Hourglass2. Head inside the door and work your way around to the center area to grab the Ogre Axe.

On the next floor, grab the Succubus to the right and then enter the first door. Head around to the right to the left to grab the Ashura, which you should give promptly to Edge. Head up through the door and then go to the first door on the right of the teleporter to save and heal up. Enter the door on the right in the previous room and after the room after this one, head to the far left and grab the 82000 Gil, then head up the center platform. You'll be forced into a battle.

BOSS BATTLE: King Eblan, Queen Eblan  
HP: 65535  
MP: 4096  
EXP: 0  
Gil: 0

You don't really have to do anything. Just defend and let the battle take its course, and of course, heal if you really, really need to, which you shouldn't. After the battle, Edge will learn Flood and Blitz.

BOSS BATTLE: Rubicante

HP: 34000

MP: 5000

EXP: 18000

Gil: 7000

Weakness: Ice

Luckily, Rubicante is nice enough to heal you to max if you didn't already. He's weak to ice, but don't cast any spells on him while his cloak is closed. Otherwise, he'll retaliate with the powerful Scorch attack, which will kill anyone in your party. Keep Rosa on healing duty, while Cecil attacks, Yang Jumps, and Rydia waits for an opportune moment to use Ice2, and have Edge use Blitz or Flood whenever the cape is open, or throw Shurikens or whatever weapons you don't want anymore.

Enter the room, then after the fall, grab the HiPotion and head south. Continue along the path until you reach a path that goes left and right. You can grab the HiPotion to the right path if you need it; if not, then just go through the left door. After you get the Falcon, head back to the Dwarf Castle and go talk to King Giott. After this, head downstairs to the infirmary and talk to Cid to upgrade the airship to fly over lava. After this, there's a few places you should visit first. Head southeast to reach Kokkol's Smithy, which will be important to Cecil later on when you get some Adamant. To the far northwest is the Sylvan Cave, which is full of really nice stuff, but the monsters at this time might be too much for your party to handle. To the southwest near the Sealed Cave is Tomra, which holds really nice equipment for your party. And the Land of Summons lies to the northwest of the Sealed Cave, which is something you'll need to come back later to do. Buy what you need in Tomra and head straight for the Sealed Cave.

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L) The Sealed Cave [FAQ-012]

Enemies:

Huge Naga

Manticore

Screamer

Trap Door

Vamp Lady

Were Bat

Yellow Dragon

Treasures:

Bestiary  
Ether1  
Kotetsu  
HiPotion  
Ether1  
Life  
Star Veil  
Light  
Fuma  
Elixir  
Star Veil  
Ninja  
Kotetsu  
Ether1  
HiPotion  
Life  
Mute Bell  
Ether2  
X-Potion  
Dark Crystal

This is going to be by far the most annoying dungeon in the entire game. Reason being that there's a LOT of instant death monsters in here, and a lot of them are Trap Doors that are really annoying to fight. Make sure you bring lots of HiPotions and Lifes with you here! Also note that after you defeat a Trap Door, it will not come back if you leave and return.

In the first area, climb down the rope and grab the Bestiary, ignoring the first door unless you want to grab the Ether1 and Kotetsu, which would help Edge out . Climb up the 2nd rope and defeat the Trap Door here, and grab the HiPotion and Ether1. If you want, you can fight the Trap Doors, though there's nothing behind either door. In the next area, grab the Life, and then go down the left rope to grab the Star Veil. Work your way back up and around (ignore the first door, but DO get the Light Sword in the 2nd door!). In the 3rd door, you'll find a Fuma and Elixir, as well as another Star Veil. Ignore the 4th door, as there's nothing behind it. DO destroy the 5th door, as there's the valuable Save Point behind it! Behind the 5th door is a Ninja and a 2nd Kotetsu, both of which are valuable to Edge right now. Go back and continue along the path to the last door, which is the door you need to go through.

In the next room, grab the Ether1 and continue along the path to the next floor. Grab both treasures here and ignore the door, as there's nothing behind it. Head south and then east. Grab the Mute Bell if you want it (ignore the door), and climb down the rope. Down here, in the right door, there is an Ether2 and X-Potion. Head back to the previous room and go down the stairs on the far left. Use this Save Point, and prepare to fight one of the more difficult bosses in the game. You'll have to go down a couple more floors and fight a Trap Door along the way. You can actually skip the boss fight altogether

by a glitch, which you can view in the Special Section of this faq.

BOSS BATTLE: Evil Wall

HP: 28000

MP: 2300

EXP: 23000

Gil: 8000

TRY AND FIGHT THIS BATTLE AS FAST AS POSSIBLE! If the Evil Wall gets close enough, it'll start unleashing one instant death attack after another. Have Cecil attack while Edge throws Fumas and Shurikens, or whatever weapons you can. Kain should Jump, while Rydia should be casting Bio if she has it. Have Rosa attack as much before you have to heal too. Beware that Evil Wall counters spells with Petrify, which causes Gradual Petrification, so cure that if you have to.

After the fight, before you leave the Sealed Cave, unequip everything from Kain, as you'll be losing him shortly. Return to the Dwarf Castle and talk to King Giott again, and then head for Mysidia. Now, if you want, since you should have leveled up quite a bit if you fought all of the Trap Doors in the Sealed Cave, make a trip to the Sylvan Cave in the northwest.

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M) The Sylvan Cave, the Land of Summons, and the Ghostly King [FAQ-013]

Enemies:

[Sylvan Cave]

Dark Tree

Ghost

Malboro

Tiny Toad

Toad Lady

[Land of Summons]

Arachne

Clapper

Conjurer

Fiend

Hooligan

Huge Naga

Red Eye

Warrior

Treasures:

[Sylvan Cave]

Bestiary  
Angel  
Fairy Rod  
MaidKiss  
HiPotion  
Elven Bow  
1000 Gil  
Cabin  
Mage Masher  
Elixir  
Cat Claw  
Hell Claw  
Bolt  
Ice  
Fire  
Ether1  
HiPotion  
Sylph summon

[Land of Summons]

Life  
Ether1  
HiPotion  
Cabin  
HiPotion  
HiPotion  
Venom Axe  
Kikiuichi  
Bestiary  
Life  
Defense  
Rat Tail  
Bestiary  
5000 Gil  
6000 Gil  
Yoichi Arrows  
Elixir  
Ether2  
Yoichi Bow  
Ether1  
Bestiary  
Life  
Asura summon  
Leviathan summon

[Fabul]

Pan  
Knife

[Baron Castle]

Life  
Life  
Unihorn  
Ether1

Ether1  
Unihorn  
Bacchus  
Hermes  
Hermes  
HiPotion  
HiPotion  
Ether1  
Tent  
Tent  
Ether1  
Bacchus  
Elixir  
Odin summon

Now that you're at the Sylvan Cave, it's time to try and beat your way through to get all of the treasure. If Rosa has learned Float, cast it on everyone outside of battle. There are a lot of acid pools in this dungeon, which hurts a LOT if you step on any of them. Having Float on your characters will prevent any damage from these. The monsters may still be pretty powerful, but you should be able to handle them now. Just run if you can't handle them, and avoid the Malboros at all cost! Also note that after you enter a floor, you'll have to recast Float on everyone again.

First thing first, cast Float on everyone and head left for the treasure. Head down the steps, and head upwards. Grab the treasure here, and take the hidden passage to get the Fairy Rod. Head back and take the other stairs. Use the Save Point, and head north to a dead end from the Save Point. Go through the hidden passage to grab the Elven Bow, then head back and go left to grab the 2 treasures. Head straight down and work your way north. Take the hidden path here, and defeat the Toad Lady and Tiny Toads to get the treasure. From here, take the stairs down to grab the Elixir, and then enter the house to grab more treasure and to talk to Yang. This will be important for later. You can go upstairs and use the teleporter here to exit if you wish. From where you get the Elixir, head back up and go up the other set of stairs to grab the last of the treasures.

Next, head south to the Land of Summons. You'll also need Float to avoid the dangerous floors here. Note that you CAN fight monster infinitely if there's Conjuror, as long as you don't kill the Conjuror, which adds up the EXP and Gil you earn. It's best to learn Wall here if you haven't yet.

There are several hidden paths, all of which holds treasures just about. Head north to get the Life and go northwest to get an Ether1. Head back and go south to get a HiPotion, then go left and then up to the stairs. Here, head north and then left to get a Cabin, then head back down and go to the bottom right to grab the HiPotion. Now take the upper right path and head down the stairs. On this floor, head down and take the hidden left path to reach 3 treasure chests, Head back into the hidden path and continue along it, grabbing

all treasure you can get. The last chest in this area is in the north, after going through either the long hidden passage, or the short one right to the right of the entrance to the Land of Summons. Save in the Land of Summons first and heal up before this, because there are 5 Warriors in this box that you'll have to defeat. After you get this, then head to the Land of Summons and buy what you need. Level Rosa up NOW to get Wall, since you cannot win the upcoming fight without it. Grab all the treasures beforehand as well, ESPECIALLY the Rat Tail, which is imperative to getting Cecil's Excalibur after you have visited the Moon the first time. There is also a hidden area in the first part of the town. From where you get the 6000 Gil, head straight up. To go fight Asura, go to the library and head downstairs.

BOSS BATTLE: Asura

HP: 31005

MP: 4000

EXP: 20000

Gil: 0

Without Wall, this fight is impossible. With Wall, it's extremely easy. Cast Wall on Asura to reflect her Cure spells, and constantly hammer away with physical attacks while Rosa heals. Asura will go down in no time flat.

After defeating Asura, you can challenge Leviathan. Note that Leviathan isn't TOO hard, but his Tidal Wave WILL hurt if you don't keep your life up. Use Bolt3 if you have it, or Bolt2/Ramuh, while Cecil attacks, Rosa heals, and Edge uses Blitz. Leviathan will fall fast.

After you have obtained these two summons, leave and head back up to the surface. Head to Baron if you feel you can take on this next challenge. At Baron, head to the right tower, and before you exit to go to the right tower, you should see a switch on the wall. This is the treasure room that was guarded earlier in the game. You can also enter the right tower. Grab all the treasure here. Heading down leads to an optional boss fight with Odin, with whom you must defeat before the invisible timer runs out or else you lose. Lightning is his weakness, so having Bolt3 would be of much use here. Additionally, it would be wise to come back when you have Kain in your party again as well as gaining a few levels (Level 50 should be perfect for fighting Odin).

Next, go to Fabul and talk to Yang's Wife. You will receive the Pan. Now, return to the Sylvan Cave and use this on Yang, and return to Fabul and talk to Yang's Wife. You'll receive the Knife, which cannot be equipped, and only thrown, but does 9999 damage to anything. Very nice for future battles. You can also get the Sylph summon now as you like. You must do this sidequest before going to the Moon, otherwise you cannot do it anymore.

Your next target however is Mysidia so go there.

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N) The Lunar Whale and the Giant of Babil [FAQ-014]

Enemies:

[Moon Surface]

- Balloon
- Grenade
- Jucllyote
- Moon Cell
- Procyote
- Pudding
- Red Worm

[Giant of Babil]

- Beamer
- Horse Man
- Mac Giant
- Machine
- Mech Dragon
- Searcher

Treasures:

[Moon Surface]

- Au Apple
- Stardust
- Moon Veil

[Giant of Babil]

- Shuriken
- HiPotion
- Ether1
- Alert
- Yoichi Arrows
- Ag Apple
- Soma Drop
- Elixir

Once you arrive at Mysidia, you'll have some storyline to go through. After the story, go inside the Lunar Whale and check the crystal to go to the moon. Note that you cannot land on rough spots with the Lunar Whale, so find a smooth place to land and head for for the palace in the center of the moon that you see. It's best to land the Lunar Whale just west of the palace. You'll have to traverse the moonside to get to the palace. Once there, you will encounter FuSoYa, but

will have to immediately return to the planet when the Giant of Babil awakens. You can also find the Cave of Bahamut and the Hummingway Home here if you want. The Hummingway Home is located south of the Crystal Palace. You'll also have FuSoYa temporarily in your party. I'd recommend stealing his equipment after you fight the 4 Elemental Fiends in the Giant of Babil so you can sell them later ^^

Now return to the Lunar Whale, and you'll have to go fight the Giant of Babil immediately. Which means, before you return to the planet, make sure to go to the Hummingway Home and buy lots of HiPotions and Lifes, or don't go to the Crystal Palace immediately.

Once inside the Giant of Babil, head to the next room. In the Chest, grab the Shuriken, then work your way around to the other side of the chest, grabbing the treasure along the way. In the Stomach, head straight up to get an Ag Apple, then go to the far right and get the Soma Drop, which should be given to either Rosa or Rydia. Go onto the middle path to the Passage.

Before opening the treasure chest, go heal up and save at the Save Point up ahead. Inside the chest is a monster called Last Arm, which will put Stop on your party members one by one. It's best to try and kill this monster as fast as possible. If you cannot, then don't even try to beat it. Hit it with Meteo and Leviathan, while Cecil and Edge attack, and Rosa attacks too. Up ahead lies the Four Elemental Fiends.

#### BOSS BATTLE: Elemental Fiends

HP: 16000

MP: 3185

EXP: 15625

Gil: 2500

Weakness: Fire (Milon Z)/Ice (Rubicante)/Lightning (Cagnazzo/Valvalis)/Holy (Valvalis)

This battle is a rotation like battle. You'll start the fight off against Milon Z, followed by Cagnazzo, Valvalis, and then finally Rubicante. Each one still retains his/her own weakness and strengths, so use that to your advantage. Be careful on when you choose your elemental spells as well, since you don't want to waste your turn. Keep Rosa healing at all times, and if you have to, devote FuSoYa to this task as well. Rydia should be blasting the fiends with their elemental weakness, while Cecil and Edge attack (Edge can also use whatever elemental weakness he has against the Fiends, or can use Throw). You don't have to worry about Valvalis' tornado form or Rubicante opening and closing his cape now either.

After you defeat the fiends, go back and heal up and save again. The next boss is up ahead. If you so choose, take FuSoYa's equipment.

BOSS BATTLE: CPU, Attacker, Defender  
HP: 30000 (CPU), 3000 (Attacker/Defender)  
MP: 1870 (CPU)/187 (Attacker/Defender)  
EXP: 50000  
Gilo: 10333

Word of advice: NEVER DESTROY BOTH ATTACKER AND DEFENDER!!! Doing so will prompt the CPU to use several instant kill moves and then just revive them both. Your best best is to destroy the Defender, leave the Attacker alone, and focus on killing the CPU after that. When the CPU is dead, then focus on killing the Attacker. Don't worry about the Maser attack. It'd take 10 direct hits of that to kill you if everyone is at full health, since it only deals 1/10 of a character's Max HP.

After some storyline, return back to Earth to do some optional things.

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O) Final Mission.....Preparations [FAQ-015]

Enemies:

[Cave of Bahamut]

Behemoth  
D. Bone  
Ging-Ryu  
Kary  
King-Ryu  
Red Giant  
Warlock

Treasures:

[Adamant Grotto]

Adamant

[Kokkol's Smithy]

Excalibur  
Adamant Armor

[Cave of Bahamut]

Genji Gloves  
Genji Shield  
Genji Armor  
Genji Helmet  
Bahamut summon

First things first, you'll need your original airship. Grab the Hovercraft and head towards Mythril Village. If you haven't gotten the Rat's Tail from the Land of Summons, go do it now. Use the Hovercraft to travel across the water to the Adamant Grotto. Here, you can trade the Rat Tail for an Adamant, which is needed to make the Excalibur for Cecil. After you get the Adamant, return to Kokkol's Smithy and hand over both the Legend and the Adamant. You'll receive the Excalibur in return!

After this, if you manage to ever get any Pink Puff Tails, you can exchange them for Adamants, and then go to Kokkol's Smithy and get the Adamant Armor, the strongest armor in the game. However, Pink Puffs are extremely rare, and the Tails are even rarer.

After this, you may want to go and try to get Odin, if you haven't yet already. Refer to the Ghostly King section to see how to tackle Odin. Now would be a good time as well to take on the Land of Summons and Sylvan Cave, if you haven't yet.

Now head for the Moon! Your last optional quest lies in the Cave of Bahamut, to the west of the Crystal Palace. Note that this is an extremely rough place for a low level team, as there are forced encounters with Behemoths along the way, which counter all physical attacks with a powerful physical attack and all magical attacks with Wind. I'd recommend coming here around Level 50-60 to start, unless you're feeling confident in your abilities and have a lot of items to spare.

When you do go to the Cave of Bahamut, head south to get the Genji Gloves. Then head back up and to the right. Go up and right through the wall first to get the Genji Shield. Head up the stairs and grab the Genji Armor. Head right to get the Genji Helmet, and then head back and up. This will be your first Behemoth encounter! Remember it!

After you defeat the Behemoth, head on up and then go down on the path. You'll run into your 2nd Behemoth encounter here, and your 3rd and last Behemoth encounter near the end. After this, you'll be before Bahamut. Make sure that you have either some Star Veils, Moon Veils, or Wall (which is needed to survive).

BOSS BATTLE: Bahamut

HP: 45001

MP: 70000

EXP: 35000

Gil: 0

First thing first, have Rosa use Wall on EVERYONE as fast as she can! This is crucial to people surviving Mega Flare! If you have any Star or Moon Veils, use them as well. In the meantime, Cecil, Kain, and Edge should be attacking while Rydia uses Leviathan or Flare. With Mega Flare being reflected back at Bahamut, this fight becomes simpler. If not, then.....it gets extremely hard.

After the fight, you'll have Bahamut as a summon. Use Exit to leave; unless you want to fight more Behemoths.....

After all of these are done, head towards the Crystal Palace for the final battles.

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Q) The Lunar Subterrains [FAQ-016]

Enemies:

- Behemoth
- Blue Dragon
- Breath
- D. Bone
- D. Fossil
- Evil Mask
- Ging-Ryu
- Kary
- King-Ryu
- Mind
- Pink Puff
- Red Dragon
- Red Giant
- Trickster
- Veteran
- Warlock

Treasures:

- Ninja Gear
- Sage Staff
- Murasame
- Masamune
- Ragnarok
- Ribbon
- Ribbon
- Fire Lash
- Dragon Shield
- Dragon Helmet
- Dragon Armor
- Dragon Gloves
- Elixir

Blizzard  
X-Potion  
Stardust Rod  
Crystal Shield  
Protect Gloves  
Crystal Armor  
Crystal Gloves  
White Robe  
Crystal Helmet  
Artemis Arrows  
Au Apple  
Protect Gloves  
Ragnarok  
Minerva Armor  
Holy Lance  
Elixir  
Whistle  
Fuma  
Fuma  
Inferno

This is where the final battles will begin....you'll have to head to back behind the throne to enter the last dungeon. It's best to enter here after completing the other sidequests, so that you can come at a decent strength. Being around Level 50 or so with everyone is a good thing too. Note that there are quite a few hidden paths here too, so there's a lot to do here before the last fight.

First thing first, head up and right to a hidden path to a treasure chest. You'll have to fight 2 Red Giants first, which will probably be hard at first. Inside will be a Ninja Gear, which will greatly help Edge out. Head back the way you came and take the hidden left path next. Open the chest and defeat the 2x Warlocks and Karys to get the Sage Staff. Head around and take the teleporter to the next floor. Here, just go around and up and prepare to fight for one of the better weapons in the game.

BOSS BATTLE: White Dragon  
HP: 32700  
MP: 11800  
EXP: 55000  
Gil: 0

This battle is pretty easy in reality. Before you enter the fight, cast Float on your entire party to avoid Quake, and use Haste to counter Slow. Never use magic on the boss, since he'll hit with a extremely powerful physical attack. You can easily subdue him without much problem. Just make sure to quickly recover from Storm!

After defeating this boss, you'll receive the Murasame, one of Edge's ultimate weapons!

Head back to the start of the place, and now go south. On B2, take the hidden path up and to the left to grab the Fire Lash, which is a pretty nice weapon for Rydia. Until you can win a Dragon Whip, this is the 2nd best thing. Go back and up through the hidden passage, and continue left. Pick up the Dragon Shield and continue on up. Head south to the below the next set of stairs, and look for a hidden passage. Take this passage up to get the Dragon Helmet, then go right and down through the next hidden passage to get the Dragon Armor and Dragon Gloves. Head back and go up the stairs next.

Here, on B4, head to the far right to get Artemis Arrows. Next, head down the stairs and head to the left. Grab the Elixir, head back, and go to the far right this time. Head down the steps and go inside the next area. Head up and to the right to get a Blizzard, then head left and grab the X-Potion. Exit this area to the right, and then if you want, open the chest to your left. This contains a Behemoth, but also has the Stardust Rod. After this, head down the stairs.

Here, the monsters become increasingly harder. You'll more than likely start running into Blue Dragons now, which hurt really badly, and you MIGHT even run into a Red Dragon & Blue Dragon team, which is pretty bad. If you don't think you can handle any fights, run from them. From here, head down and to the left. In this chest, there are a Red Dragon and a Blue Dragon, which is EXTREMELY hard if you're underleveled, but yields the powerful Crystal Shield. After this, head inside the entrance near you and head up and right. Pick up the Protect Gloves here, and then head right some more to find another hidden path. Here, head south if you want to fight another Behemoth and get the Crystal Armor, or head north to continue on with the dungeon. To the right is a chest containing 2 Red Dragons, but also the Crystal Gloves. Head left and enter this area, then grab the White Robe from the chest and continue up. Head to the left and in this chest is a Warlock and a D. Fossil, and after beating them, you'll get the Crystal Helmet. Head to the far right and enter this area for an Inferno, then head down the stairs.

On Floor B6, the left chest gives you Artemis Arrows, and the right chest gives you a Fuma. Head on down the left path to grab a Cabin and to go through a hidden path. Go across this pit and go up to the left side of the wall to find a hidden path to a hidden staircase inside the wall. Next, grab the Au Apple from the chest, and head right, then head up. Continue up till you see a chest. Inside is a Behemoth, but also another Protect. Continue on up. Use the Save Point here, and continue on to fight the next optional boss.

BOSS BATTLE: Wyvern

HP: 60000

MP: 75200

EXP: 64000

Gil: 0

This boss will always start the battle out with Mega Flare. Hope that you have someone survive, then revive Rosa, and keep on reviving and healing. Have Rosa put up Walls on everyone in case Wyvern decides to use Mega Flare again. This battle will prove to be very tough, but so long as you can survive the initial Mega Flare, you have some chance to win! Keep in mind that he'll counter any magic attacks with Mega Flare as well.

After you finally win, you'll receive the best weapon in the game; Ragnarok.

After this, it would be wise to go back and save. Head back the way you came and continue on your way to the right this time. When you reach the next room, in the left chest there are 3 Karys and a Warlock. Defeat them to get the Minerva. Continue onwards till you reach B7. Use the first room's Save Point and prepare to fight the next 2 bosses. Take on the boss in the last room first.

BOSS BATTLE: Lunasaur x2

HP: 23000

MP: 1500

EXP: 29500

Gil: 0

Weakness: Fire

This battle normally would be tough, but since Cecil now has Ragnarok, this battle should go a whole lot smoother. Keep Rosa healing at all times, and have Rydia support Rosa while Kain jumps and Edge attacks or throws. They should go down in no time flat.

Defeating these two will leave you with the 2 Ribbons, which you should give to Rydia and Rosa to protect them.

After this, go back and save, and if there's anyone dead, leave them that way. It'll make the next fight much easier to deal with. Go to the 2nd room to fight the last optional boss.

BOSS BATTLE: Plague

HP: 33333

MP: 0

EXP: 31108

Gil: 550

This boss is a pain, because he'll cast Doom on the entire party, then Haste on each one individually. You can trick him by simply leaving someone dead at the start of the fight, and have someone revive that person before the countdown reaches 0 and he'll cast Doom on everyone again. Just make sure you can KO that person again and revive them before it's too late! It's best to have Edge be the sole attacker in this fight by throwing anything you've got at the boss.

After this boss, you'll get the Holy Lance. Go back and fully rest up, and now's your chance to level up up to around Level 60-70 and stock up on items! The final battle awaits ahead in the Crystal Realm.

When you're ready, head past the 3 rooms and head into the door. This is a very dangerous place if you're not leveled up! The regular enemies all include Behemoths, Blue Dragons, Red Dragons, and Evil Masks, all who are very powerful! First thing's first, take the stairs down, then go to the left if you want the Fuma. Next, head down and to the right, and you'll fight the last optional boss for the 2nd weapon of Edge.

BOSS BATTLE: Ogopogo

HP: 50000

MP: 3125

EXP: 61000

Gil: 0

This boss is basically Leviathan, but much faster and stronger. Keep Rosa constantly healing, while Kain jumps, Edge throws or attacks, Cecil attacks, and Rydia uses Bahamut to strike down the boss or to assist Rosa with healing. Note that magic attacks forces the boss to counter with Weak, which reduces HP to single digits.

After the battle, you'll have the Masamune, which you should give to Edge. You should go back and save now in case you don't want to fight the boss again later. When you're ready, head down the stairs to the 2nd floor, and go down these steps and to the right to get the Elixir. Continue on down and keep going to the left to reach the next steps, picking up the Whistle on the way. This might help if you want to bring in anything or take anything out of your inventory. Put in everything that Edge can throw, and get rid of useless things like Inferno, Blizzard, Moon Veils, and the like.

In the next area, the monsters are even more powerful and come in groups now. Head down and grab the Fuma on the way, then head left and grab the Fuma here if you want, then head to the bottom and go right. In this area, you'll only encounter Minds and Breaths. Continue along the path until you reach the final battle.

BOSS BATTLE: Zeromus

HP: 115000

MP: 999999

EXP: 0

Gil: 0

You cannot hurt Zeromus until you use the Crystal, which only Cecil can use. However, before you do so, it is in your best interest to steal the Dark Matter from this form before you use the Crystal. Reason being is that the Dark Matter reduces the damage of Zeromus' Big Bang attack, making it easier for your party to live. However, it's still a powerful attack nonetheless. Once you use the Crystal, have Kain Jump, Edge throw anything he can, Rydia use Bahamut, and Rosa on standby to heal. If you must, have Rydia be on standby to heal as well. Once Zeromus starts using Meteo, you know that he's near death, so keep at it! Once Zeromus falls, enjoy the ending! You deserve it!

=  
6) Items Database [ITEM]  
= =

\*\*\*NOTE!!!\*\*\*

Max Limit is only referring to one stock of an item or equipment. It is possible to go over 99 by getting one stock to 99 and then going to a 2nd stock of that same item.

\*\*\*END\*\*\*

Name: Potion  
Description: Restores a small amount of HP  
Price: 30  
Sell: 15  
Rarity: Common  
Locations:  
    Shops  
        Baron  
        Kaipo  
        Fabul  
        Mysidia  
        Troia  
        Agart  
        Dwarf Castle  
        Tomra  
        Land of Summons  
    Find  
        Baron (x3)  
        Mist Cave (x2)  
        Water Cave (x3)

Antlion's Cave (x3)  
Mount Ordeals (x2)  
Cave of Eblan (x2)

Win

Aqua Worm  
Cave Bat  
Crawler  
Cream  
Dark Imp  
Gargoyle  
Ghost  
Giant Bat  
Hooligan  
Huge Cell  
Imp  
Jelly  
Larva  
Pike  
Piranha  
Rock Larva  
Sandpede  
Sand Worm  
Slime  
Soul  
Spirit  
Tofu  
Trickster  
Were Bat

Steal

Aqua Worm  
Bomb  
Breath  
Cave Bat  
Crawler  
Cream  
Ghost  
Ghoul  
Giant Bat  
Gray Bomb  
Guard  
Hooligan  
Huge Cell  
Imp  
Jelly  
Larva  
Mind  
Pike  
Piranha  
Red Bone  
Revenant  
Rock Larva  
Sandpede  
Sand Worm  
Skeleton  
Skull  
Slime  
Soul  
Spirit  
Tofu  
Trap Door

Trickster  
Water Hag  
Weeper  
Were Bat  
Zombie

Name: HiPotion

Description: Restores a moderate amount of HP

Price: 150

Sell: 75

Rarity: Common

Locations:

Shops

Mysidia  
Dwarf Castle  
Tomra  
Land of Summons  
Hummingway Home

Find

Waterway  
Troia Castle (x4)  
Magnetic Cavern (x2)  
Eblan  
Dwarf Castle  
Tower of Babil - Lower  
Cave of Eblan (x3)  
Tower of Babil - Upper (x2)  
Kokkol's Smithy  
Sealed Cavern (x2)  
Sylvan Cave (x2)  
Land of Summons (x3)  
Baron Castle (x2)  
Giant of Babil

Win

Aqua Worm  
Armadillo  
Carapace  
Cave Bat  
Crawler  
Cream  
Crocodile  
Gator  
Giant Bat  
Huge Cell  
Ironback  
Jelly  
Larva  
Mage  
Pike  
Piranha  
Roc  
Rock Larva  
Sandpede  
Sand Worm  
Slime  
Stoneman  
Tofu

Tortoise  
Were Bat  
Zuu  
Steal  
Mage  
Stoneman

Name: X-Potion  
Description: Restores a large amount of HP  
Price: N/A  
Sell: 1500  
Rarity: Very rare  
Locations:  
Shops  
N/A  
Find  
Water Cave  
Mount Hobs  
Fabul  
Sealed Cavern  
Lunar Subterrains  
Win  
Armadillo  
Carapace  
Evil Mask  
Ironback  
Stoneman  
Tortoise  
Steal  
N/A

Name: Life  
Description: Revives a fallen member and restores minor HP  
Price: 100  
Sell: 50  
Rarity: Common  
Locations:  
Shops  
Baron  
Kaipo  
Fabul  
Mysidia  
Troia  
Agart  
Dwarf Castle  
Tomra  
Land of Summons  
Hummingway Home  
Find  
Water Cave  
Antlion's Cave  
Tower of Babil - Lower  
Cave of Eblan (x2)  
Sealed Cavern (x2)  
Land of Summons (x3)  
Baron Castle (x2)

Win

- Cocatrix
- Eagle
- Float Eye
- Red Eye
- Roc Baby
- Rock Moth
- Sand Moth

Steal

- Cocatrix
- Eagle
- Roc Baby

Name: Ether1

Description: Restores a small amount of MP

Price: 10000

Sell: 1

Rarity: Uncommon

Locations:

Shops

- Hummingway Home

Find

- Baron Castle (x5)
- Baron
- Kaipo
- Water Cave (x2)
- Antlion's Cave
- Fabul
- Mount Ordeals (x2)
- Waterway (x2)
- Troia
- Troia Castle (x4)
- Magnetic Cavern (x2)
- Eblan (x3)
- Dwarf Castle (x2)
- Tower of Babil - Lower
- Cave of Eblan
- Sealed Cavern (x3)
- Sylvan Cave
- Land of Summons (x2)
- Giant of Babil

Win

- Fiend
- Gloom Wing
- Gremlin
- Moon Cell
- Pudding
- Red Worm
- Tiny Mage
- Witch

Steal

- Gloom Wing
- Moon Cell
- Pudding

Name: Ether2  
Description: Restores a large amount of MP  
Price: 50000  
Sell: 1  
Rarity: Rare  
Locations:  
  Shops  
    Hummingway Home  
  Find  
    Water Cave  
    Troia Castle (x2)  
    Tower of Babil - Lower  
    Cave of Eblan  
    Tomra  
    Sealed Cavern  
    Land of Summons  
  Win  
    Troia  
    Pink Puff  
    Tiny Mage  
    Toad Lady  
    Warlock  
    Witch  
  Steal  
    Pink Puff

Name: Elixir  
Description: Restores all HP and MP  
Price: 100000  
Sell:  
Rarity: Rare  
Locations:  
  Shops  
    Hummingway Home  
  Find  
    Troia Castle  
    Dwarf Castle (x2)  
    Cave of Eblan (x2)  
    Sealed Cavern  
    Sylvan Cave  
    Land of Summons  
    Baron Castle  
    Giant of Babil  
    Lunar Subterrain (x2)  
  Win  
    Evil Mask  
    Pink Puff  
    Veteran  
  Steal  
    N/A

Name: Antidote  
Description: Cures Poison  
Price: 40  
Sell: 20

Rarity: Common

Locations:

Shops

Baron  
Kaipo  
Fabul  
Mysidia  
Troia  
Agart  
Dwarf Castle  
Cave of Eblan  
Tomra  
Land of Summons

Find

N/A

Win

Cave Naga  
Huge Naga  
Hydra  
Naga  
Python  
Sandman  
Turtle  
Waterbug

Steal

Cave Naga  
Huge Naga  
Hydra  
Naga  
Python  
Sandman  
Turtle  
Waterbug

Name: Eyedrops

Description: Cures Blind

Price: 30

Sell: 15

Rarity: Common

Locations:

Shops

Baron  
Kaipo  
Fabul  
Mysidia  
Troia  
Agart  
Dwarf Castle  
Cave of Eblan  
Tomra  
Land of Summons

Find

Baron  
Mist Cave

Win

Float Eye  
Red Eye

Rock Moth  
Sand Moth  
Veteran  
Steal  
Float Eye  
Red Eye  
Rock Moth  
Sand Moth  
Veteran

Name: Echo Note  
Description: Cures Silence  
Price: 50  
Sell: 25  
Rarity: Common  
Locations:

Shops  
Mysidia  
Dwarf Castle  
Cave of Eblan  
Tomra  
Land of Summons

Find  
Troia Castle (x2)

Win  
Sandman  
Turtle  
Waterbug

Steal  
N/A

Name: MaidKiss  
Description: Cures Toad  
Price: 60  
Sell: 30  
Rarity: Common  
Locations:

Shops  
Baron  
Kaipo  
Fabul  
Mythril Village  
Troia  
Agart  
Dwarf Castle  
Cave of Eblan  
Tomra  
Land of Summons

Find  
Baron  
Water Cave  
Eblan  
Sylvan Cave

Win  
Cannibal

Cave Toad  
Dark Tree  
Electric Fish  
Evil Shell  
Fang Shell  
Mad Toad  
Tiny Toad  
Toad Lady  
Trap Rose  
Treant  
Warlock

Steal

Cave Toad  
Mad Toad  
Tiny Toad  
Toad Lady  
Warlock

Name: Mallet

Description: Cures Mini

Price: 80

Sell: 40

Rarity: Common

Locations:

Shops

Mythril Village  
Dwarf Castle  
Cave of Eblan  
Tomra  
Land of Summons

Find

N/A

Win

Cannibal  
Dark Tree  
Electric Fish  
Evil Shell  
Fang Shell  
Trap Rose  
Treant

Steal

N/A

Name: Diet Food

Description: Cures Pig

Price: 100

Sell: 50

Rarity: Common

Locations:

Shops

Mythril Village  
Dwarf Castle  
Cave of Eblan  
Tomra  
Land of Summons

Find

N/A

Win

Cannibal

Dark Tree

Electric Fish

Evil Shell

Fang Shell

Trap Rose

Treant

Steal

Cannibal

Dark Tree

Electric Fish

Evil Shell

Fang Shell

Trap Rose

Treant

Name: Cross

Description: Cures Curse

Price: 100

Sell: 50

Rarity: Common

Locations:

Shops

Dwarf Castle

Cave of Eblan

Tomra

Land of Summons

Find

N/A

Win

Sandman

Turtle

Waterbug

Steal

N/A

Name: Alarm

Description: Cures Sleep

Price: N/A

Sell:

Rarity: Rare

Locations:

Shops

N/A

Find

Eblan

Win

Float Eye

Green Dragon

Red Eye

Rock Moth

Sand Moth

Sandman  
Talantla  
Yellow Dragon  
Steal  
N/A

Name: Soft

Description: Cures Petrify

Price: 400

Sell: 200

Rarity: Common

Locations:

Shops

Baron

Kaipo

Fabul

Mysidia

Troia

Agart

Dwarf Castle

Cave of Eblan

Tomra

Land of Summons

Find

Mount Hobs

Eblan

Cave of Eblan

Win

Basilisk

Cocatris

Eagle

Float Eye

Needler

Red Eye

Roc Baby

Rock Moth

Sand Moth

Sting Rat

Sword Rat

Steal

Basilisk

Needler

Sting Rat

Sword Rat

Name: Remedy

Description: Cures all status effects except KO to one character

Price: 5000

Sell: 2500

Rarity: Uncommon

Locations:

Shops

Dwarf Castle

Cave of Eblan

Tomra

Land of Summons

Find

Troia Castle (x2)

Kokkol's Smithy

Win

Aqua Worm

Cannibal

Dark Tree

Electric Fish

Evil Shell

Fang Shell

Malboro

Sand Worm

Trap Rose

Treant

Steal

Malboro

Name: Unihorn

Description: Cures party of Confuse, Berserk, Slow, Stop, Curse, Sleep, and Paralyze.

Price: N/A

Sell:

Rarity: Rare

Locations:

Shops

N/A

Find

Magnetic Cavern

Eblan

Tower of Babil - Upper

Baron Castle (x2)

Win

Black Cat

Cave Naga

Fiend

Gremlin

Huge Naga

Hydra

Mage

Naga

Panther

Python

Steal

Black Cat

Panther

Name: Tent

Description: Restores 1000 HP, 100 MP, and cures all status ailments to all allies. World map and save points only.

Price: 100

Sell: 50

Rarity: Common

Locations:

Shops

Baron  
Kaipo  
Fabul  
Mysidia  
Troia  
Agart  
Dwarf Castle  
Tomra  
Land of Summons

Find

Baron Castle (3)  
Baron (x2)  
Mist Cave  
Water Cave  
Damcyan Castle  
Antlion's Cave  
Mount Hobs  
Fabul  
Troia Castle (x2)  
Cave of Eblan

Win

Beamer  
Blade Man  
Centaur  
Epee Girl  
Horse Man  
Imp  
Sandman  
Sword Man  
Trickster  
Turtle  
Warrior  
Waterbug

Steal

Beamer  
Blade Man  
Centaur  
Epee Girl  
Horse Man  
Sword Man  
Warrior

Name: Cabin

Description: Restores all HP and MP, cures all statuses, and revives all KO'ed party members. World map and save points only.

Price: 500

Sell: 250

Rarity: Common

Locations:

Shops

Mysidia  
Dwarf Castle  
Tomra  
Land of Summons  
Hummingway Home

Find

Eblan  
Dwarf Castle (x3)  
Cave of Eblan  
Sylvan Cave  
Land of Summons

Win

Blade Man  
Centaur  
Epee Girl  
Horse Man  
Mac Giant  
Red Giant  
Roc  
Sword Man  
Warrior  
Zuu

Steal

Mac Giant  
Red Giant

Name: Illusion

Description: Casts Blink on the user

Price: N/A

Sell: 25

Rarity: Rare

Locations:

Shops

N/A

Find

Troia

Win

Evil Doll

Puppet

Steal

Evil Doll

Puppet

Name: Star Veil

Description: Casts Wall on user. Last longer than the spell.

Price: N/A

Sell: 500

Rarity: Rare

Locations:

Shops

N/A

Find

Sealed Cavern

Win

Evil Mask

Ging-Ryu

Lamia

Queen Lamia

Steal  
Evil Mask

Name: Moon Veil  
Description: Casts Wall on user. Lasts longer than Star Veil.  
Price: N/A  
Sell: 1000  
Rarity: Rare  
Locations:  
Shops  
N/A  
Find  
Moon Surface  
Win  
Ging-Ryu  
Gloom Wing  
Jucllyote  
Kary  
Moon Cell  
Procyote  
Pudding  
Steal  
N/A

Name: Bomb  
Description: Casts Fire2 on all enemies  
Price: N/A  
Sell:  
Rarity: Rare  
Locations:  
Shops  
N/A  
Find  
Water Cave  
Fabul  
Mist (x3)  
Tomra  
Win  
Balloon  
Chimera  
Flame Dog  
Grenade  
Manticore  
Steal  
Balloon  
Grenade

Name: Big Bomb

Description: Casts Fire3 on all enemies

Price: N/A

Sell:

Rarity: Rare

Locations:

Shops

N/A

Find

N/A

Win

Chimera

Flame Dog

Manticore

Steal

N/A

Name: Inferno

Description: Inflicts powerful Fire damage to all enemies. Stronger than Big Bomb.

Price: N/A

Sell:

Rarity: Very rare

Locations:

Shops

N/A

Find

Lunar Subterrain

Win

Chimera

D. Bone

D. Fossil

Flame Dog

Manticore

Red Dragon

Steal

D. Bone

D. Fossil

Red Dragon

Name: Notus

Description: Casts Ice2 on all enemies

Price: N/A

Sell: 50

Rarity: Rare

Locations:

Shops

N/A

Find

Water Cave

Antlion's Cave

Fabul

Tower of Babil - Lower

Tomra  
Win  
Balloon  
Grenade  
Ice Beast  
Ice Lizard  
Red Worm  
Steal  
N/A

Name: Boreas  
Description: Casts Ice3 on all enemies  
Price: N/A  
Sell:  
Rarity: Rare  
Locations:  
Shops  
N/A  
Find  
Agart  
Win  
Ice Beast  
Ice Lizard  
Red Worm  
Steal  
Red Worm

Name: Blizzard  
Description: Inflicts powerful Ice damage on all enemies. Stronger than Boreas.  
Price: N/A  
Sell: 50  
Rarity: Very rare  
Locations:  
Shops  
N/A  
Find  
Lunar Subterrain  
Win  
Blue Dragon  
Ice Beast  
Ice Lizard  
Steal  
Blue Dragon

Name: Thor Rage

Description: Casts Bolt2 on all enemies

Price: N/A

Sell: 50

Rarity: Rare

Locations:

Shops

N/A

Find

Fabul

Baron

Waterway

Tomra

Win

Grudger

King-Ryu

Machine

Screamer

Steal

King-Ryu

Name: Zeus Rage

Description: Casts Bolt3 on all enemies

Price: N/A

Sell:

Rarity: Rare

Locations:

Shops

N/A

Find

N/A

Win

Beamer

Grudger

King-Ryu

Machine

Screamer

Steal

N/A

Name: Lit Storm

Description: Inflicts powerful Lightning damage on all enemies. Stronger than Zeus Rage

Price: N/A

Sell:

Rarity: Rare

Locations:

Shops

N/A

Find

N/A

Win

Clapper

Green Dragon

Grudger

King-Ryu

Machine

Mech Dragon

Screamer

Yellow Dragon

Steal

Clapper

Green Dragon

Mech Dragon

Yellow Dragon

Name: Gaia Drum

Description: Casts Quake on all enemies

Price: N/A

Sell:

Rarity: Rare

Locations:

Shops

N/A

Find

N/A

Win

Arachne

Talantla

Steal

Centipede

Name: Stardust

Description: Casts Meteo

Price: N/A

Sell: 50

Rarity: Rare

Locations:

Shops

N/A

Find

Moon Surface

Win

Ging-Ryu

Gloom Wing

Jucllyote

Moon Cell

Procyote

Pudding

Steal

Ging-Ryu  
Juclyote  
Procyote

Name: Coffin  
Description: Casts Death  
Price: N/A  
Sell: 500  
Rarity: Rare  
Locations:  
Shops  
N/A  
Find  
Eblan  
Win  
Black Cat  
Panther  
Steal  
N/A

Name: Grimoire  
Description: Casts a random summon  
Price: N/A  
Sell:  
Rarity: Rare  
Locations:  
Shops  
N/A  
Find  
N/A  
Win  
Conjurer  
Marion  
Sorcerer  
Steal  
N/A

Name: Silk Web  
Description: Casts Slow on all enemies  
Price: N/A  
Sell: 50  
Rarity: Rare  
Locations:  
Shops  
N/A

Find

Antlion's Cave (x2)

Fabul

Waterway

Magnetic Cavern

Cave of Eblan

Win

Arachne

Centipede

Talantla

Steal

Arachne

Centipede

Talantla

Name: Hourglass1

Description: Casts Stop on all enemies

Price: N/A

Sell: 150

Rarity: Rare

Locations:

Shops

N/A

Find

Baron

Water Cave

Antlion's Cave

Waterway

Magnetic Cavern

Win

Fiend

Gremlin

Imp

Mage

Trickster

Steal

N/A

Name: Hourglass2

Description: Casts Stop on all enemies. Lasts longer than Hourglass1.

Price: N/A

Sell:

Rarity: Rare

Locations:

Shops

N/A

Find

Eblan

Dwarf Castle

Cave of Eblan

Tower of Babil - Upper

Win

N/A  
Steal  
N/A

Name: Hourglass3

Description: Casts Stop on all enemies. Lasts longer than Hourglass2.

Price: N/A

Sell:

Rarity: Rare

Locations:

Shops

N/A

Find

N/A

Win

Clapper

Mech Dragon

Veteran

Steal

N/A

Name: Mute Bell

Description: Casts Silence on all enemies

Price: N/A

Sell:

Rarity: Rare

Locations:

Shops

N/A

Find

Sealed Cavern

Win

Fiend

Gremlin

Steal

Fiend

Gremlin

Name: Vampire

Description: Casts Drain

Price: N/A

Sell: 20

Rarity: Rare

Locations:

Shops

N/A

Find

Cave of Eblan

Win

Vamp Lady

Vamp Girl

Steal

Vamp Lady

Vamp Girl

Name: Succubus

Description: Casts Psych

Price: N/A

Sell:

Rarity: Rare

Locations:

Shops

N/A

Find

Tower of Babil - Upper

Win

Lilith

Vamp Lady

Vamp Girl

Steal

Lilith

Name: Kamikaze

Description: Sacrifices all the user's HP to deal damage

Price: N/A

Sell: 5

Rarity: Rare

Locations:

Shops

N/A

Find

Eblan

Cave of Eblan

Win

Balloon

Grenade

Steal

N/A

Name: Hermes  
Description: Casts Haste  
Price: N/A  
Sell: 100  
Rarity: Rare  
Locations:  
Shops  
N/A  
Find  
Water Cave  
Fabul  
Waterway  
Eblan  
Baron Castle (x2)  
Win  
N/A  
Steal  
N/A

Name: Bacchus  
Description: Casts Berserk  
Price: N/A  
Sell: 100  
Rarity: Rare  
Locations:  
Shops  
N/A  
Find  
Fabul  
Troia Castle  
Eblan (x2)  
Dwarf Castle (x2)  
Baron Castle (x2)  
Win  
Mad Ogre  
Malboro  
Ogre  
Steal  
Mad Ogre  
Ogre

Name: Bestiary  
Description: Displays vital statistical information for enemies and bosses including HP and weakness  
Price: N/A  
Sell: 490  
Rarity: Rare  
Locations:

Shops

N/A

Find

Tomra

Sealed Cavern

Sylvan Cave

Land of Summons (x2)

Win

N/A

Steal

N/A

Name: Exit

Description: Casts Exit when not in battle and warps party out of  
dungeon

Price: N/A

Sell: 90

Rarity: Rare

Locations:

Shops

N/A

Find

Antlion's Cave

Magnetic Cavern

Eblan

Win

N/A

Steal

N/A

Name: Eagle Eye

Description: Casts Sight on World map

Price: 100

Sell: 50

Rarity: Common

Locations:

Shops

Dwarf Castle

Tomra

Land of Summons

Find

Baron

Win

N/A

Steal

N/A

Name: Gysahl

Description: Calls a Fat Chocobo when in a Chocobo Forest. Use when it smells like chocobos are around.

Price: 50

Sell: 25

Rarity: Common

Locations:

Shops

Baron

Kaipo

Fabul

Troia

Agart

Dwarf Castle

Tomra

Land of Summons

Find

Dwarf Castle (x3)

Win

N/A

Steal

N/A

Name: Whistle

Description: Calls Fat Chocobo at any time except in battle.

Price: 20000

Sell: 10000

Rarity: Rare

Locations:

Shops

Hummingway Home

Find

Lunar Subterrain

Win

N/A

Steal

N/A

Name: Alert

Description: Immediately throws party into a battle with the rarest enemy in that area. Only usable if there's monsters to be encountered in that area.

Price: N/A

Sell:

Rarity: Rare

Locations:

Shops

N/A

Find

Giant of Babil

Win

Alert

Arachne

Searcher

Steal

Alert

Centipede

Searcher

Name: Ag Apple

Description: Permanently raises a character's Max HP by 50

Price: N/A

Sell:

Rarity: Rare

Locations:

Shops

N/A

Find

Troia Castle

Eblan

Giant of Babil

Win

Aqua Worm

Crocodile

Gator

Ging-Ryu

Green Dragon

King-Ryu

Lilith

Mech Dragon

Roc

Sand Worm

Yellow Dragon

Zuu

Steal

N/A

Name: Au Apple

Description: Permanently raises a character's Max HP by 100

Price: N/A

Sell:

Rarity: Rare

Locations:

Shops

N/A  
Find  
Moon Surface  
Lunar Subterrain  
Win  
Clapper  
Steal  
N/A

Name: Soma Drop

Description: Permanently raises a character's max MP by 10.

Price: N/A

Sell:

Rarity: Rare

Locations:

Shops

N/A

Find

Giant of Babil

Win

Malboro

Toad Lady

Warlock

Steal

N/A

Name: Bomb

Description: Teaches Rydia "Bomb" summon

Price: N/A

Sell:

Rarity: Very rare

Locations:

Shops

N/A

Find

N/A

Win

Balloon

Grenade

Steal

N/A

Name: Imp

Description: Teaches Rydia "Imp" summon

Price: N/A

Sell:

Rarity: Very rare

Locations:

Shops

N/A

Find

N/A

Win

Imp

Trickster

Steal

N/A

Name: Mage

Description: Teaches Rydia "Mage" summon

Price: N/A

Sell:

Rarity: Very rare

Locations:

Shops

N/A

Find

N/A

Win

Mage

Steal

N/A

Name: Cocatris

Description: Teaches Rydia "Cocatris" summon

Price: N/A

Sell:

Rarity: Very rare

Locations:

Shops

N/A

Find

N/A

Win

Cocatris

Eagle

Roc Baby

Steal

N/A

Name: Smut

Description: Infamous porno mag.

Price: N/A

Sell: N/A

Rarity: Rare

Locations:

Shops

N/A

Find

Win

N/A

Steal

N/A

Name: Crystal

Description: Needed to fight Zeromus. Only usable by Cecil.

Price: N/A

Sell: N/A

Rarity: Rare

Locations:

Shops

N/A

Find

Lunar Subterrain

Win

N/A

Steal

N/A

Name: Dark Matter

Description: Reduces damage of Big Bang attack in final battle.

Price: N/A

Sell: N/A

Rarity: Rare

Locations:

Shops

N/A

Find

N/A

Win

N/A

Steal

Zeromus (Before transformation)

Name: Bomb Ring  
Description: Deliver to Mist Village.  
Price: N/A  
Sell: N/A  
Rarity: Rare  
Locations:  
    Shops  
        N/A  
    Find  
        Baron  
    Win  
        N/A  
    Steal  
        N/A

Name: Sand Ruby  
Description: Use on Rosa in Kaipo  
Price: N/A  
Sell: N/A  
Rarity: Rare  
Locations:  
    Shops  
        N/A  
    Find  
        Antlion's Cave  
    Win  
        N/A  
    Steal  
        N/A

Name: Baron Key  
Description: Use to unlock doors in Tower of Baron  
Price: N/A  
Sell: N/A  
Rarity: Rare  
Locations:  
    Shops  
        N/A  
    Find  
        Baron  
    Win  
        N/A  
    Steal  
        N/A

Name: Twin Harp

Description: Lifts magnetic field in Magnetic Cavern during fight with Dark Elf.

Price: N/A

Sell: N/A

Rarity: Rare

Locations:

Shops

N/A

Find

Troia

Win

N/A

Steal

N/A

Name: Pass

Description: Buy to have access to secret lounge in Troia.

Price: 10000

Sell: N/A

Rarity: Rare

Locations:

Shops

N/A

Find

Troia

Win

N/A

Steal

N/A

Name: Earth

Description: Crystal of Earth.

Price: N/A

Sell: N/A

Rarity: Rare

Locations:

Shops

N/A

Find

Magnetic Cavern

Win

N/A  
Steal  
N/A

Name: Magma  
Description: Use to open path to Underworld.  
Price: N/A  
Sell: N/A  
Rarity: Rare  
Locations:  
Shops  
N/A  
Find  
Baron (After escaping the Tower of Zot)  
Win  
N/A  
Steal  
N/A

Name: Tower Key  
Description: Use to open locked door in underworld section of Tower of Babil.  
Price: N/A  
Sell: N/A  
Rarity: Rare  
Locations:  
Shops  
N/A  
Find  
Tower of Babil - Lower  
Win  
N/A  
Steal  
N/A

Name: Necklace  
Description: Use to open seal in Sealed Cavern.  
Price: N/A  
Sell: N/A  
Rarity: Rare  
Locations:  
Shops

N/A  
Find  
Dwarf Castle  
Win  
N/A  
Steal  
N/A

Name: Darkness  
Description: Dark Crystal found in Sealed Cavern.  
Price: N/A  
Sell: N/A  
Rarity: Rare  
Locations:  
Shops  
N/A  
Find  
Sealed Cavern  
Win  
N/A  
Steal  
N/A

Name: Rat Tail  
Description: Trade to get some Adamant.  
Price: N/A  
Sell: N/A  
Rarity: Rare  
Locations:  
Shops  
N/A  
Find  
Land of Summons  
Win  
N/A  
Steal  
N/A

Name: Pan  
Description: Use on Yang in Sylph Cave to revive him, then give back to Yang's Wife to get the Knife.  
Price: N/A

Sell: N/A  
Rarity: Rare  
Locations:  
  Shops  
    N/A  
  Find  
    Fabul  
  Win  
    N/A  
  Steal  
    N/A

Name: Adamant  
Description: Give to Kokkol to make Excalibur and Adamant Armor thereafter.  
Price: N/A  
Sell: N/A  
Rarity: Rare  
Locations:  
  Shops  
    N/A  
  Find  
    Adamant Grotto  
  Win  
    N/A  
  Steal  
    N/A

Name: Pink Tail  
Description: Acquire from defeated Pink Puffs. Trade to receive Adamant.  
Price: N/A  
Sell: N/A  
Rarity: Rare  
Locations:  
  Shops  
    N/A  
  Find  
    N/A  
  Win  
    Pink Puffs (Very rare)  
  Steal  
    N/A



N/A  
Find  
Fabul  
Win  
N/A  
Steal  
N/A

Name: Legend

Description: Will +3, Holy-elemental. Inflicts greater damage against undead and spirit enemies. Can be exchanged for Excalibur once you obtain Adamant.

Price: N/A

Sell: N/A

Attack: 40

Hit%: 50

Equippable by: Paladin Cecil

Rarity: Rare

Locations:

Shops

N/A

Find

Paladin Cecil's initial equipment

Win

N/A

Steal

N/A

Name: Light

Description: Holy elemental, Strength +15, Vitality +15, Will +15. Inflicts greater damage against undead and spirit enemies.

Price: N/A

Sell:

Attack: 99

Hit%: 50

Equippable by:

Rarity: Rare

Locations:

Shops

N/A

Find

Sealed Cavern

Win

N/A

Steal

N/A

Name: Excalibur

Description: Strength +10, Holy-elemental. Inflicts greater damage against undead and spirit enemies.

Price: N/A

Sell: 40000

Attack: 160

Hit%: 50

Equippable by: Paladin Cecil

Rarity: Rare

Locations:

Shops

N/A

Find

Kokkol (Underworld) after giving him Legend and Adamant

Win

N/A

Steal

N/A

Name: Ragnarok

Description: Strength +15, Vitality +15, Will +15, Holy-elemental.

Inflicts greater damage against undead and spirit enemies.

Price: N/A

Sell:

Attack: 200

Hit%: 50

Equippable by: Paladin Cecil

Rarity: Rare

Locations:

Shops

N/A

Find

Lunar Subterrain

Win

N/A

Steal

N/A

Name: Ancient

Description: Randomly causes Curse to target. Inflicts greater damage to spirit enemies.

Price: N/A

Sell:

Attack: 35

Hit%: 27

Equippable by: Paladin Cecil, Kain

Rarity: Rare

Locations:

Shops

N/A

Find

Underground Waterway of Baron

Win

N/A

Steal

N/A

Name: Blood Sword

Description: Strength -5, Will -5, Agility -5, Vitality -5, Wisdom -5, drains HP from target.

Price: N/A

Sell:

Attack: 45

Hit%: 0

Equippable by: Paladin Cecil, Kain

Rarity: Rare

Locations:

Shops

N/A

Find

Cave of Eblan

Win

N/A

Steal

N/A

Name: Mythril Sword

Description: Inflicts greater damage against spirit enemies.

Price: 6000

Sell: 3000

Attack: 50

Hit%: 30

Equippable by: Paladin Cecil, Kain

Rarity: Common

Locations:

Shops

Mythril Village

Find

N/A

Win

Ironman

Steal

N/A

Name: Sleep

Description: Randomly causes Sleep to target. Casts Sleep when used as an item.

Price: N/A

Sell:

Attack: 55

Hit%: 27

Equippable by: Paladin Cecil, Kain

Rarity: Rare

Locations:

Shops

N/A

Find

Eblan

Win

N/A

Steal

N/A

Name: Flame Sword

Description: Fire-elemental. Inflicts greater damage against undead

and ice-based enemies.

Price: 14000

Sell: 7000

Attack: 65

Hit%: 30

Equippable by: Paladin Cecil, Kain

Rarity: Common

Locations:

Shops

Dwarf Castle

Find

Tower of Zot

Win

Flame Man

Steal

N/A

Name: Ice Brand

Description: Ice-elemental. Inflicts greater damage to insects, reptiles, and fire-based enemies.

Price: 26000

Sell: 13000

Attack: 75

Hit%: 30

Equippable by: Paladin Cecil, Kain

Rarity: Common

Locations:

Shops

Cave of Eblan

Find

Tower of Babil - Lower

Win

N/A

Steal

N/A

Name: Gorgon

Description: Randomly causes Gradual Petrification

Price: N/A

Sell:

Attack: 77

Hit%: 17

Equippable by: Paladin Cecil, Kain

Rarity: Rare

Locations:

Shops

N/A

Find

N/A

Win

Black Lizard

Gorgon

Medusa

Steal

N/A

Name: Avenger

Description: Two-handed. Wearer is put in Auto-Berserk.

Price: N/A

Sell:

Attack: 80

Hit%: 50

Equippable by: Paladin Cecil, Kain

Rarity: Rare

Locations:

Shops

N/A

Find

Sylvan Cave

Win

Behemoth

Steal

N/A

Name: Defense

Description: Vitaliy +15. Casts Armor when used as an item

Price: N/A

Sell:

Attack: 105

Hit%: 48

Equippable by: Paladin Cecil, Kain

Rarity: Rare

Locations:

Shops

N/A

Find

Land of Summons

Win

N/A

Steal

N/A

Name: Mythril Knife

Description: Inflicts greater damage to spirit enemies

Price: 3000

Sell: 1500

Attack: 20

Hit%: 45

Equippable by: Paladin Cecil, Kain, Rydia, Edward, Palom, Edge

Rarity: Common

Locations:

Shops

Mythril Village

Find

Mythril Village

Win

Ironman

Steal

Ironman

Name: Dancing

Description: Causes small physical damage when used as an item.

Price: 5000

Sell: 2500

Attack: 28

Hit%: 44

Equippable by: Paladin Cecil, Kain, Rydia, Edward, Palom, Edge

Rarity: Common

Locations:

Shops

Mist

Find

N/A

Win

N/A

Steal

N/A

Name: Mage Masher

Description: Wisdom +5. Randomly causes Silence to target. Inflicts greater damage to mages

Price: N/A

Sell:

Attack: 35

Hit%: 25

Equippable by: Paladin Cecil, Kain, Rydia, Edward, Palom, Edge

Rarity: Rare

Locations:

Shops

N/A

Find

Sylvan Cave

Win

N/A

Steal

N/A

Name: Knife

Description: Can only be thrown by Edge

Price: N/A

Sell:

Attack: 255

Hit%: 0

Equippable by: None

Rarity: Rare

Locations:

Shops

N/A

Find

After hitting Yang with Pan, take Pan back to Yang's Wife. Can only be done before going to Moon for the first time.

Win

N/A

Steal

N/A

Name: Whip

Description: Randomly causes paralysis on your opponent.

Price: 3000

Sell: 1500

Attack: 20

Hit%: 0

Equippable by: Rydia

Rarity: Common

Locations:

Shops

Mist

Find

Adult Rydia's initial equipment

Land of Summons

Win

N/A

Steal

N/A

Name: Chain Whip

Description: Randomly causes paralysis on your opponent.

Price: 6000

Sell: 3000

Attack: 30

Hit%: 5

Equippable by: Rydia

Rarity: Common

Locations:

Shops

Tomra

Land of Summons

Find

N/A

Win

N/A

Steal

N/A

Name: Blitz

Description: Lightning-elemental. Randomly causes paralysis on your opponent. Inflicts greater damage to machines and water-based enemies.

Price: 10000

Sell: 5000

Attack: 40

Hit%: 10

Equippable by: Rydia

Rarity: Common

Locations:

Shops

Land of Summons

Find

N/A  
Win  
N/A  
Steal  
N/A

Name: Fire Lash

Description: Fire-elemental. Randomly causes paralysis on your opponent. Inflicts greater damage on undead and ice-based enemies. Strength +5, Will -5, Agility +5, Vitality +5, Wisdom -5.

Price: N/A

Sell:

Attack: 50

Hit%: 13

Equippable by: Rydia

Rarity: Rare

Locations:

Shops

N/A

Find

Lunar Subterrain

Win

N/A

Steal

N/A

Name: Serpent

Description: Randomly causes paralysis on your opponent. Inflicts greater damage to dragons. Strength +5, Will -5, Wisdom -5, Agility +5, Vitality +5

Price: N/A

Sell:

Attack: 55

Hit%: 25

Equippable by: Rydia

Rarity: Rare

Locations:

Shops

N/A

Find

N/A

Win

Blue Dragon

Steal

N/A

Name: Staff

Description: Cures Poison when used as an item

Price: 160

Sell: 80

Attack: 4

Hit%: -5%

Equippable by: Paladin Cecil, Rosa, Rydia, Porom, Tellah, FuSoYa

Rarity: Common

Locations:

Shops

Kaipo

Agart

Find

Tellah's initial equipment

Porom's initial equipment

Win

N/A

Steal

Name: Cure Staff

Description: Casts Cure1 on party when used as an item

Price: 480

Sell: 240

Attack: 8

Hit%: 0

Equippable by: Paladin Cecil, Rosa, Porom, Tellah, FuSoYa

Rarity: Common

Locations:

Shops

Mysidia

Find

N/A

Win

Conjurer

Marion

Sorceror

Steal

N/A

Name: Mythril Staff

Description: Will +3, inflicts greater damage against undead enemies.

Price: 4000

Sell: 2000

Attack: 12

Hit%: 5

Equippable by: Paladin Cecil, Rosa, Porom, Tellah, FuSoYa

Rarity: Common

Locations:

Shops

Mythril Village

Find

Mythril Village

Win

N/A

Steal

N/A

Name: Power Staff

Description: Strength +10. Randomly causes Berserk on target.

Casts Berserk when used as an item.

Price: 2000

Sell: 1000

Attack: 30

Hit%: 45

Equippable by: Rosa, Porom, Tellah, FuSoYa

Rarity: Common

Locations:

Shops

Cave of Eblan

Find

N/A

Win

N/A

Steal

N/A

Name: Lunar Staff

Description: Will +10. Casts Dispel when used as an item

Price: 7000

Sell: 3500

Attack: 36

Hit%: 10

Equippable by: Rosa, Porom, Tellah, FuSoYa

Rarity: Common

Locations:

Shops

Land of Summons.

Find

FuSoYa's initial equipment

Win

N/A

Steal

N/A

Name: Sage Staff

Description: Casts Lifel when used as an item

Price: N/A

Sell:

Attack: 48

Hit%: 15

Equippable by: Rosa, Porom, Tellah, FuSoYa

Rarity: Rare

Locations:

Shops

N/A

Find

Lunar Subterrain

Win

N/A

Steal

N/A

Name: Silence Staff

Description: Randomly causes Silence on target. Casts Mute when used as an item. Effective against mages

Price: N/A

Sell:

Attack: 52

Hit%: 15

Equippable by: Rosa, Porom, Tellah, FuSoYa

Rarity: Rare

Locations:

Shops

N/A

Find

N/A

Win

Conjurer

Marion

Sorcerer

Steal

N/A

Name: Spear

Description: Aerial effect weapon. Inflicts greater damage against flying enemies.

Price: 60

Sell: 30

Attack: 9

Hit%: 50

Equippable by: Kain

Rarity: Common

Locations:

Shops

Agart

Find

Kain's initial equipment

Win

N/A

Steal

N/A

Name: Wind Spear

Description: Aerial effect weapon. Inflicts greater damage against flying enemies.

Price: N/A

Sell: 3500

Attack: 55

Hit%: 30

Equippable by: Kain

Rarity: Rare

Locations:

Shops

N/A

Find

Kain's initial equipment when he rejoins in Tower of Zot

Win

N/A

Steal

N/A

Name: Fire Spear

Description: Aerial effect weapon. Inflicts greater damage against flying and Ice-based enemies. Fire-elemental. Casts Fire2 when used as an item.

Price: 11000

Sell: 5500

Attack: 66

Hit%: 30

Equippable by: Kain

Rarity: Common

Locations:

Shops

Agart

Find

N/A

Win

Flame Man

Steal

Flame Man

Name: Ice Spear

Description: Aerial effect weapon. Inflicts greater damage against flying and Fire-based enemies. Ice-elemental. Casts Ice2 when used as an item.

Price: 21000

Sell: 10500

Attack: 77

Hit%: 30

Equippable by: Kain

Rarity: Common

Locations:

Shops

Cave of Summons

Find

Tower of Babil - Lower

Win

N/A

Steal

N/A

Name: Blood Spear

Description: Aerial effect weapon. Inflicts greater damage against flying enemies. Drains HP equal to damage dealt. Strength -10, Agility -10, Vitality -10, Will -10, Wisdom -10.

Price: N/A

Sell:

Attack: 88

Hit%: -28

Equippable by: Kain

Rarity: Rare

Locations:

Shops

N/A  
Find  
Eblan  
Win  
N/A  
Steal  
N/A

Name: Gungnir

Description: Aerial effect weapon. Inflicts greater damage against flying enemies. Vitality +15

Price: N/A

Sell: 50000

Attack: 92

Hit%: 30

Equippable by: Kain

Rarity: Rare

Locations:

Shops

N/A

Find

Kain's initial equipment when he rejoins for final trip to moon.

Win

N/A

Steal

N/A

Name: Dragon Spear

Description: Aerial effect weapon. Inflicts greater damage against flying and dragon enemies.

Price: N/A

Sell:

Attack: 99

Hit%: 30

Equippable by: Kain

Rarity: Rare

Locations:

Shops

N/A

Find

N/A

Win

Blue Dragon

Red Dragon

Steal

N/A

Name: Holy Lance

Description: Aerial effect weapon. Inflicts greater damage against flying enemies. Holy-elemental. Inflicts greater damage against undead, spirit, and undead enemies. Casts Holy when used as an item.

Price: N/A

Sell:

Attack: 109  
Hit%: 40  
Equippable by: Kain  
Rarity: Rare  
Locations:

Shops  
N/A  
Find  
Lunar Subterrain  
Win  
N/A  
Steal  
N/A

Name: Kunai  
Description:  
Price: 4000  
Sell: 2000  
Attack: 28  
Hit%: 40  
Equippable by: Edge  
Rarity: Common  
Locations:

Shops  
Cave of Eblan  
Find  
Edge's initial equipment  
Win  
N/A  
Steal  
N/A

Name: Ashura  
Description:  
Price: 7000  
Sell: 3500  
Attack: 32  
Hit%: 40  
Equippable by: Edge  
Rarity: Common  
Locations:

Shops  
Tomra  
Find  
Tower of Babil - Upper  
Win  
N/A  
Steal  
N/A

Name: Kotetsu  
Description:  
Price: 11000  
Sell: 5500

Attack: 40  
Hit%: 40  
Equippable by: Edge  
Rarity: Common  
Locations:  
  Shops  
    Land of Summons  
  Find  
    Sealed Cavern (x2)  
  Win  
    N/A  
  Steal  
    N/A

Name: Kikiuichi  
Description: Strength +5  
Price: N/A  
Sell:  
Attack: 48  
Hit%: 40  
Equippable by: Edge  
Rarity: Rare  
Locations:  
  Shops  
    N/A  
  Find  
    Land of Summons  
  Win  
    N/A  
  Steal  
    N/A

Name: Murasame  
Description: Strength +5, Will -5, Agility -5, Vitality +5, Wisdom +5.  
Casts Armor when used as an item.  
Price: N/A  
Sell:  
Attack: 55  
Hit%: 40  
Equippable by: Edge  
Rarity: Rare  
Locations:  
  Shops  
    N/A  
  Find  
    Lunar Subterrain  
  Win  
    N/A  
  Steal  
    N/A

Name: Masamune  
Description: Agility +3. Casts Haste when used as an item.  
Price: N/A

Sell:

Attack: 65

Hit%: 40

Equippable by: Edge

Rarity: Rare

Locations:

Shops

N/A

Find

Lunar Subterrain

Win

N/A

Steal

N/A

Name: Rod

Description: Throws small dart causing minimal damage when used as an item

Price: 100

Sell: 50

Attack: 3

Hit%: -10

Equippable by: Rydia, Porom, Tellah, FuSoYa

Rarity: Common

Locations:

Shops

Kaipo

Agart

Find

Child Rydia's initial equipment

Palom's initial equipment

Win

Tiny Mage

Witch

Steal

Tiny Mage

Witch

Name: Ice Rod

Description: Ice-elemental. Inflicts greater damage against insects, reptiles, and Fire-based enemies. Casts Icel when used as an item.

Price: 220

Sell: 110

Attack: 5

Hit%: -5

Equippable by: Rydia, Porom, Tellah, FuSoYa

Rarity: Common

Locations:

Shops

Mysidia

Find

Water Cave

Win

N/A

Steal

N/A

Name: Flame Rod

Description: Fire-elemental. Inflicts greater damage to Ice-based and undead enemies. Casts Fire1 when used as an item.

Price: 380

Sell: 190

Attack: 7

Hit%: -5

Equippable by: Rydia, Porom, Tellah, FuSoYa

Rarity: Common

Locations:

Shops

Mysidia

Find

N/A

Win

N/A

Steal

N/A

Name: Thunder Rod

Description: Lightning-elemental. Inflicts greater damage against machines and Water-based enemies. Casts Bolt1 when used as an item.

Price: 700

Sell: 350

Attack: 10

Hit%: 0

Equippable by: Rydia, Porom, Tellah, FuSoYa

Rarity: Common

Locations:

Shops

Baron

Find

N/A

Win

N/A

Steal

N/A

Name: Lilith Rod

Description: Wisdom +5. Drains HP equal to damage dealt. Casts Psych when used as an item.

Price: N/A

Sell:

Attack: 13

Hit%: -40

Equippable by: Rydia, Porom, Tellah, FuSoYa

Rarity: Rare

Locations:

Shops

N/A

Find

N/A

Win  
Lilith  
Steal  
N/A

Name: Change Rod

Description: Wisdom +3. Randomly turns target into a Pig. Casts Piggy when used as an item.

Price: N/A

Sell:

Attack: 15

Hit%: 0

Equippable by: Rydia, Porom, Tellah, FuSoYa

Rarity: Rare

Locations:

Shops

N/A

Find

Mist

Win

N/A

Steal

N/A

Name: Fairy Rod

Description: Wisdom +10. Randomly causes Confuse. Casts Charm when used as an item. Inflicts greater damage against giants.

Price: 5000

Sell: 2500

Attack: 30

Hit%: 5

Equippable by: Rydia, Porom, Tellah, FuSoYa

Rarity: Common

Locations:

Shops

Land of Summons

Find

Sylvan Cave

Win

N/A

Steal

N/A

Name: Stardust Rod

Description: Wisdom +15. Casts Meteo when used as an item.

Price: N/A

Sell:

Attack: 45

Hit%: 10

Equippable by: Rydia, Porom, Tellah, FuSoYa

Rarity: Rare

Locations:

Shops

N/A

Find  
Lunar Subterrain  
Win  
N/A  
Steal  
N/A

Name: Dreamer  
Description: Randomly causes Sleep.  
Price: N/A  
Sell: 240  
Attack: 8  
Hit%: 35  
Equippable by: Edward  
Rarity: Rare  
Locations:  
Shops  
N/A  
Find  
Edward's initial equipment  
Win  
N/A  
Steal  
N/A

Name: Lamia  
Description: Randomly causes Confuse. Inflicts greater damage against giants.  
Price: N/A  
Sell: 600  
Attack: 18  
Hit%: 40  
Equippable by: Edward  
Rarity: Rare  
Locations:  
Shops  
N/A  
Find  
Antlion's Cave  
Win  
Lamia  
Queen Lamia  
Steal  
Lamia  
Queen Lamia

Name: Wooden Hammer  
Description: Two-handed. Inflicts greater damage to machine enemies.  
Price: 80  
Sell: 40  
Attack: 45  
Hit%: 25  
Equippable by: Cid

Rarity: Common

Locations:

Shops

Troia

Find

Cid's initial equipment

Win

N/A

Steal

N/A

Name: Mythril Hammer

Description: Two-handed. Inflicts greater damage to machine and spirit enemies.

Price: 8000

Sell: 4000

Attack: 55

Hit%: 25

Equippable by: Cid

Rarity: Common

Locations:

Shops

Mythril Village

Find

N/A

Win

Armadillo

Carapace

Ironback

Steal

N/A

Name: Gaia Hammer

Description: Two-handed. Inflicts greater damage to machine enemies. Casts Quake when used as an item

Price: N/A

Sell:

Attack: 65

Hit%: 25

Equippable by: Cid

Rarity: Rare

Locations:

Shops

N/A

Find

Tower of Zot

Win

Stalemen

Steal

Stalemen

Name: Fire Claw

Description: Fire-elemental. Inflicts greater damage to Ice-based and undead enemies.

Price: 350  
Sell: 175  
Attack: 0  
Hit%: 30  
Equippable by: Yang, Edge  
Rarity: Common  
Locations:  
  Shops  
    Fabul  
    Baron  
  Find  
    Yang's initial equipment  
  Win  
    N/A  
  Steal  
    N/A

Name: Ice Claw  
Description: Ice-elemental. Inflicts greater damage against Fire-based, reptiles, and insect enemies.  
Price: 450  
Sell: 225  
Attack: 0  
Hit%: 30  
Equippable by: Yang, Edge  
Rarity: Common  
Locations:  
  Shops  
    Fabul  
    Baron  
  Find  
    N/A  
  Win  
    N/A  
  Steal  
    N/A

Name: Bolt Claw  
Description: Lightning-elemental. Inflicts greater damage against Water-based and machine enemies.  
Price: 550  
Sell: 275  
Attack: 0  
Hit%: 30  
Equippable by: Yang, Edge  
Rarity: Common  
Locations:  
  Shops  
    Fabul  
    Baron  
  Find  
    N/A  
  Win  
    N/A  
  Steal  
    N/A

Name: Fairy Claw

Description: Agility +3. Randomly confuses target. Inflicts greater damage against giants.

Price: N/A

Sell: 300

Attack: 0

Hit%: 0

Equippable by: Yang, Edge

Rarity: Rare

Locations:

Shops

N/A

Find

Magnetic Cavern

Win

N/A

Steal

N/A

Name: Hell Claw

Description: Strength +3. Randomly poisons enemy.

Price: N/A

Sell:

Attack: 0

Hit%: 40

Equippable by: Yang, Edge

Rarity: Rare

Locations:

Shops

N/A

Find

Tower of Zot

Sylvan Cave

Win

N/A

Steal

N/A

Name: Cat Claw

Description: Strength +5, Agility +5. Randomly puts target to sleep.

Price: N/A

Sell:

Attack: 1

Hit%: 55

Equippable by: Yang, Edge

Rarity: Rare

Locations:

Shops

N/A

Find

Tower of Babil - Lower

Sylvan Cave

Win

Black Cat  
Panther  
Steal  
N/A

Name: Dwarf Axe  
Description: Strength +5, Will -5, Vitality +5, Agility -5, Wisdom -5.  
Price: 15000  
Sell: 7500  
Attack: 62  
Hit%: 19  
Equippable by: Paladin Cecil, Kain  
Rarity: Common  
Locations:  
Shops  
Dwarf Castle  
Find  
Dwarf Castle  
Win  
N/A  
Steal  
N/A

Name: Ogre Axe  
Description: Inflicts greater damage against giants.  
Price: 45000  
Sell: 22500  
Attack: 80  
Hit%: 19  
Equippable by: Paladin Cecil, Kain  
Rarity: Common  
Locations:  
Shops  
Tomra  
Find  
Tower of Babil - Upper  
Win  
Mac Giant  
Red Giant  
Steal  
N/A

Name: Venom Axe  
Description: Two-handed. Casts Venom when used as an item.  
Randomly poisons the enemy. Inflicts greater damage against giants.  
Price: N/A  
Sell: 47000  
Attack: 95  
Hit%: 10  
Equippable by: Paladin Cecil, Kain  
Rarity: Rare  
Locations:  
Shops  
N/A

Find  
Land of Summons  
Win  
Mac Giant  
Red Giant  
Steal  
N/A

Name: Rune Axe  
Description: Two-handed. Inflicts greater damage against mages.  
Price: N/A  
Sell:  
Attack: 100  
Hit%: 10  
Equippable by: Paladin Cecil, Kain  
Rarity: Rare  
Locations:  
Shops  
N/A  
Find  
N/A  
Win  
Mac Giant  
Red Giant  
Steal  
N/A

Name: Short Bow  
Description:  
Price: 220  
Sell: 110  
Attack: 5  
Hit%: -20  
Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom,  
Porom, Cid, FuSoYa  
Rarity: Common  
Locations:  
Shops  
Kaipo  
Agart  
Find  
Rosa's initial equipment  
Win  
N/A  
Steal  
N/A

Name: Crossbow  
Description:  
Price: 700  
Sell: 350  
Attack: 10  
Hit%: -15  
Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom,

Porom, Cid, FuSoYa

Rarity: Common

Locations:

Shops

Mysidia

Agart

Find

N/A

Win

N/A

Steal

N/A

Name: Great Bow

Description: Strength +3

Price: 2000

Sell: 1000

Attack: 15

Hit%: -10

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom,

Porom, Cid, FuSoYa

Rarity: Common

Locations:

Shops

Troia

Dwarf Castle

Find

Troia Castle

Win

N/A

Steal

N/A

Name: Archer

Description: Strength +5

Price: 3000

Sell: 1500

Attack: 20

Hit%: 0

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom,

Porom, Cid, FuSoYa

Rarity: Common

Locations:

Shops

Tomra

Cave of Eblan

Find

Tower of Babil - Lower

Win

N/A

Steal

N/A

Name: Elven Bow

Description: Wisdom +5. Inflicts greater damage against mages.

Price: N/A

Sell: 2500

Attack: 25

Hit%: 25

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom, Porom, Cid, FuSoYa

Rarity: Rare

Locations:

Shops

N/A

Find

Sylvan Cave

Win

N/A

Steal

N/A

Name: Yoichi

Description: Strength +10

Price: N/A

Sell: 5500

Attack: 30

Hit%: 10

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom, Porom, Cid, FuSoYa

Rarity: Rare

Locations:

Shops

N/A

Find

Land of Summons

Win

N/A

Steal

N/A

Name: Artemis

Description: Strength +10, Will -10, Wisdom -10, Vitality +10, Agility +10

Price: N/A

Sell:

Attack: 40

Hit%: 20

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom, Porom, Cid, FuSoYa

Rarity: Rare

Locations:

Shops

N/A

Find

N/A

Win

Kary

Steal

N/A

Name: Medusa Arrow

Description: Aerial effect weapon. Inflicts greater damage against flying monsters. Randomly petrifies target

Price: N/A

Sell:

Attack: 1

Hit%: 0

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom, Porom, Cid, FuSoYa

Rarity: Rare

Locations:

Shops

N/A

Find

N/A

Win

Black Lizard

Gorgon

Medusa

Stoneman

Steal

Black Lizard

Gorgon

Medusa

Name: Brass Arrows

Description: Aerial effect weapon. Inflicts greater damage against flying monsters.

Price: 10

Sell: 5

Attack: 5

Hit%: 0

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom, Porom, Cid, FuSoYa

Rarity: Common

Locations:

Shops

Kaipo

Agart

Find

Rosa's initial equipment (x50)

Win

N/A

Steal

N/A

Name: Holy Arrows

Description: Aerial effect weapon. Inflicts greater damage against undead, spirit, and flying monsters. Holy-elemental.

Price: 20

Sell: 10

Attack: 10

Hit%: 0

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom,  
Porom, Cid, FuSoYa

Rarity: Common

Locations:

Shops

Mysidia

Agart

Find

Mount Hobs

Win

N/A

Steal

N/A

Name: Fire Arrows

Description: Aerial effect weapon. Inflicts greater damage  
against Ice-based, undead, and flying monsters. Fire-elemental.

Price: 30

Sell: 15

Attack: 15

Hit%: 0

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom,  
Porom, Cid, FuSoYa

Rarity: Common

Locations:

Shops

Troia

Find

Troia Castle (x20)

Sylvan Cave (x10)

Win

Chimera

Flame Dog

Manticore

Steal

Chimera

Flame Dog

Manticore

Name: Ice Arrows

Description: Aerial effect weapon. Inflicts greater damage  
against Fire-based, reptile, insect, and flying monsters.

Ice-elemental

Price: 30

Sell: 15

Attack: 15

Hit%: 0

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom,  
Porom, Cid, FuSoYa

Rarity: Common

Locations:

Shops

Troia

Find

Troia Castle (x20)

Tower of Babil - Lower (x20)

Sylvan Cave (x10)

Win

Ice Beast

Ice Lizard

Steal

Ice Beast

Ice Lizard

Name: Bolt Arrows

Description: Aerial effect weapon. Inflicts greater damage against Water-based, machine, and flying monsters.

Lightning-elemental.

Price: 30

Sell: 15

Attack: 15

Hit%: 0

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom, Porom, Cid, FuSoYa

Rarity: Common

Locations:

Shops

Troia

Find

Troia Castle (x10)

Sylvan Cave (x10)

Win

Grudger

Machine

Screamer

Steal

Grudger

Machine

Screamer

Name: Darkness Arrow

Description: Aerial effect weapon. Inflicts greater damage against flying monsters. Randomly blinds target

Price: 40

Sell: 20

Attack: 20

Hit%: 0

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom, Porom, Cid, FuSoYa

Rarity: Common

Locations:

Shops

Dwarf Castle

Find

N/A

Win

N/A

Steal

N/A

Name: Poison Arrows

Description: Aerial effect weapon. Inflicts greater damage against flying monsters. Randomly poisons target

Price: 100

Sell: 50

Attack: 30

Hit%: 0

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom, Porom, Cid, FuSoYa

Rarity: Common

Locations:

Shops

Cave of Eblan

Find

N/A

Win

Cave Naga

Huge Naga

Hydra

Naga

Python

Steal

Cave Naga

Huge Naga

Hydra

Naga

Python

Name: Mute Arrows

Description: Aerial effect weapon. Inflicts greater damage against mage and flying monsters. Randomly silences target.

Price: 100

Sell: 50

Attack: 35

Hit%: 0

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom, Porom, Cid, FuSoYa

Rarity: Common

Locations:

Shops

Tomra

Find

Eblan (x10)

Win

N/A

Steal

N/A

Name: Angel Arrows

Description: Aerial effect weapon. Inflicts greater damage against giant and flying monsters. Randomly confuses target

Price: 110

Sell: 55

Attack: 40

Hit%: 0

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom,  
Porom, Cid, FuSoYa

Rarity: Common

Locations:

Shops

Sylvan Cave (x10)

Land of Summons

Find

N/A

Win

Lamia

Queen Lamia

Steal

N/A

Name: Yoichi Arrows

Description: Aerial effect weapon. Inflicts greater damage  
against flying monsters.

Price: 140

Sell: 70

Attack: 50

Hit%: 0

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom,  
Porom, Cid, FuSoYa

Rarity: Common

Locations:

Shops

Kokkol's Shop

Find

Land of Summons (x10)

Giant of Babil (x10)

Win

Malboro

Steal

N/A

Name: Artemis Arrows

Description: Aerial effect weapon. Inflicts greater damage  
against dragons and flying monsters.

Price: N/A

Sell:

Attack: 75

Hit%: 0

Equippable by: Paladin Cecil, Rosa, Adult Rydia, Edward, Palom,  
Porom, Cid, FuSoYa

Rarity: Rare

Locations:

Shops

N/A

Find

Lunar Subterrain (x10)

Win

Gloom Wing

Kary

Moon Cell

Pudding

Steal

Kary

Name: Boomerang

Description: Can only be thrown by Edge.

Price: 3000

Sell: 1500

Attack:

Hit%:

Equippable by: None

Rarity: Rare

Locations:

Shops

Agart

Cave of Eblan

Find

N/A

Win

N/A

Steal

N/A

Name: Shuriken

Description: Can only be thrown by Edge.

Price:

Sell:

Attack:

Hit%:

Equippable by: None

Rarity: Rare

Locations:

Shops

Kokkol's Shop

Find

Cave of Eblan

Giant of Babil

Lunar Subterrain

Win

Blue Dragon

Steal

N/A

Name: Fuma

Description: Can only be thrown by Edge.



Equip: All except Dark Knight Cecil  
Defense: 1  
MgDef: 1  
Def%: 0  
Equip:  
Locations:  
    Shops  
        N/A  
    Find  
        Cid's initial equipment  
        Rosa's initial equipment after freeing from Tower of Zot  
    Win  
        N/A  
    Steal  
        N/A

Name: Bard  
Description: Prevents Silence  
Price: 700  
Sell: 350  
Defense: 2  
MgDef: 1  
Def%: 0  
Equip: All except Dark Knight Cecil  
Locations:  
    Shops  
        Mist  
    Find  
        Edward's initial equipment  
    Win  
        N/A  
    Steal  
        N/A

Name: Leather Armor  
Description: Magic Block +1%  
Price: 200  
Sell: 100  
Defense: 2  
MgDef: 1  
Def%: 0  
Equip: All except Dark Knight Cecil  
Locations:  
    Shops  
        Kaipo  
        Troia  
    Find  
        Child Rydia's initial equipment  
        Tellah's initial equipment  
        Rosa's initial equipment  
        Yang's initial equipment  
        Porom's initial equipment  
        Palom's initial equipment  
    Win

Gator  
Crocodile  
Steal  
N/A

Name: Gaia Gear

Description: Prevents Petrify. Magic Block +3%

Price: 500

Sell: 250

Defense: 3

MgDef: 3

Def%: 0

Equip: Paladin Cecil, Rosa, Rydia, Palom, Porom, Tellah, FuSoYa

Locations:

Shops

Mysidia

Find

Tellah's initial equipment when he rejoins at Mount Ordeals

Adult Rydia's initial equipment

Win

N/A

Steal

N/A

Name: Kenpo

Description: Strength +3, Magic Block +1%

Price: 4000

Sell: 2000

Defense: 5

MgDef: 2

Def%: 10

Equip: All except Dark Knight Cecil

Locations:

Shops

Baron

Find

Yang's initial equipment

Win

N/A

Steal

N/A

Name: Wizard

Description: Will +5, Magic Block +5%

Price: 1200

Sell: 600

Defense: 5

MgDef: 5

Def%: 0

Equip: Paladin Cecil, Rosa, Rydia, Palom, Porom, Tellah, FuSoYa

Locations:

Shops  
Dwarf Castle  
Find  
Tower of Zot  
Win  
N/A  
Steal  
N/A

Name: Black Robe  
Description: Wisdom +5, Magic Block +7%  
Price: 10000  
Sell: 5000  
Defense: 8  
MgDef: 7  
Def%: 0  
Equip: Rydia, Palom, FuSoYa, Tellah  
Locations:

Shops  
Cave of Eblan  
Find  
N/A  
Win  
N/A  
Steal  
N/A

Name: Sorcerer  
Description: Will +5, Wisdom +5, Magic Block +9%, Halves  
Lightning damage  
Price: 30000  
Sell: 15000  
Defense: 12  
MgDef: 9  
Def%: 0  
Equip: Paladin Cecil, Rosa, Rydia, Palom, Porom, Tellah, FuSoYa  
Locations:

Shops  
Land of Summons  
Find  
FuSoYa's initial equipment  
Win  
N/A  
Steal  
N/A

Name: Black Belt  
Description: Strength +5, Vitality +5, Magic Block +2%  
Price: 14000  
Sell: 7000  
Defense: 10

MgDef: 3  
Def%: 20  
Equip: All except Dark Knight Cecil  
Locations:  
Shops  
Dwarf Castle  
Find  
Edge's initial equipment  
Dwarf Castle  
Win  
N/A  
Steal  
N/A

Name: Power Vest  
Description: Strength +15  
Price: N/A  
Sell:  
Defense: 15  
MgDef: 0  
Def%: 15  
Equip: All except Dark Knight  
Locations:  
Shops  
N/A  
Find  
N/A  
Win  
Behemoth  
Steal  
N/A

Name: White Robe  
Description: Will +15, Magic Block +4%, halves Darkness damage.  
Price: N/A  
Sell:  
Defense: 18  
MgDef: 10  
Def%: 0  
Equip: Paladin Cecil, Rosa, Porom, Tellah, FuSoYa  
Locations:  
Shops  
N/A  
Find  
Lunar Subterrains  
Win  
N/A  
Steal  
N/A

Name: Ninja

Description: Agility +3, Magic Block +8%

Price: N/A

Sell:

Defense: 24

MgDef: 15

Def%: 60

Equip: Edge

Locations:

Shops

N/A

Find

Lunar Subterrain

Win

N/A

Steal

N/A

Name: Minerva

Description: Strength +15, Agility +15, Vitality +15, Will -15, Wisdom -15, Magic Block +1%. Prevents Paralysis

Price: N/A

Sell:

Defense: 20

MgDef: 5

Def%: 30

Equip: Rosa, Rydia, Porom

Locations:

Shops

N/A

Find

Lunar Subterrain

Win

Kary

Steal

N/A

Name: Iron Armor

Description:

Price: 600

Sell: 300

Defense: 4

MgDef: 1

Def%: 0

Equip: Paladin Cecil, Kain, Cid

Locations:

Shops

Agart

Find

N/A

Win

N/A

Steal

N/A

Name: Shadow Armor  
Description: Halves Darkness damage  
Price: N/A  
Sell:  
Defense: 5  
MgDef: 1  
Def%: 0  
Equip: Dark Knight Cecil  
Locations:  
  Shops  
    N/A  
  Find  
    Dark Knight Cecil's initial equipment  
  Win  
    N/A  
  Steal  
    N/A

Name: Hades Armor  
Description: Halves Darkness damage  
Price: 3000  
Sell: 1500  
Defense: 9  
MgDef: 3  
Def%: 0  
Equip: Dark Knight Cecil  
Locations:  
  Shops  
    Fabul  
  Find  
    Water Cave  
  Win  
    N/A  
  Steal  
    N/A

Name: Demon Armor  
Description: Halves Darkness damage  
Price: 3000  
Sell: 1500  
Defense: 9  
MgDef: 3  
Def%: 0  
Equip: Dark Knight Cecil  
Locations:  
  Shops  
    Fabul  
  Find  
    N/A  
  Win  
    N/A

Steal  
N/A

Name: Paladin Armor  
Description: Will +3, Magic Block +1%  
Price: 8000  
Sell: 4000  
Defense: 11  
MgDef: 3  
Def%: 0  
Equip: Paladin Cecil  
Locations:  
Shops  
Mysidia  
Find  
N/A  
Win  
N/A  
Steal  
N/A

Name: Mythril Armor  
Description: Magic Block +2%  
Price: 17000  
Sell: 8500  
Defense: 13  
MgDef: 4  
Def%: 0  
Equip: Paladin Cecil, Kain, Cid  
Locations:  
Shops  
Mythril Village  
Find  
N/A  
Win  
Ironman  
Steal  
N/A

Name: Flame Armor  
Description: Magic Block +2%. Halves Fire damage, double Ice damage  
Price: 30000  
Sell: 15000  
Defense: 15  
MgDef: 4  
Def%: 0  
Equip: Paladin Cecil, Kain, Cid  
Locations:  
Shops  
Dwarf Castle

Find  
Tower of Zot  
Win  
Flame Man  
Steal  
N/A

Name: Ice Armor

Description: Magic Block +2%. Halves Ice damage, doubles Fire damage

Price: 35000

Sell: 17500

Defense: 17

MgDef: 4

Def%: 0

Equip: Paladin Cecil, Kain, Cid

Locations:

Shops  
Cave of Eblan

Find  
Tower of Babil - Lower

Win  
N/A

Steal  
N/A

Name: Diamond Armor

Description: Magic Block +2%. Halves Lightning damage

Price: 40000

Sell: 20000

Defense: 19

MgDef: 4

Def%: 0

Equip: Paladin Cecil, Kain, Cid

Locations:

Shops  
Tomra

Find  
N/A

Win  
N/A

Steal  
N/A

Name: Genji Armor

Description: Magic Block +2%

Price: N/A

Sell:

Defense: 21

MgDef: 4

Def%: 0

Equip: Paladin Cecil, Kain, Cid, Edge

Locations:

Shops

N/A

Find

Kain's initial equipment when he rejoins for Moon  
Cave of Bahamut

Win

N/A

Steal

N/A

Name: Dragon Armor

Description: Magic Block +5%. Halves Fire, Ice, and Lightning  
damage

Price: N/A

Sell:

Defense: 23

MgDef: 8

Def%: 0

Equip: Paladin Cecil, Kain, Cid

Locations:

Shops

N/A

Find

Lunar Subterrain

Win

N/A

Steal

N/A

Name: Crystal Armor

Description: Will +3, Magic Block +6%. Prevents Toad, Paralysis,  
Blind, Poison, and Mini

Price: N/A

Sell:

Defense: 25

MgDef: 10

Def%: 0

Equip: Paladin Cecil

Locations:

Shops

N/A

Find

Lunar Subterrain

Win

N/A

Steal

N/A

Name: Adamant Armor

Description: Strength +15, Agility +15, Wisdom +15, Will +15,  
Vitality +15, Magic Block +16%. Prevents all statuses.

Price: N/A

Sell:

Defense: 100

MgDef: 20

Def%: 99

Equip: All except Dark Knight

Locations:

Shops

N/A

Find

Give Kokkol Adamant after forging Excalibur.

Win

N/A

Steal

N/A

= =

9) Helmets Database [HELM]

= =

Name: Leather Helmet

Description: Magic Block +1%

Price: 100

Sell: 50

Defense: 1

MgDef: 1

Def%: 0

Equip: All except Dark Knight

Locations:

Shops

Kaipo

Troia

Find

Child Rydia's initial equipment

Rosa's initial equipment

Win

Gator

Crocodile

Steal

Crocodile

Gator

Name: Headband

Description: Strength +5, Magic Block +1%. Prevents Confusion.

Price: 450

Sell: 225

Defense: 1

MgDef: 1

Def%: 1

Equip: All except Dark Knight

Locations:

Shops

Baron

Find

N/A

Win

Behemoth

Mad Ogre

Ogre

Steal

Behemoth

Name: Feather

Description: Magic Block +3%

Price: 330

Sell: 165

Defense: 2

MgDef: 3

Def%: 0

Equip: All except Dark Knight

Locations:

Shops

Troia

Find

Edward's initial equipment

Porom's initial equipment

Palom's initial equipment

Water Cave

Win

Roc

Zuu

Steal

Roc

Zuu

Name: Magus

Description: Wisdom +3, Will + 3, Magic Block +6%

Price: 700

Sell: 350

Defense: 3

MgDef: 5

Def%: 0

Equip: Paladin Cecil, Rosa, Rydia, Palom, Porom, Tellah, FuSoYa

Locations:

Shops

Mysidia

Find

N/A

Win

N/A

Steal

N/A

Name: Wizard

Description: Will +5, Magic Block +8%

Price: 700

Sell: 350

Defense: 5

MgDef: 7

Def%: 0

Equip: Paladin Cecil, Rosa, Rydia, Palom, Porom, Tellah, FuSoYa

Locations:

Shops

Dwarf Castle

Find

FuSoYa's initial equipment

Win

N/A

Steal

N/A

Name: Bandana

Description: Strength +5, Vitality +5, Magic Block +1%

Price: N/A

Sell:

Defense: 3

MgDef: 1

Def%: 2

Equip: All except Dark Knight

Locations:

Shops

N/A

Find

Edge's initial equipment

Tower of Babil - Upper

Win

N/A

Steal

N/A

Name: Ninja

Description: Strength +3, Agility +3, Vitality +3, Magic Block +1%.

Prevents Sleep

Price: N/A

Sell:

Defense: 5

MgDef: 1

Def%: 4

Equip: All

Locations:

Shops  
N/A  
Find  
Sealed Cavern  
Win  
N/A  
Steal  
N/A

Name: Tiara  
Description: Wisdom +10, Magic Block +10%. Halves Lightning damage  
Price: 20000  
Sell: 10000  
Defense: 7  
MgDef: 10  
Def%: 0  
Equip: Rosa, Rydia, Porom  
Locations:

Shops  
Tomra  
Find  
Mist  
Win  
Clapper  
Mech Dragon  
Steal  
N/A

Name: Ribbon  
Description: Magic Block +12%. Prevents Mute, Mini, Petrify, Curse, Toad, Piggy, Death Sentence, and Darkness.  
Price: N/A  
Sell:  
Defense: 9  
MgDef: 12  
Def%: 2  
Equip: All except Dark Knight  
Locations:

Shops  
N/A  
Find  
Lunar Subterranean (x2)  
Win  
Toad Lady  
Warlock  
Steal  
N/A

Name: Iron Helmet  
Description:  
Price: 150  
Sell: 75  
Defense: 3  
MgDef: 0  
Def%: 0  
Equip: Paladin Cecil, Kain, Cid  
Locations:  
Shops  
Agart  
Find  
N/A  
Win  
N/A  
Steal  
N/A

Name: Shadow Helmet  
Description: Halves Holy damage  
Price: N/A  
Sell:  
Defense: 4  
MgDef: 0  
Def%: 0  
Equip: Dark Knight Cecil  
Locations:  
Shops  
N/A  
Find  
Dark Knight Cecil's initial equipment  
Win  
N/A  
Steal  
N/A

Name: Hades Helmet  
Description: Halves Holy damage  
Price: N/A  
Sell: 320  
Defense: 5  
MgDef: 1  
Def%: 0  
Equip: Dark Knight Cecil  
Locations:  
Shops  
N/A  
Find  
Water Cave  
Win  
N/A

Steal  
N/A

Name: Demon Helmet  
Description: Magic Block +1%. Halves Holy damage  
Price: 980  
Sell: 590  
Defense: 6  
MgDef: 1  
Def%: 0  
Equip: Dark Knight Cecil  
Locations:  
Shops  
Fabul  
Find  
N/A  
Win  
N/A  
Steal  
N/A

Name: Paladin Helmet  
Description: Will +3, Magic Block +1%  
Price: 4000  
Sell: 2000  
Defense: 7  
MgDef: 2  
Def%: 0  
Equip: Paladin Cecil  
Locations:  
Shops  
Mysidia  
Find  
N/A  
Win  
N/A  
Steal  
N/A

Name: Mythril Helmet  
Description: Magic Block +2%  
Price: 3000  
Sell: 1500  
Defense: 8  
MgDef: 2  
Def%: 0  
Equip: Paladin Cecil, Kain, Cid  
Locations:

Shops  
Mythril Village  
Find  
N/A  
Win  
N/A  
Steal  
N/A

Name: Diamond Helmet  
Description: Magic Block +2%. Halves Lightning damage  
Price: 10000  
Sell: 5000  
Defense: 9  
MgDef: 2  
Def%: 0  
Equip: Paladin Cecil, Kain, Cid  
Locations:

Shops  
Tomra  
Find  
N/A  
Win  
N/A  
Steal  
N/A

Name: Genji Helmet  
Description: Magic Block +3%  
Price: N/A  
Sell:  
Defense: 10  
MgDef: 6  
Def%: 0  
Equip: Paladin Cecil, Kain, Cid, Edge  
Locations:

Shops  
N/A  
Find  
Kain's initial equipment when he rejoins for Moon  
Cave of Bahamut  
Win  
N/A  
Steal  
N/A

Name: Dragon Helmet  
Description: Magic Block +4%. Halves Fire, Ice, and Lightning

damage  
Price: N/A  
Sell:  
Defense: 11  
MgDef: 7  
Def%: 0  
Equip: Paladin Cecil, Kain, Cid  
Locations:  
  Shops  
    N/A  
  Find  
    Lunar Subterrain  
  Win  
    N/A  
  Steal  
    N/A

Name: Crystal Helmet  
Description: Magic Block +5%. Halves Fire, Ice, and Lighting damage.  
Price: N/A  
Sell:  
Defense: 12  
MgDef: 8  
Def%: 0  
Equip: Paladin Cecil  
Locations:  
  Shops  
    N/A  
  Find  
    Lunar Subterrain  
  Win  
    N/A  
  Steal  
    N/A

Name: Glass Helmet  
Description: Prevents all statuses  
Price: N/A  
Sell:  
Defense: 30  
MgDef: 0  
Def%: 99  
Equip: All except Dark Knight  
Locations:  
  Shops  
    N/A  
  Find  
    N/A  
  Win  
    Evil Mask  
  Steal



MgDef: 0  
Def%: 24  
Equip: Dark Knight Cecil  
Locations:  
Shops  
N/A  
Find  
Fabul  
Win  
N/A  
Steal  
N/A

Name: Paladin Shield  
Description: Will +3, Magic Block +1%  
Price: 700  
Sell: 350  
Defense: 2  
MgDef: 1  
Def%: 24  
Equip: Paladin Cecil  
Locations:  
Shops  
Mysidia  
Find  
N/A  
Win  
N/A  
Steal  
N/A

Name: Mythril Shield  
Description: Magic Block +2%  
Price: 1000  
Sell: 500  
Defense: 3  
MgDef: 2  
Def%: 26  
Equip: Paladin Cecil, Kain, Cid  
Locations:  
Shops  
Mythril Village  
Find  
N/A  
Win  
Armadillo  
Carapace  
Ironback  
Ironman  
Tortoise  
Steal  
Armadillo

Carapace  
Ironback  
Tortoise

Name: Flame Shield

Description: Magic Block +2%. Protects against Fire, but weak against Ice

Price: 12500

Sell: 6250

Defense: 3

MgDef: 2

Def%: 28

Equip: Paladin Cecil, Kain, Cid

Locations:

Shops

Dwarf Castle

Find

Tower of Zot

Win

Flame Man

Steal

N/A

Name: Ice Shield

Description: Magic Block +2%. Protects against Ice, but weak against Fire

Price: 10000

Sell: 5000

Defense: 3

MgDef: 2

Def%: 30

Equip: Paladin Cecil, Kain, Cid

Locations:

Shops

Cave of Eblan

Find

Tower of Babil - Lower

Win

N/A

Steal

N/A

Name: Diamond Shield

Description: Magic Block +3%. Halves Lightning damage

Price: 15000

Sell: 7500

Defense: 4

MgDef: 2

Def%: 32

Equip: Paladin Cecil, Kain, Cid

Locations:

Shops

Tomra

Find

N/A

Win

N/A

Steal

N/A

Name: Aegis Shield

Description: Magic Block +4%. Protects against Petrify

Price: 20000

Sell: 10000

Defense: 4

MgDef: 5

Def%: 34

Equip: Paladin Cecil, Kain, Cid

Locations:

Shops

Land of Summons

Find

N/A

Win

N/A

Steal

N/A

Name: Genji Shield

Description: Magic Block +4%

Price: N/A

Sell:

Defense: 5

MgDef: 3

Def%: 35

Equip: Paladin Cecil, Kain, Cid

Locations:

Shops

N/A

Find

Kain's initial equipment when he rejoins for Moon  
Cave of Bahamut

Win

N/A

Steal

N/A



Shops

Troia

Find

Edward's initial equipment

Troia Castle (x2)

Win

Lamia

Queen Lamia

Steal

N/A

Name: Iron Ring

Description:

Price: 100

Sell: 50

Defense: 2

Def%: 0

MgDef: 2

MgDef%: 1

Equip: Rosa, Rydia, Edward, Yang, Palom, Porom, Tellah, FuSoYa

Locations:

Shops

Kaipo

Agart

Find

Child Rydia's initial equipment

Rosa's initial equipment

Porom's initial equipment

Palom's initial equipment

Water Cave

Win

N/A

Steal

N/A

Name: Strength

Description: Strength +5

Price: N/A

Sell: 380

Defense: 2

Def%: 0

MgDef: 2

MgDef%: 2

Equip: Paladin Cecil, Kain, Rydia, Edge, Cid, Yang

Locations:

Shops

N/A

Find

Dwarf Castle

Win

Behemoth

Mad Ogre

Ogre

Steal

N/A

Name: Silver Gloves

Description:

Price: 650

Sell: 325

Defense: 4

Def%: 0

MgDef: 4

MgDef%: 4

Equip: Rosa, Rydia, Edward, Yang, Palom, Porom, Tellah, Edge

Locations:

Shops

Mysidia

Baron

Find

Adult Rydia's initial equipment

Win

Tiny Mage

Witch

Steal

N/A

Name: Rune Gloves

Description: Wisdom +3, Will +3, Prevents Silence

Price: 2000

Sell: 1000

Defense: 5

Def%: 0

MgDef: 8

MgDef%: 9

Equip: Rosa, Rydia, Edward, Yang, Palom, Porom, Tellah, FuSoYa,

Edge

Locations:

Shops

Dwarf Castle

Find

N/A

Win

Conjurer

Marion

Sorcerer

Steal

N/A

Name: Gold Ring

Description: Halves Lightning damage

Price: 4000

Sell: 2000

Defense: 6

Def%: 0

MgDef: 8

MgDef%: 6

Equip: Rosa, Rydia, Edward, Yang, Palom, Porom, Tellah, FuSoYa,  
Edge

Locations:

Shops

Tomra

Find

FuSoYa's initial equipment

Win

N/A

Steal

N/A

Name: Protect

Description: Vitality +15. Halves all elemental damage

Price: N/A

Sell:

Defense: 10

Def%: 5

MgDef: 12

MgDef%: 10

Equip: All except Dark Knight

Locations:

Shops

N/A

Find

Lunar Subterranean (x2)

Win

Veteran

Steal

N/A

Name: Cursed Ring

Description: Strength -10, Vitality -10, Agility -10, Wisdom -10, Will  
-10. Absorbs all elemental damage.

Price: N/A

Sell:

Defense: 0

Def%: 0

MgDef: 0

MgDef%: 0

Equip: All

Locations:

Shops

N/A

Find

N/A

Win

D. Bone

D. Fossil

Ghost

Hooligan

Soul

Spirit

Steal  
N/A

Name: Crystal Ring  
Description: Agility +5. Prevents Sleep, Paralyze, and Confuse  
Price: N/A  
Sell:  
Defense: 20  
Def%: 5  
MgDef: 12  
MgDef%: 10  
Equip: All except Dark Knight  
Locations:  
Shops  
N/A  
Find  
N/A  
Win  
Red Dragon  
Steal  
N/A

Name: Iron Glove  
Description:  
Price: 130  
Sell: 65  
Defense: 2  
Def%: -10  
MgDef: 0  
MgDef%: 0  
Equip: Paladin Cecil, Kain, Cid, Edge  
Locations:  
Shops  
Agart  
Find  
N/A  
Win  
N/A  
Steal  
N/A

Name: Shadow Gloves  
Description: Halves Darkness damage  
Price: N/A  
Sell:  
Defense: 2  
Def%: -10  
MgDef: 0  
MgDef%: 0  
Equip: Dark Knight Cecil  
Locations:

Shops  
N/A  
Find  
Dark Knight Cecil's initial equipment  
Win  
N/A  
Steal  
N/A

Name: Hades Gloves  
Description: Halves Darkness damage  
Price: N/A  
Sell: 260  
Defense: 3  
Def%: -10  
MgDef: 0  
MgDef%: 0  
Equip: Dark Knight Cecil  
Locations:

Shops  
N/A  
Find  
Water Cave  
Win  
N/A  
Steal  
N/A

Name: Demon Gloves  
Description: Halves Darkness damage  
Price: 800  
Sell: 400  
Defense: 4  
Def%: -10  
MgDef: 0  
MgDef%: 0  
Equip: Dark Knight Cecil  
Locations:

Shops  
Fabul  
Find  
N/A  
Win  
N/A  
Steal  
N/A

Name: Paladin Gloves  
Description: Will +3  
Price: 3000  
Sell: 1500

Defense: 5  
Def%: -10  
MgDef: 1  
MgDef%1:  
Equip: Paladin Cecil  
Locations:  
Shops  
Mysidia  
Find  
N/A  
Win  
N/A  
Steal  
N/A

Name: Mythril Gloves  
Description:  
Price: 2000  
Sell: 1000  
Defense: 6  
Def%: -10  
MgDef: 2  
MgDef%: 2  
Equip: Paladin Cecil, Kain, Cid, Edge  
Locations:  
Shops  
Mythril Village  
Find  
Edge's initial equipment  
Win  
N/A  
Steal  
N/A

Name: Diamond Gloves  
Description: Halves Lightning damage  
Price: 5000  
Sell: 2500  
Defense: 7  
Def%: -10  
MgDef: 3  
MgDef%: 3  
Equip: Paladin Cecil, Kain  
Locations:  
Shops  
Tomra  
Find  
N/A  
Win  
N/A  
Steal  
N/A

Name: Genji Gloves

Description:

Price: N/A

Sell:

Defense: 8

Def%: -10

MgDef: 5

MgDef%: 3

Equip: Paladin Cecil, Kain

Locations:

Shops

N/A

Find

Kain's initial equipment when he rejoins for Moon

Cave of Bahamut

Win

N/A

Steal

N/A

Name: Dragon Gloves

Description: Halves Fire, Ice, and Lightning damage

Price: N/A

Sell:

Defense: 9

Def%: -10

MgDef: 6

MgDef%: 3

Equip: Paladin Cecil, Kain

Locations:

Shops

N/A

Find

Lunar Subterrain

Win

Red Dragon

Steal

N/A

Name: Crystal Gloves

Description: Will +3

Price: N/A

Sell:

Defense: 10

Def%: -10

MgDef: 7

MgDef%: 4

Equip: Paladin Cecil

Locations:

Shops

N/A

Find

Lunar Subterrain

Win

N/A

Steal

N/A

Name: Zeus Gloves

Description: Strength +10, Vitality +10. Prevents Mini

Price: N/A

Sell:

Defense: 10

Def%: -10

MgDef: 0

MgDef%: 0

Equip: Paladin Cecil, Kain, Rydia, Yang, Edge, Cid

Locations:

Shops

N/A

Find

N/A

Win

Mad Ogre

Ogre

Red Giant

Staleman

Steal

N/A

= =

12) Summons Database [SMMN]

= =

Name: Chocobo

MP Cost: 7

Description: Minor physical damage to one enemy

Location: Initially equipped

Name: Mist Dragon

MP Cost: 20

Description: Unblockable damage to all enemies

Location: Initially equipped by adult Rydia

Name: Ramuh

MP Cost: 30

Description: Powerful Lightning elemental damage to all enemies

Location: Initially equipped by adult Rydia

Name: Ifrit

MP Cost: 30

Description: Heavy Fire elemental damage to all enemies

Location: Initially equipped by adult Rydia

Name: Shiva

MP Cost: 30

Description: Heavy Ice elemental damage to all enemies

Location: Initially equipped by adult Rydia

Name: Leviathan

MP Cost: 50

Description: Powerful non-elemental damage

Location: Defeat Leviathan in Land of Summons

Name: Odin

MP Cost: 45

Description: Instantly KO's all enemies

Location: Defeat Odin in 2nd throne room beneath Baron Castle and after King has already been killed

Name: Asura

MP Cost: 50

Description: Randomly casts Lifer1, Armor, or Cure3 on party

Location: Defeat Asura in Land of Summons

Name: Titan

MP Cost: 40

Description: Earth elemental damage to all enemies

Location: Initially equipped

Name: Sylph

MP Cost: 25

Description: Drains HP from an enemy and eventually distributes it among the party

Location: Acquire from Sylph in Slyph Cave

Name: Bahamut

MP Cost: 60

Description: Massive non-elemental damage to all enemies

Location: Defeat Bahamut in Cave of Bahamut

Name: Imp

MP Cost: 1

Description: Minor physical damage to one enemy

Location: Acquire Imp item from an Imp or Trickster.

Name: Mage

MP Cost: 18

Description: Moderate to extreme physical damage

Location: Acquire Mage item from a Mage

Name: Bomb

MP Cost: 15  
Description: Minor physical damage  
Location: Acquire Bomb item from a Balloon or Grenade

Name: Cocatrice  
MP Cost: 12  
Description: Inflicts Petrify  
Location: Acquire Cocatris item from a Cockatris, Eagle, or Roc Baby.

= = = = =  
13) Spells Database [SPELL]  
= = = = =

To find out what levels a character learns a spell, please check the number in parenthesis. Note that not all characters will be revealed (that would take quite a while to do).

---Black Magic---

Name: Fire1  
Learned by: Mt. Hobs  
MP Cost: 5  
Description: Minor Fire elemental damage

Name: Fire2  
Learned by: Initially equipped on Adult Rydia  
MP Cost: 15  
Description: Moderate Fire elemental damage

Name: Fire3  
Learned by: Level 42  
MP Cost: 30  
Description: Massive Fire elemental damage

Name: Ice1  
Learned by: Level 2  
MP Cost: 5  
Description: Minor Ice elemental damage

Name: Ice2  
Learned by: Initially equipped on Adult Rydia  
MP Cost: 15  
Description: Moderate Ice elemental damage

Name: Ice3  
Learned by: Level 39  
MP Cost: 30  
Description: Massive Ice elemental damage

Name: Bolt1  
Learned by: Level 5  
MP Cost: 5  
Description: Minor Lightning elemental damage

Name: Bolt2  
Learned by: Initially equipped on Adult Rydia  
MP Cost: 15  
Description: Moderate Lightning elemental damage

Name: Bolt3  
Learned by: Level 45  
MP Cost: 30  
Description: Massive Lightning elemental damage

Name: Bio  
Learned by: Level 26  
MP Cost: 20  
Description: Damages and inflicts Gradual HP Loss

Name: Wind  
Learned by: Level 51  
MP Cost: 25  
Description: Reduce HP of target anywhere between 1 and 9

Name: Quake  
Learned by: Level 47  
MP Cost: 30  
Description: Moderate to massive Earth elemental damage. Doesn't work against flying enemies

Name: Death  
Learned by: Level 52  
MP Cost: 35  
Description: Instantly KOs target

Name: Flare  
Learned by: Level 55

MP Cost: 50  
Description: Massive damage

Name: Meteo  
Learned by: Level 60  
MP Cost: 99  
Description: Massive damage to all enemies

Name: Venom  
Learned by: Level 10  
MP Cost: 2  
Description: Inflicts Poison

Name: Sleep  
Learned by: Level 8  
MP Cost: 12  
Description: Inflicts Sleep

Name: Stop  
Learned by: Level 15  
MP Cost: 12  
Description: Temporarily freezes target

Name: Drain  
Learned by: Level 36  
MP Cost: 18  
Description: Drains HP of target to recover own HP

Name: Psych  
Learned by: Level 32  
MP Cost: 0  
Description: Drains MP of target to recover own MP

Name: Toad  
Learned by: Level 13  
MP Cost: 7  
Description: Inflicts Toad

Name: Pig  
Learned by: Level 20  
MP Cost: 1  
Description: Inflicts Pig

Name: Warp

Learned by: Level 12

MP Cost: 4

Description: Warps party out of battle if used in battle, and warps party up a floor if used outside of battle

Name: Stone

Learned by: Level 49

MP Cost: 15

Description: Inflicts Petrify

---White Magic---

Name: Cure1

Learned by: Initially equipped by Paladin Cecil and Rosa

MP Cost: 3

Description: Recovers minor HP

Name: Cure2

Learned by: Level 13 (Rosa)/Level 15 (Paladin Cecil)

MP Cost: 9

Description: Recovers moderate HP

Name: Cure3

Learned by: Level 30 (Rosa)

MP Cost: 18

Description: Recovers major HP

Name: Cure4

Learned by: Level 38 (Rosa)

MP Cost: 40

Description: Recovers all HP to one party member, or massive HP to party

Name: Esuana

Learned by: Level 18 (Rosa)/Level 25 (Cecil)

MP Cost: 20

Description: Cures certain status ailments

Name: Life1

Learned by: Level 11 (Rosa)

MP Cost: 8

Description: Revives KO'ed character and recovers minimal HP

Name: Life2

Learned by: Level 45 (Rosa)

MP Cost: 52

Description: Revives and fully restores a KO'ed character

Name: Hold

Learned by: Initially equipped by Rosa

MP Cost: 5

Description: Inflicts Paralysis

Name: Mute

Learned by: Level 15 (Rosa)

MP Cost: 6

Description: Inflicts Silence

Name: Charm

Learned by: Level 24 (Rosa)

MP Cost: 10

Description: Inflicts Confuse

Name: Blink

Learned by: Level 23 (Rosa)

MP Cost: 8

Description: Enables target to dodge the next 2 physical attacks

Name: Slow

Learned by: Initially equipped by Rosa

MP Cost: 6

Description: Slow down target

Name: Haste

Learned by: Level 33 (Rosa)

MP Cost: 25

Description: Inflicts Haste

Name: Berserk

Learned by: Level 20 (Rosa)

MP Cost: 18

Description: Inflicts Berserk

Name: Holy

Learned by: Level 55 (Rosa)

MP Cost: 46

Description: Powerful Holy elemental damage

Name: Wall

Learned by: Level 36 (Rosa)

MP Cost: 30

Description: Inflicts Reflect

Name: Scan

Learned by: Level 8 (Cecil)/Initially equipped by Rosa

MP Cost: 1

Description: Displays HP, MP, Weakness, and Strengths of target

Name: Mini

Learned by: Level 30 (Rosa)

MP Cost: 6

Description: Inflicts Mini

Name: Exit

Learned by: Level 19 (Cecil)/Equipped on Rosa after Tower of Zot

MP Cost: 10

Description: During battles, warps party out of battle. In dungeons, warps party out of dungeon.

Name: Sight

Learned by: Initially equipped by Rosa/Level 3 (Cecil)

MP Cost: 2

Description: See World Map

Name: Float

Learned by: Level 35 (Rosa)

MP Cost: 8

Description: Inflicts Float, preventing Earth elemental damage. Also allows inflicted character to avoid floor traps in dungeons.

Name: Armor

Learned by: Level 12 (Rosa)

MP Cost: 9

Description: Reduces physical damage

Name: Shell  
Learned by: Level 29 (Rosa)  
MP Cost: 10  
Description: Reduces magical damage

Name: Dispel  
Learned by: Level 31 (Rosa)  
MP Cost: 12  
Description: Cancels all beneficial statuses on target

---Ninja Magic---

Name: Flame  
Learned by: Initially equipped  
MP Cost: 15  
Description: Moderate Fire elemental damage to all enemies

Name: Flood  
Learned by: Acquire from Tower of Babil  
MP Cost: 20  
Description: Moderate Water elemental damage to all enemies

Name: Blitz  
Learned by: Acquire from Tower of Babil  
MP Cost: 25  
Description: Moderate Lightning elemental damage to all enemies

Name: Pin  
Learned by: Level 27  
MP Cost: 5  
Description: Inflicts Paralysis

Name: Image  
Learned by: Level 38  
MP Cost: 6  
Description: Allows for dodging of next 2 physical attacks

Name: Smoke  
Learned by: Level 33  
MP Cost: 10



Name: Arachne  
Location: Cave of Summons  
HP: 3650  
MP: 228  
EXP: 4388  
Gil: 585  
Items (Win): Silk Web, Gaia Drum, Alert  
Items (Steal): Silk Web  
Elements:  
  Fire:  
  Ice: Weakness  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other: Aerial attacks

Name: Armadillo  
Location: Underworld, Cave of Eblan  
HP: 325  
MP: 20  
EXP: 1555  
Gil: 194  
Items (Win): Mythril Shield, Mythril Hammer, HiPotion, X-Potion  
Items (Steal): Mythril Shield  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Balloon  
Location: Tower of Babil (Top), surface of Moon  
HP: 697  
MP: 43  
EXP: 2459  
Gil: 315  
Items (Win): Bomb, Notus, Kamikaze, Bomb (Summon)  
Items (Steal): Bomb  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other: Aerial

Name: Basilisk  
Location: Antilion's Cave  
HP: 90  
MP: 5  
EXP: 110  
Gil: 30  
Items (Win): Soft  
Items (Steal): Soft  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Beamer  
Location: Giant of Babil  
HP: 3000  
MP: 187  
EXP: 3199  
Gil: 890  
Items (Win): Tent, Zeus Rage  
Items (Steal): Tent  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Behemoth  
Location: Cave of Bahamut, Lunar Subterrain  
HP: 23000  
MP: 1437  
EXP: 57000  
Gil: 65000  
Items (Win): Headband, Strength, Power Vest, Avenger  
Items (Steal): Headband  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Black Cat  
Location: Tower of Babil (Top)  
HP: 593

MP: 37  
EXP: 2758  
Gil: 345  
Items (Win): Unihorn, Coffin, Cat Claw  
Items (Steal): Unihorn  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Black Lizard  
Location: Underworld, Tower of Babil, Eblan, Cave of Eblan, Agart  
HP: 792  
MP: 49  
EXP: 1298  
Gil: 43  
Items (Win): Medusa, Gorgon  
Items (Steal): Medusa  
Elements:  
  Fire:  
  Ice: Weakness  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Blade Man  
Location: Tower of Babil (Top)  
HP: 1050  
MP: 66  
EXP: 2599  
Gil: 211  
Items (Win): Tent, Cabin  
Items (Steal): Tent  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy: Weakness  
  Darkness:  
  Other:

Name: Blue Dragon  
Location: Lunar Subterrains  
HP: 15000  
MP: 937  
EXP: 36000  
Gil: 40200

Items (Win): Blizzard (Item), Shuriken, Serpent, Dragon Spear

Items (Steal): Blizzard (item)

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Bomb

Location: Mt. Hobs

HP: 55

MP: 3

EXP: 361

Gil: 76

Items (Win): None

Items (Steal): Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Breath

Location: Lunar Subterrains

HP: 40000

MP: 2500

EXP: 60000

Gil: 50000

Items (Win): None

Items (Steal): Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Cannibal

Location: Around Mythril Village and Troia

HP: 440

MP: 27

EXP: 650

Gil: 210

Items (Win): Diet Food, Mallet, MaidKiss, Remedy

Items (Steal): Diet Food

Elements:

Fire: Weakness  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Carapace  
Location: Tower of Zot  
HP: 700  
MP: 44  
EXP: 920  
Gil: 224  
Items (Win): Mythril Shield, Mythril Hammer, HiPotion, X-Potion  
Items (Steal): Mythril Shield  
Elements:  
Fire:  
Ice: Weakness  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Cave Bat  
Location: Magnetic Cavern, Cave of Eblan  
HP: 334  
MP: 20  
EXP: 598  
Gil: 151  
Items (Win): Potion, HiPotion  
Items (Steal): Potion  
Elements:  
Fire:  
Ice:  
Lightning:  
Earth:  
Holy: Weakness  
Darkness:  
Other: Aerial

Name: Cave Naga  
Location: Magnetic Cavern  
HP: 285  
MP: 18  
EXP: 800  
Gil: 201  
Items (Win): Antidote, Unihorn, Poison Arrows  
Items (Steal): Antidote  
Elements:  
Fire:  
Ice:  
Lightning:

Earth:  
Holy: Weakness  
Darkness:  
Other:

Name: Cave Toad  
Location: Water Cave  
HP: 47  
MP: 2  
EXP: 89  
Gil: 24  
Items (Win): MaidKiss  
Items (Steal): MaidKiss  
Elements:  
Fire:  
Ice: Weakness  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Centaur  
Location: Tower of Zot  
HP: 380  
MP: 24  
EXP: 860  
Gil: 172  
Items (Win): Tent, Cabin  
Items (Steal): Tent  
Elements:  
Fire:  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Centipede  
Location: Underworld  
HP: 655  
MP: 41  
EXP: 2714  
Gil: 342  
Items (Win): Silk Web  
Items (Steal): Silk Web, Gaia Drum, Alert  
Elements:  
Fire:  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:

Other:

Name: Chimera

Location: Tower of Babil (Bottom)

HP: 700

MP: 43

EXP: 1708

Gil: 225

Items (Win): Fire Arrows, Bomb, Big Bomb, Inferno

Items (Steal): Fire Arrows

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Clapper

Location: Cave of Summons

HP: 7400

MP: 462

EXP: 7777

Gil: 900

Items (Win): Zeus Rage, Hourglass3, Tiara, Au Apple

Items (Steal): Zeus Rage

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other: Aerial

Name: Cocatris

Location: Mt. Hobs, Fabul, Mysidia

HP: 149

MP: 9

EXP: 275

Gil: 82

Items (Win): Life, Soft, Cocatris

Items (Steal): Life

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other: Aerial

Name: Conjurer  
Location: Cave of Summons  
HP: 3600  
MP: 225  
EXP: 3688  
Gil: 475  
Items (Win): Cure Staff, Rune, Silence, Grimoire  
Items (Steal): Cure Staff  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Crawler  
Location: Area south of Sylvan Cave  
HP: 1855  
MP: 116  
EXP: 3437  
Gil: 538  
Items (Win): Potion, HiPotion  
Items (Steal): Potion  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Cream  
Location: Water Cave  
HP: 55  
MP: 3  
EXP: 144  
Gil: 33  
Items (Win): Potion, HiPotion  
Items (Steal): Potion  
Elements:  
  Fire:  
  Ice:  
  Lightning: Weakness  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Crocodile  
Location: Underground Waterway

HP: 292

MP: 18

EXP: 660

Gil: 218

Items (Win): Leather Helmet, Leather Armor, HiPotion, Ag Apple

Items (Steal): Leather Helmet

Elements:

Fire:

Ice: Weakness

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: D. Bone

Location: Cave of Bahamut, Lunar Subterrains

HP: 12000

MP: 700

EXP: 14000

Gil: 6750

Items (Win): Inferno, Cursed

Items (Steal): Inferno

Elements:

Fire: Weakness

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: D. Fossil

Location: Lunar Subterrains

HP: 12000

MP: 7500

EXP: 15000

Gil: 8100

Items (Win): Inferno, Cursed

Items (Steal): Inferno

Elements:

Fire: Weakness

Ice:

Lightning:

Earth:

Holy: Weakness

Darkness:

Other:

Name: Dark Imp

Location: Tower of Babil (Bottom)

HP: 199

MP: 12

EXP: 1930

Gil: 45  
Items (Win): None  
Items (Steal): Potion  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Dark Tree  
Location: Sylph Cave  
HP: 3900  
MP: 244  
EXP: 5042  
Gil: 525  
Items (Win): Diet Food, Mallet, MaidKiss, Remedy  
Items (Steal): Diet Food  
Elements:  
  Fire: Weakness  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Eagle  
Location: Baron  
HP: 18  
MP: 1  
EXP: 40  
Gil: 5  
Items (Win): Life, Soft, Cocatris  
Items (Steal): Life  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other: Aerial

Name: Egg  
Location: Tower of Zot, Underworld, Tower of Babil  
HP: 0  
MP: 0  
EXP: 0  
Gil: 0  
Items (Win): Determined by monster in egg  
Items (Steal): Determined by monster in egg

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other: Determined by monster in egg

Name: Electric Fish

Location: Underground Waterway

HP: 284

MP: 17

EXP: 214

Gil: 640

Items (Win): Diet Food, Mallet, MaidKiss, Remedy

Items (Steal): Diet Food

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other: Aerial

Name: Epee Girl

Location: Tower of Zot

HP: 425

MP: 27

EXP: 1050

Gil: 200

Items (Win): Tent, Cabin

Items (Steal): Tent

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Evil Doll

Location: Tower of Babil (Bottom)

HP: 388

MP: 24

EXP: 1408

Gil: 269

Items (Win): Illusion

Items (Steal): Illusion

Elements:

Fire:

Ice:

Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Evil Mask  
Location: Lunar Subterrains  
HP: 37000  
MP: 2312  
EXP: 50000  
Gil: 65000  
Items (Win): Star Veil, X-Potion, Elixir, Glass  
Items (Steal): Star Veil  
Elements:  
Fire:  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Evil Shell  
Location: Water Cave, Underground Waterway  
HP: 58  
MP: 3  
EXP: 101  
Gil: 28  
Items (Win): Diet Food, Mallet, MaidKiss, Remedy  
Items (Steal): Diet Food  
Elements:  
Fire:  
Ice:  
Lightning: Weakness  
Earth:  
Holy:  
Darkness:  
Other:

Name: Fang Shell  
Location: Underground Waterway  
HP: 380  
MP: 23  
EXP: 1030  
Gil: 262  
Items (Win): Diet Food, Mallet, MaidKiss, Remedy  
Items (Steal): Diet Food  
Elements:  
Fire:  
Ice:  
Lightning: Weakness  
Earth:  
Holy:

Darkness:

Other:

Name: Fiend

Location: Cave of Summons

HP: 3480

MP: 217

EXP: 6388

Gil: 650

Items (Win): Mute Bell, Unihorn, Hourglass1, Ether1

Items (Steal): Mute Bell

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Fighter

Location: Fabul Castle

HP: 65

MP: 26

EXP: 410

Gil: 100

Items (Win): None

Items (Steal): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Flame Dog

Location: Tower of Babil (Bottom), Eblan, Agart

HP: 1221

MP: 76

EXP: 1707

Gil: 244

Items (Win): Fire Arrows, Bomb, Big Bomb, Inferno

Items (Steal): Fire Arrows

Elements:

Fire:

Ice: Weakness

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Flame Man  
Location: Tower of Babil (Bottom)  
HP: 579  
MP: 36  
EXP: 1707  
Gil: 300  
Items (Win): Fire Spear, Flame Sword, Flame Shield, Flame Armor  
Items (Steal): Fire Spear  
Elements:  
  Fire:  
  Ice: Weakness  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Float Eye  
Location: Baron  
HP: 20  
MP: 1  
EXP: 40  
Gil: 9  
Items (Win): Eyedrops, Life, Alarm, Soft  
Items (Steal): Eyedrops  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other: Aerial

Name: Gargoyle  
Location: Mt. Hobs  
HP: 160  
MP: 13  
EXP: 315  
Gil: 90  
Items (Win): None  
Items (Steal): Potion  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other: Aerial

Name: Gator

Location: Water Cave, Underground Waterway

HP: 175

MP: 10

EXP: 236

Gil: 95

Items (Win): Leather Helmet, Leather Armor, HiPotion, Ag Apple

Items (Steal): Leather Helmet

Elements:

Fire:

Ice: Weakness

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: General

Location: Kaipo Inn

HP: 221

MP: 14

EXP: 398

Gil: 80

Items (Win): None

Items (Steal): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Ghast

Location: Mt. Ordeals

HP: 200

MP: 12

EXP: 100

Gil: 50

Items (Win): None

Items (Steal): None

Elements:

Fire: Weakness

Ice:

Lightning:

Earth:

Holy: Weakness

Darkness:

Other:

Name: Ghost

Location: Sylph Cave

HP: 2800

MP: 175

EXP: 3141  
Gil: 362  
Items (Win): Potion, Cursed  
Items (Steal): Potion  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Ghoul  
Location: Mt. Ordeals  
HP: 222  
MP: 14  
EXP: 505  
Gil: 179  
Items (Win): None  
Items (Steal): Potion  
Elements:  
  Fire: Weakness  
  Ice:  
  Lightning:  
  Earth:  
  Holy: Weakness  
  Darkness:  
  Other:

Name: Giant Bat  
Location: Cave of Eblan  
HP: 439  
MP: 27  
EXP: 1977  
Gil: 262  
Items (Win): Potion, HiPotion  
Items (Steal): Potion  
Elements:  
  Fire: Weakness  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other: Aerial

Name: Ging-Ryu  
Location: Cave of Bahamut, Lunar Subterrain  
HP: 7500  
MP: 469  
EXP: 25000  
Gil: 19000  
Items (Win): Stardust, Star Veil, Moon Veil, Ag Apple

Items (Steal): Stardust

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Gloom Wing

Location: Area south of Sylvan Cave

HP: 1580

MP: 99

EXP: 2837

Gil: 510

Items (Win): Ether1, Stardust, Moon Veil, Artemis Arrows

Items (Steal): Ether1

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other: Aerial

Name: Gorgon

Location: Area south of Sylvan Cave

HP: 2250

MP: 159

EXP: 3003

Gil: 248

Items (Win): Medusa, Gorgon

Items (Steal): Medusa

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Gray Bomb

Location: Mt. Hobs, Fabul

HP: 111

MP: 6

EXP: 445

Gil: 105

Items (Win): None

Items (Steal): Potion

Elements:

Fire:

Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Green Dragon  
Location: Tower of Zot, area south of Sylvan Cave  
HP: 1982  
MP: 137  
EXP: 4755  
Gil: 368  
Items (Win): Lit Storm, Alarm, Ag Apple  
Items (Steal): Lit Storm  
Elements:  
Fire:  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Gremlin  
Location: Tower of Zot  
HP: 410  
MP: 26  
EXP: 1221  
Gil: 275  
Items (Win): Mute Bell, Unihorn, Hourglass1, Ether1  
Items (Steal): Mute Bell  
Elements:  
Fire: Weakness  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Grenade  
Location: Moon Surface  
HP: 1820  
MP: 114  
EXP: 2644  
Gil: 630  
Items (Win): Bomb, Notus, Kamikaze, Bomb (summon)  
Items (Steal): Bomb  
Elements:  
Fire:  
Ice:  
Lightning:  
Earth:

Holy:  
Darkness:  
Other: Aerial

Name: Grudger  
Location: Tower of Babil (Top)  
HP: 1400  
MP: 87  
EXP: 2459  
Gil: 149  
Items (Win): Bolt Arrows, Thor Rage, Zeus Rage, Lit Storm  
Items (Steal): Bolt Arrows  
Elements:  
Fire:  
Ice:  
Lightning:  
Earth:  
Holy: Weakness  
Darkness:  
Other:

Name: Guard  
Location: Underground Waterway  
HP: 280  
MP: 18  
EXP: 710  
Gil: 230  
Items (Win): None  
Items (Steal): Potion  
Elements:  
Fire:  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Hooligan  
Location: Cave of Summons  
HP: 2200  
MP: 137  
EXP: 4088  
Gil: 484  
Items (Win): Potion, Cursed  
Items (Steal): Potion  
Elements:  
Fire:  
Ice:  
Lightning:  
Earth:  
Holy: Weakness  
Darkness:  
Other: Aerial

Name: Horse Man  
Location: Giant of Babil  
HP: 3500  
MP: 219  
EXP: 9699  
Gil: 1220  
Items (Win): Tent, Cabin  
Items (Steal): Tent  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Huge Cell  
Location: Eblan, Agart  
HP: 695  
MP: 43  
EXP: 1504  
Gil: 253  
Items (Win): Potion, HiPotion  
Items (Steal): Potion  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Huge Naga  
Location: Sealed Cave, Cave of Summons, area south of Sylvan Cave  
HP: 1480  
MP: 92  
EXP: 3582  
Gil: 238  
Items (Win): Antidote, Unihorn, Poison Arrows  
Items (Steal): Antidote  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Hydra  
Location: Underground Waterway  
HP: 257  
MP: 16  
EXP: 670  
Gil: 209  
Items (Win): Antidote, Unihorn, Poison Arrows  
Items (Steal): Antidote  
Elements:  
Fire:  
Ice:  
Lightning: Weakness  
Earth:  
Holy:  
Darkness:  
Other:

Name: Ice Beast  
Location: Tower of Zot  
HP: 520  
MP: 32  
EXP: 1441  
Gil: 276  
Items (Win): Ice Arrows, Notus, Boreas, Blizzard (item)  
Items (Steal): Ice Arrows  
Elements:  
Fire: Weakness  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Ice Lizard  
Location: Tower of Zot  
HP: 480  
MP: 30  
EXP: 1331  
Gil: 289  
Items (Win): Ice Arrows, Notus, Boreas, Blizzard (item)  
Items (Steal): Ice Arrows  
Elements:  
Fire: Weakness  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Imp  
Location: Baron, Damcyan  
HP: 6

MP: 0  
EXP: 28  
Gil: 5  
Items (Win): Potion, Tent, Hourglass1, Imp  
Items (Steal): Potion  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Ironback  
Location: Eblan, Agart, Cave of Eblan  
HP: 100  
MP: 6  
EXP: 1077  
Gil: 233  
Items (Win): Mythril Shield, Mythril Hammer, HiPotion, X-Potion  
Items (Steal): Mythril Shield  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Ironman  
Location: Tower of Babil (Top)  
HP: 2900  
MP: 181  
EXP: 3659  
Gil: 383  
Items (Win): Mythril Knife, Mythril Shield, Mythril Armor, Mythril  
Sword  
Items (Steal): Mythril Knife  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Jelly  
Location: Water Cave  
HP: 35  
MP: 2  
EXP: 134

Gil: 36

Items (Win): Potion, HiPotion

Items (Steal): Potion

Elements:

Fire: Weakness

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Juclyote

Location: Moon Surface

HP: 1700

MP: 106

EXP: 6999

Gil: 1560

Items (Win): Stardust, Moon Veil

Items (Steal): Stardust

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Kary

Location: Cave of Bahamut, Lunar Subterrains

HP: 4000

MP: 250

EXP: 13000

Gil: 3500

Items (Win): Artemis Arrows, Moon Veil, Minerva, Artemis Bow

Items (Steal): Artemis Arrows

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: King-Ryu

Location: Cave of Bahamut, Lunar Subterrains

HP: 8200

MP: 512

EXP: 30000

Gil: 23000

Items (Win): Thor Rage, Zeus Rage, Lit Storm, Ag Apple

Items (Steal): Thor Rage

Elements:

Fire:  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Lamia

Location: Tower of Babil (Top)

HP: 1200

MP: 75

EXP: 2059

Gil: 143

Items (Win): Lamia Harp, Ruby Ring, Star Veil, Angel

Items (Steal): Lamia Harp

Elements:

Fire:  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Larva

Location: Mist Cave, Kaipo

HP: 28

MP: 1

EXP: 49

Gil: 8

Items (Win): Potion, HiPotion

Items (Steal): Potion

Elements:

Fire:  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Lillith

Location: Mt. Ordeals

HP: 466

MP: 29

EXP: 2703

Gil: 262

Items (Win): Succubus, Ag Apple, Lillith Rod

Items (Steal): Succubus

Elements:

Fire: Weakness  
Ice:

Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Mac Giant  
Location: Giant of Babil  
HP: 10000  
MP: 625  
EXP: 31000  
Gil: 1500  
Items (Win): Cabin, Ogre Axe, Venom Axe, Rune Axe  
Items (Steal): Cabin  
Elements:  
Fire:  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Machine  
Location: Giant of Babil  
HP: 4900  
MP: 306  
EXP: 7999  
Gil: 985  
Items (Win): Bolt, Thor Rage, Zeus Rage, Lit Storm  
Items (Steal): Bolt  
Elements:  
Fire:  
Ice:  
Lightning: Weakness  
Earth:  
Holy:  
Darkness:  
Other:

Name: Mad Ogre  
Location: Tower of Babil (Top)  
HP: 2000  
MP: 125  
EXP: 2359  
Gil: 270  
Items (Win): Bacchus, Headband, Strength, Zeus Gloves  
Items (Steal): Bacchus  
Elements:  
Fire:  
Ice:  
Lightning:  
Earth:  
Holy:

Darkness:

Other:

Name: Mad Toad

Location: Water Cave

HP: 59

MP: 4

EXP: 130

Gil: 35

Items (Win): MaidKiss

Items (Steal): MaidKiss

Elements:

Fire:

Ice: Weakness

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Mage

Location: Magnetic Cavern

HP: 300

MP: 18

EXP: 1000

Gil: 232

Items (Win): HiPotion, Unihorn, Hourglass1, Mage

Items (Steal): HiPotion

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Malboro

Location: Sylph Cave

HP: 4200

MP: 262

EXP: 5641

Gil: 458

Items (Win): Remedy, Bacchus, Yoichi, Soma Drop

Items (Steal): Remedy

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Manticore  
Location: Sealed Cave  
HP: 3400  
MP: 212  
EXP: 28000  
Gil: 1200  
Items (Win): Fire Arrows, Bomb, Big Bomb, Inferno  
Items (Steal): Fire Arrows  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Marion  
Location: Tower of Babil  
HP: 473  
MP: 29  
EXP: 1000  
Gil: 195  
Items (Win): Cure, Rune Ring, Silence, Grimoire  
Items (Steal): Cure  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Mech Dragon  
Location: Giant of Babil  
HP: 18000  
MP: 1125  
EXP: 41400  
Gil: 2550  
Items (Win): Zeus Rage, Hourglass3, Tiara, Ag Apple  
Items (Steal): Zeus Rage  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Medusa

Location: Tower of Babil (Bottom)

HP: 490

MP: 30

EXP: 1208

Gil: 225

Items (Win): Medusa, Gorgon

Items (Steal): Medusa

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Mind

Location: Lunar Subterrains

HP: 20000

MP: 1250

EXP: 65000

Gil: 50000

Items (Win): None

Items (Steal): Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Moon Cell

Location: Moon Surface

HP: 980

MP: 61

EXP: 3237

Gil: 1100

Items (Win): Ether1, Stardust, Moon Veil, Artemis Arrows

Items (Steal): Ether1

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Naga

Location: Tower of Babil (Bottom)

HP: 320

MP: 20

EXP: 1118  
Gil: 150  
Items (Win): Antidote, Unihorn, Poison Arrows  
Items (Steal): Antidote  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Needler  
Location: Fabul to Mysidia  
HP: 115  
MP: 7  
EXP: 335  
Gil: 53  
Items (Win): Soft  
Items (Steal): Soft  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Officer  
Location: Fabul Castle  
HP: 280  
MP: 17  
EXP: 710  
Gil: 230  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Ogre  
Location: Magnetic Cavern  
HP: 865  
MP: 54  
EXP: 800  
Gil: 240  
Items (Win): Bacchus, Headband, Strength, Zeus Gloves

Items (Steal): Bacchus

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy: Weakness

Darkness:

Other:

Name: Panther

Location: Troia, Mythril Village, Magnetic Cavern

HP: 342

MP: 21

EXP: 820

Gil: 252

Items (Win): Unihorn, Coffin, Cat Claw

Items (Steal): Unihorn

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy: Weakness

Darkness:

Other:

Name: Pike

Location: Water Cave

HP: 65

MP: 4

EXP: 119

Gil: 30

Items (Win): Potion, HiPotion

Items (Steal): Potion

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:

Holy:

Darkness:

Other:

Name: Pink Puff

Location: Lunar Subterrain, B5 in lower right room (Use Alert to find)

HP: 20000

MP: 1250

EXP: 10000

Gil: 55555

Items (Win): Ether2, Elixir, Fuma, Pink Puff Tail

Items (Steal): Ether2

Elements:

Fire:

Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Piranha  
Location: Underground Waterway  
HP: 180  
MP: 11  
EXP: 430  
Gil: 145  
Items (Win): Potion, HiPotion  
Items (Steal): Potion  
Elements:  
Fire:  
Ice:  
Lightning: Weakness  
Earth:  
Holy:  
Darkness:  
Other:

Name: Procyote  
Location: Moon Surface  
HP: 2600  
MP: 1652  
EXP: 7999  
Gil: 1850  
Items (Win): Stardust, Moon Veil  
Items (Steal): Stardust  
Elements:  
Fire:  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Pudding  
Location: Moon Surface  
HP: 1357  
MP: 84  
EXP: 3044  
Gil: 1300  
Items (Win): Ether1, Stardust, Moon Veil, Artemis Arrows  
Items (Steal): Ether1  
Elements:  
Fire:  
Ice:  
Lightning:  
Earth:

Holy:  
Darkness:  
Other:

Name: Puppet  
Location: Tower of Zot  
HP: 289  
MP: 18  
EXP: 800  
Gil: 180  
Items (Win): Illusion  
Items (Steal): Illusion  
Elements:  
  Fire: Weakness  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Python  
Location: Troia, Mythril Village, Magnetic Cave  
HP: 108  
MP: 6  
EXP: 720  
Gil: 222  
Items (Win): Antidote, Unihorn, Poison Arrows  
Items (Steal): Antidote  
Elements:  
  Fire:  
  Ice: Weakness  
  Lightning:  
  Earth:  
  Holy: Weakness  
  Darkness:  
  Other:

Name: Queen Lamia  
Location: Tower of Babil (Top)  
HP: 1100  
MP: 69  
EXP: 2859  
Gil: 250  
Items (Win): Lamia Harp, Ruby Ring, Star Veil, Angel  
Items (Steal): Lamia Harp  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Red Bone  
Location: Mt. Hobs, Mt. Ordeals  
HP: 210  
MP: 13  
EXP: 315  
Gil: 169  
Items (Win): None  
Items (Steal): Potion  
Elements:  
  Fire: Weakness  
  Ice:  
  Lightning:  
  Earth:  
  Holy: Weakness  
  Darkness:  
  Other:

Name: Red Dragon  
Location: Lunar Subterrains  
HP: 15000  
MP: 937  
EXP: 41500  
Gil: 65000  
Items (Win): Inferno, Dragon Gloves, Dragon Spear, Crystal Ring  
Items (Steal): Inferno  
Elements:  
  Fire:  
  Ice: Weakness  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Red Eye  
Location: Cave of Summons  
HP: 2400  
MP: 150  
EXP: 3444  
Gil: 465  
Items (Win): Eyedrops, Life, Alarm, Soft  
Items (Steal): Eyedrops  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other: Aerial

Name: Red Worm  
Location: Moon Surface  
HP: 7000  
MP: 437  
EXP: 6303  
Gil: 310  
Items (Win): Notus, Boreas, Ether1  
Items (Steal): Boreas  
Elements:  
  Fire: Weakness  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Red Giant  
Location: Cave of Bahamut, Lunar Subterrains  
HP: 14000  
MP: 875  
EXP: 18500  
Gil: 7000  
Items (Win): Cabin, Ogre Axe, Venom Axe, Rune Axe  
Items (Steal): Cabin  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Revenant  
Location: Mt. Ordeals  
HP: 250  
MP: 10  
EXP: 575  
Gil: 186  
Items (Win): None  
Items (Steal): Potion  
Elements:  
  Fire: Weakness  
  Ice:  
  Lightning:  
  Earth:  
  Holy: Weakness  
  Darkness:  
  Other:

Name: Roc  
Location: Agart, Eblan  
HP: 500

MP: 31  
EXP: 1404  
Gil: 150  
Items (Win): Feather, HiPotion, Cabin, Ag Apple  
Items (Steal): Feather  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other: Aerial

Name: Roc Baby  
Location: Agart, Eblan  
HP: 50  
MP: 3  
EXP: 1004  
Gil: 81  
Items (Win): Life, Soft, Cocatris  
Items (Steal): Life  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other: Aerial

Name: Rock Moth  
Location: Tomra, Kokkol's Smithy, outside Cave of Summons, around  
Sylvan Cave  
HP: 900  
MP: 56  
EXP: 3114  
Gil: 312  
Items (Win): Eyedrops, Life, Alarm, Soft  
Items (Steal): Eyedrops  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other: Aerial

Name: Rock Larva  
Location: Tomra, Kokkol's Smithy, outside Cave of Summons, around  
Sylvan Cave  
HP: 896

MP: 61  
EXP: 2822  
Gil: 39  
Items (Win): Potion, HiPotion  
Items (Steal): Potion  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Sand Moth  
Location: Cave of Mist, Kaipo, Damcyan  
HP: 40  
MP: 2  
EXP: 74  
Gil: 18  
Items (Win): Eyedrops, Life, Alarm, Soft  
Items (Steal): Eyedrops  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other: Aerial

Name: Sandman  
Location: Kaipo  
HP: 20  
MP: 1  
EXP: 70  
Gil: 17  
Items (Win): Antidote, Echo Note, Cross, Tent  
Items (Steal): Antidote  
Elements:  
  Fire:  
  Ice: Weakness  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Sandpede  
Location: Kaipo, Damcyan  
HP: 60  
MP: 3  
EXP: 79  
Gil: 20

Items (Win): Potion, HiPotion

Items (Steal): Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Sand Worm

Location: Kaipo, Antilion's Cave

HP: 75

MP: 4

EXP: 82

Gil: 22

Items (Win): Potion, HiPotion, Remedy, Ag Apple

Items (Steal): Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Screamer

Location: Sealed Cave

HP: 1400

MP: 85

EXP: 3082

Gil: 205

Items (Win): Bolt, Thor Rage, Zeus Rage, Lit Storm

Items (Steal): Bolt

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Searcher

Location: Giant of Babil

HP: 5500

MP: 344

EXP: 15004

Gil: 900

Items (Win): Alert

Items (Steal): Alert

Elements:

Fire:  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Skeleton  
Location: Kaipo to Fabul  
HP: 135  
MP: 8  
EXP: 238  
Gil: 126  
Items (Win): None  
Items (Steal): Potion  
Elements:  
  Fire: Weakness  
  Ice:  
  Lightning:  
  Earth:  
  Holy: Weakness  
  Darkness:  
  Other:

Name: Skull  
Location: Cave of Eblan  
HP: 740  
MP: 46  
EXP: 1577  
Gil: 116  
Items (Win): None  
Items (Steal): Potion  
Elements:  
  Fire: Weakness  
  Ice:  
  Lightning:  
  Earth:  
  Holy: Weakness  
  Darkness:  
  Other:

Name: Slime  
Location: Tower of Zot  
HP: 105  
MP: 7  
EXP: 750  
Gil: 50  
Items (Win): Potion, HiPotion  
Items (Steal): Potion  
Elements:  
  Fire: Weakness  
  Ice:  
  Lightning:

Earth:  
Holy:  
Darkness:  
Other:

Name: Soldier  
Location: Kaipo Inn  
HP: 27  
MP: 2  
EXP: 157  
Gil: 54  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Sorcerer  
Location: Tower of Babil (Top)  
HP: 1000  
MP: 62  
EXP: 2359  
Gil: 272  
Items (Win): Cure Staff, Rune Ring, Silence, Grimoire  
Items (Steal): Cure Staff  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Soul  
Location: Mt. Ordeals  
HP: 200  
MP: 12  
EXP: 460  
Gil: 165  
Items (Win): Potion, Cursed  
Items (Steal): Potion  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy: Weakness  
  Darkness:

Other:

Name: Spirit

Location: Kaipo to Fabul

HP: 86

MP: 5

EXP: 278

Gil: 122

Items (Win): Potion, Cursed

Items (Steal): Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy: Weakness

Darkness:

Other:

Name: Staleman

Location: Cave of Eblan

HP: 1950

MP: 77

EXP: 703

Gil: 445

Items (Win): Gaia Hammer, Zeus Gloves

Items (Steal): Gaia Hammer

Elements:

Fire:

Ice: Weakness

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Sting Rat

Location: Troia, Mythril Village, Magnetic Cavern

HP: 300

MP: 19

EXP: 700

Gil: 220

Items (Win): Soft

Items (Steal): Soft

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Stoneman  
Location: Tower of Babil (Bottom)  
HP: 2560  
MP: 160  
EXP: 2908  
Gil: 238  
Items (Win): HiPotion, X-Potion, Medusa  
Items (Steal): HiPotion  
Elements:  
  Fire:  
  Ice: Weakness  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Sword Man  
Location: Tower of Zot  
HP: 320  
MP: 20  
EXP: 1100  
Gil: 175  
Items (Win): Tent, Cabin  
Items (Steal): Tent  
Elements:  
  Fire: Weakness  
  Ice:  
  Lightning:  
  Earth:  
  Holy: Weakness  
  Darkness:  
  Other:

Name: Sword Rat  
Location: Baron, Cave of Mist, Fabul  
HP: 30  
MP: 1  
EXP: 66  
Gil: 13  
Items (Win): Soft  
Items (Steal): Soft  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Talantla  
Location: Area south of Sylvan Cave

HP: 2315  
MP: 145  
EXP: 2744  
Gil: 598  
Items (Win): Silk Web, Gaia Drum, Alarm  
Items (Steal): Silk Web  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other: Aerial

Name: Tiny Mage  
Location: Water Cave, Damcyan  
HP: 69  
MP: 4  
EXP: 132  
Gil: 63  
Items (Win): Rod, Silver, Ether1, Ether2  
Items (Steal): Rod  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Tiny Toad  
Location: Sylph Cave  
HP: 600  
MP: 38  
EXP: 1841  
Gil: 335  
Items (Win): MaidKiss  
Items (Steal): MaidKiss  
Elements:  
  Fire:  
  Ice: Weakness  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Toad Lady  
Location: Sylph Cave  
HP: 2960  
MP: 185  
EXP: 3433

Gil: 598

Items (Win): MaidKiss, Ether2, Soma Drop, Ribbon

Items (Steal): MaidKiss

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Tofu

Location: Tower of Babil (Bottom)

HP: 298

MP: 18

EXP: 1808

Gil: 384

Items (Win): Potion, HiPotion

Items (Steal): Potion

Elements:

Fire:

Ice: Weakness

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Tortoise

Location: Tower of Babil (Bottom)

HP: 435

MP: 27

EXP: 1666

Gil: 234

Items (Win): Mythril Shield, Mythril Hammer, HiPotion, X-Potion

Items (Steal): Mythril Shield

Elements:

Fire:

Ice: Weakness

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Trap Door

Location: Sealed Cave

HP: 5000

MP: 312

EXP: 30000

Gil: 4500

Items (Win): None

Items (Steal): Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Trap Rose

Location: Tomra, Kokkol's Smithy, outside Cave of Summons, near  
Sylvan Cave

HP: 370

MP: 23

EXP: 1204

Gil: 32

Items (Win): Diet Food, Mallet, MaidKiss, Remedy

Items (Steal): Diet Food

Elements:

Fire: Weakness

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Treant

Location: Troia, Mythril Village

HP: 335

MP: 20

EXP: 687

Gil: 148

Items (Win): Diet Food, Mallet, MaidKiss, Remedy

Items (Steal): Diet Food

Elements:

Fire: Weakness

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Trickster

Location: Lunar Subterrain

HP: 12000

MP: 750

EXP: 21000

Gil: 10700

Items (Win): Potion, Tent, Hourglass1, Imp

Items (Steal): Potion

Elements:

Fire:

Ice:  
Lightning: Weakness  
Earth:  
Holy:  
Darkness:  
Other:

Name: Turtle  
Location: Antilion's Cave  
HP: 190  
MP: 11  
EXP: 234  
Gil: 46  
Items (Win): Antidote, Echo Note, Cross, Tent  
Items (Steal): Antidote  
Elements:  
Fire:  
Ice: Weakness  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Vamp Lady  
Location: Sealed Cave  
HP: 2375  
MP: 148  
EXP: 3582  
Gil: 188  
Items (Win): Vampire, Succubus  
Items (Steal): Vampire  
Elements:  
Fire: Weakness  
Ice:  
Lightning:  
Earth:  
Holy: Weakness  
Darkness:  
Other:

Name: Vamp Girl  
Location: Magnetic Cavern  
HP: 270  
MP: 17  
EXP: 810  
Gil: 195  
Items (Win): Vampire, Succubus  
Items (Steal): Vampire  
Elements:  
Fire: Weakness  
Ice:  
Lightning:  
Earth:

Holy: Weakness  
Darkness:  
Other: Aerial

Name: Veteran  
Location: Lunar Subterrains  
HP: 25000  
MP: 1562  
EXP: 33333  
Gil: 65200  
Items (Win): Eyedrops, Elixir, Hourglass3, Protect  
Items (Steal): Eyedrops  
Elements:  
Fire:  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other: Aerial

Name: Warlock  
Location: Cave of Bahamut, Lunar Subterrains  
HP: 5100  
MP: 319  
EXP: 17003  
Gil: 2400  
Items (Win): MaidKiss, Ether2, Soma Drop, Ribbon  
Items (Steal): MaidKiss  
Elements:  
Fire:  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Warrior  
Location: Cave of Summons  
HP: 2900  
MP: 181  
EXP: 4288  
Gil: 575  
Items (Win): Tent, Cabin  
Items (Steal): Tent  
Elements:  
Fire:  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Waterbug  
Location: Water Cave  
HP: 125  
MP: 7  
EXP: 225  
Gil: 79  
Items (Win): Antidote, Echo Note, Cross, Tent  
Items (Steal): Antidote  
Elements:  
  Fire:  
  Ice:  
  Lightning: Weakness  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Water Hag  
Location: Water Cave  
HP: 64  
MP: 4  
EXP: 136  
Gil: 38  
Items (Win): None  
Items (Steal): Potion  
Elements:  
  Fire:  
  Ice:  
  Lightning: Weakness  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Weeper  
Location: Antilion's Cave  
HP: 130  
MP: 8  
EXP: 157  
Gil: 42  
Items (Win): None  
Items (Steal): Potion  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Were Bat  
Location: Sealed Cave  
HP: 1014  
MP: 63  
EXP: 2306  
Gil: 355  
Items (Win): Potion, HiPotion  
Items (Steal): Potion  
Elements:  
  Fire: Weakness  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other: Aerial

Name: Witch  
Location: Tower of Zot  
HP: 350  
MP: 22  
EXP: 1551  
Gil: 329  
Items (Win): Rod, Silver, Ether1, Ether2  
Items (Steal): Rod  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Yellow Dragon  
Location: Sealed Cave, area south of Sylvan Cave  
HP: 3100  
MP: 194  
EXP: 28000  
Gil: 1500  
Items (Win): Lit Storm, Alarm, Ag Apple  
Items (Steal): Lit Storm  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Zombie  
Location: Water Cave, Mt. Ordeals  
HP: 52

MP: 3  
EXP: 112  
Gil: 31  
Items (Win): None  
Items (Steal): Potion  
Elements:  
  Fire: Weakness  
  Ice:  
  Lightning:  
  Earth:  
  Holy: Weakness  
  Darkness:  
  Other:

Name: Zuu  
Location: Mysidia  
HP: 941  
MP: 59  
EXP: 489  
Gil: 432  
Items (Win): Feather, HiPotion, Cabin, Ag Apple  
Items (Steal): Feather  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other: Aerial

=====  
                  Boss Section  
=====

Name: Mist Dragon  
Location: Cave of Mist  
HP: 465  
MP: 64  
EXP: 700  
Gil: 200  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Octomammoth  
Location: Waterfalls  
HP: 2350  
MP: 240  
EXP: 1200  
Gil: 500  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning: Weakness  
  Earth:  
  Holy:  
  Darkness: Weakness  
  Other:

Name: Antlion  
Location: Antlion's Cave  
HP: 1100  
MP: 300  
EXP: 1500  
Gil: 800  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Mom Bomb  
Location: Mt. Hobs  
HP: 11000  
MP: 350  
EXP: 1900  
Gil: 1200  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Milon  
Location: Mt. Ordeals  
HP: 3500

MP: 200  
EXP: 3200  
Gil: 2000  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Milon Z  
Location: Mt. Ordeals  
HP: 3523  
MP: 800  
EXP: 3600  
Gil: 2500  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire: Weakness  
  Ice:  
  Lightning:  
  Earth:  
  Holy: Weakness  
  Darkness:  
  Other: Aerial, Cure

Name: Dark Knight  
Location: Mt. Ordeals  
HP: 1000  
MP: 62  
EXP: 0  
Gil: 0  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Yang  
Location: Baron  
HP: 4000  
MP: 250  
EXP: 0  
Gil: 0

Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Baigan  
Location: Baron Castle  
HP: 4444  
MP: 960  
EXP: 4020  
Gil: 3000  
Items (Win):  
Items (Steal):  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Cagnazzo  
Location: Baron Castle  
HP: 5312  
MP: 1100  
EXP: 5500  
Gil: 4000  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning: Weakness  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Dark Elf  
Location: Magnetic Cavern  
HP: 6316  
MP: 1200  
EXP: 6000  
Gil: 5000  
Items (Win): None  
Items (Steal): None  
Elements:

Fire:  
Ice:  
Lightning:  
Earth:  
Holy:  
Darkness:  
Other: Wind

Name: Sandy  
Location: Tower of Zot  
HP: 2591  
MP: 1800  
EXP: 2500  
Gil: 3000  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Cindy  
Location: Tower of Zot  
HP: 4599  
MP: 1800  
EXP: 2500  
Gil: 3000  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Mindy  
Location: Tower of Zot  
HP: 2590  
MP: 1800  
EXP: 2500  
Gil: 3000  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:

Earth:  
Holy:  
Darkness:  
Other:

Name: Valvalis  
Location: Tower of Zot  
HP: 8636  
MP: 1900  
EXP: 9000  
Gil: 5500  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Cal  
Location: Dwarf Castle  
HP: 1369  
MP: 200  
EXP: 1000  
Gil: 500  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Brina  
Location: Dwarf Castle  
HP: 369  
MP: 200  
EXP: 1000  
Gil: 500  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:

Other:

Name: Calbrina  
Location: Dwarf Castle  
HP: 5315  
MP: 2800  
EXP: 12000  
Gil: 5000  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Golbez  
Location: Dwarf Castle  
HP: 2800  
MP: 4000  
EXP: 15000  
Gil: 11000  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Dr. Lugae  
Location: Tower of Babil (Bottom)  
HP: 4936  
MP: 308  
EXP: 5500  
Gil: 2000  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Balnab  
Location: Tower of Babil (Bottom)  
HP: 4832  
MP: 302  
EXP: 5500  
Gil: 2500  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Balnab-Z  
Location: Tower of Babil (Bottom)  
HP: 4518  
MP: 282  
EXP: 20  
Gil: 2500  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Lugaborg  
Location: Tower of Babil (Lower)  
HP: 9321  
MP: 3000  
EXP: 10100  
Gil: 4000  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: King Eblan  
Location: Tower of Babil (Top)

HP: 65535  
MP: 4096  
EXP: 0  
Gil: 0  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Queen Eblan  
Location: Tower of Babil (Top)  
HP: 65535  
MP: 4096  
EXP: 0  
Gil: 0  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Rubicant  
Location: Tower of Babil (Top)  
HP: 34000  
MP: 5000  
EXP: 18000  
Gil: 7000  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice: Weakness  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Evil Wall  
Location: Sealed Cave  
HP: 28000  
MP: 2300  
EXP: 23000

Gil: 8000  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Elemental Fiends  
Location: Giant of Babil  
HP: 16000  
MP: 3185  
EXP: 15625  
Gil: 2500  
Items (Win): None  
Items (Steal): None  
Elements:

  Fire: Weakness (Milon Z)  
  Ice: Weakness (Rubicant)  
  Lightning: Weakness (Cagnazzo/Valvalis)  
  Earth:  
  Holy: Weakness (Valvalis)  
  Darkness:  
  Other:

Name: CPU  
Location: Giant of Babil  
HP: 30000  
MP: 1870  
EXP: 50000  
Gil: 10333  
Items (Win): None  
Items (Steal): None  
Elements:

  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Attacker  
Location: Giant of Babil  
HP: 3000  
MP: 187  
EXP: 0  
Gil: 0  
Items (Win): None  
Items (Steal): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Defender

Location: Giant of Babil

HP: 3000

MP: 187

EXP: 0

Gil: 0

Items (Win): None

Items (Steal): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Odin

Location: Baron Castle

HP: 20001

MP: 3600

EXP: 18000

Gil: 0

Items (Win): None

Items (Steal): None

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:

Holy:

Darkness:

Other:

Name: Asura

Location: Land of Summons

HP: 31005

MP: 4000

EXP: 20000

Gil: 0

Items (Win): None

Items (Steal): None

Elements:

Fire:

Ice:

Lightning:  
Earth:  
Holy:  
Darkness:  
Other:

Name: Leviathan  
Location: Land of Summons  
HP: 50001  
MP: 11200  
EXP: 28000  
Gil: 0  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning: Weakness  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Bahamut  
Location: Cave of Bahamut  
HP: 45001  
MP: 70000  
EXP: 35000  
Gil: 0  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: White Dragon  
Location: Lunar Subterrain  
HP: 32700  
MP: 11800  
EXP: 55000  
Gil: 0  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:

Darkness:

Other:

Name: Wyvern

Location: Lunar Subterrain

HP: 60000

MP: 75200

EXP: 64000

Gil: 0

Items (Win): None

Items (Steal): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Lunasaur

Location: Lunar Subterrain

HP: 23000

MP: 1500

EXP: 29500

Gil: 0

Items (Win): None

Items (Steal): None

Elements:

Fire: Weakness

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Plague

Location: Lunar Subterrain

HP: 33333

MP: 0

EXP: 31108

Gil: 550

Items (Win): None

Items (Steal): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Holy:

Darkness:

Other:

Name: Ogopopo  
Location: Lunar Subterrain  
HP: 50000  
MP: 3125  
EXP: 61000  
Gil: 0  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Zemus  
Location: Final Fight  
HP: 9999  
MP: 0  
EXP: 0  
Gil: 0  
Items (Win): None  
Items (Steal): None  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Zeromus  
Location: Final Fight  
HP: 115000  
MP: 99999  
EXP: 0  
Gil: 0  
Items (Win): None  
Items (Steal): Dark Matter  
Elements:  
  Fire:  
  Ice:  
  Lightning:  
  Earth:  
  Holy:  
  Darkness:  
  Other:

Name: Zeromus (2nd)



Gil: 30

Group: Larva x3

EXP: 146

Gil: 24

Group: Sand Moth x2, Larva x2

EXP: 246

Gil: 52

Group: Imp x3, Sword Rat x1

EXP: 150

Gil: 28

Group: Imp x2, Sword Rat x2

EXP: 188

Gil: 36

Group: Imp x3

EXP: 84

Gil: 15

---

---Mist Area---

Group: Imp x4

Area: Plains

EXP: 112

Gil: 20

Group: Sand Moth x2, Larva x2

Area: Plains

EXP: 246

Gil: 52

---

---Kaipo---

Group: General x1, Soldier x3

Area: Kaipo Inn

EXP: 471

Gil: 162

Group: Sandpede x1, Sand Man x2

Area: Desert

EXP: 218

Gil: 54

Group: Sand Moth x2, Larva x2

Area: Desert

EXP: 246

Gil: 52

Group: Imp x4

Area: Desert

EXP: 112

Gil: 20

Group: Sand Man x4

Area: Desert

EXP: 280

Gil: 68

---

---Water Cave---

Group: Evil Shell x3, Water Bug

EXP: 528

Gil: 163

Group: Pike x3

EXP: 356

Gil: 90

Group: Zombie x4

EXP: 447

Gil: 124

Group: Cave Toad x3

EXP: 266

Gil: 72

Group: Pike x2, Evil Shell x2

Area: 2F

EXP: 438

Gil: 116

Group: Pike x3, Waterbug x2, Evil Shell x2

Area: 3F

EXP: 888

Gil: 274

Group: Tiny Mage x2, Water Hag x4

Area: 4F

EXP: 807  
Gil: 278

Group: Jelly x4  
Area: 4F  
EXP: 534  
Gil: 144

Group: Gator x1, Pike x2  
Area: Water Cavern - North  
EXP: 474  
Gil: 155

Group: Cave Toad x4  
Area: Water Cavern - North  
EXP: 354  
Gil: 96

Group: Gator x2  
Area: Water Cavern - Final area  
EXP: 471  
Gil: 190

Group: Tiny Mage x4  
Area: Water Cavern - Final Area  
EXP: 528  
Gil: 252

---

---Damcyan---

Group:  
Area:  
EXP:  
Gil:

Group:  
Area:  
EXP:  
Gil:

Group:  
Area:  
EXP:  
Gil:

Group:  
Area:  
EXP:  
Gil:

Group:  
Area:  
EXP:  
Gil:

---

---Antlion's Cave---

Group: Imp x3  
EXP: 84  
Gil: 15

Group: Turtle x1, Imp x2  
EXP: 288  
Gil: 56

Group: Cream x4  
EXP: 576  
Gil: 132

Group: Weeper x1, Turtle x1, Basilisk x1  
EXP: 501  
Gil: 118

Group: Imp x3, Basilisk x1  
EXP: 192  
Gil: 45

Group: Weeper x2  
EXP: 312  
Gil: 84

Group: Basilisk x1, Turtle x1  
EXP: 342  
Gil: 76

Group: Sandworm x2  
EXP: 162  
Gil: 44

---

---Mount Hobs---

Group: Skeleton x4  
EXP: 952  
Gil: 504

Group: Bomb x3

EXP: 1080

Gil: 228

Group: Spirit x2 (Spirits absorb Fire)

EXP: 556

Gil: 244

Group: Bomb x2, Gray Bomb x2

EXP: 1611

Gil: 362

Group: Gargoyle x1, Cocatris x2

EXP: 864

Gil: 254

Group: Turtle x2

EXP: 465

Gil: 92

Group: Red Bone x1, Skeleton x3

EXP: 1028

Gil: 547

---

---Fabul Area---

Group: Cocatris x3

Area: Forest

EXP: 825

Gil: 246

Group: Imp x2, Imp Captain x4

Area: Forest

EXP: 792

Gil: 202

Group: Gargoyle x1, Cocatris x2

Area: Forest

EXP: 864

Gil: 254

Group:

Area:

EXP:

Gil:

---

---Mysidia Area---

Group: Zuu  
Area: Plains/Forests  
EXP: 432  
Gil: 489

Group: Sword Rat x2, Imp x2, Tiny Mage x2  
Area: Plains  
EXP: 452  
Gil: 162

Group: Needler x2, Sword Rat x2  
Area: Forest  
EXP: 801  
Gil: 132

Group: Imp Captain x3, Needler x1  
Area: Forest/Plains  
EXP: 887  
Gil: 197

Group: Imp x2, Imp Captain x4  
Area: Plains  
EXP: 792  
Gil: 202

Group: Zuu x1, Cocatris x3  
Area: Plains  
EXP: 1256  
Gil: 735

---

---Mount Ordeals---

Group: Skeleton x3, Red Bone x2  
EXP:  
Gil:

Group: Red Bone x2, Lilith x1  
EXP:  
Gil:

Group: Lilith x2  
EXP:  
Gil:

Group: Revenant x1, Ghoul x3  
EXP: 2090  
Gil: 723

Group: Ghoul x2, Soul x2

EXP: 1930

Gil: 688

Group: Soul x2, Ghoul x2, Revenant x2

EXP:

Gil:

Group: Soul x3, Ghoul x1, Revenant x1

EXP: 2460

Gil: 860

Group: Zombie x2, Ghoul x2

EXP: 1234

Gil: 420

Group: Red Bone x1, Skeleton x3

EXP: 1029

Gil: 547

Group:

Area:

EXP:

Gil:

---

---Waterway---

Group: Piranha x2, Evil Shell x1, Fang Shell x1

EXP: 1990

Gil: 580

Group: Pike x3, Piranha x3

EXP: 1645

Gil: 525

Group: Fang Shell x3, Gator x1, Crocodile x1

EXP: 3984

Gil: 1099

Group: Crocodile x1, Electric Fish x3

EXP: 2580

Gil: 860

Group: Piranha x2, Electric Fish x2

EXP: 2140

Gil: 718

Group: Crocodile x1, Piranha x2  
EXP: 1520  
Gil: 508

Group: Aqua Worm x1, Piranha x3  
EXP: 1980  
Gil: 654

Group: Crocodile x2  
EXP:  
Gil:

Group: Hydra x2  
EXP: 1340  
Gil: 418

Group: Aqua Worm x1, Crocodile x1, Hydra x1  
EXP: 2020  
Gil: 646

---

---Magnetic Cavern---

Group: Cave Bat x3  
EXP: 1792  
Gil: 453

Group: Mage x2  
EXP: 2000  
Gil: 464

Group: Sting Rat x3, Panther x1  
EXP: 2920  
Gil: 912

Group: Panther x2, Ogre x1  
EXP:  
Gil:

Group: Sting Rat x2, Python x1  
EXP:  
Gil:

Group: Python x2, Cave Naga x1  
EXP: 2180  
Gil: 645

Group: Ogre x3

EXP: 2400

Gil: 720

Group: Cave Bat x3, Vamp Girl x1

EXP:

Gil:

Group: Cave Naga x2, Python x2

EXP:

Gil:

Group: Cave Bat x3, Vamp Girl x2

EXP:

Gil:

Group: Panther x2, Ogre x1, Cave Naga x1

EXP:

Gil:

Group: Panther x2

EXP: 2040

Gil: 504

---

---Tower of Zot---

Group: Gremlin x2, Ice Lizard x2

EXP: 5104

Gil: 1128

Group: Carapace x2, Ice Lizard x2

EXP:

Gil:

Group: Centaur x3

EXP: 2580

Gil: 516

Group: Marion x1, Puppet x2

EXP: 2600

Gil: 555

Group: Centaur x1, Ice Beast x2

EXP: 3740

Gil: 724

Group: Flame Dog x1

Area: Treasure Box #2

EXP: 1708  
Gil: 244

Group: Sword Man x2  
EXP: 1680  
Gil: 350

Group: Centaur x2, Ice Beast x2  
EXP: 4600  
Gil: 896

Group: Ice Lizard x1, Slime x3  
EXP:  
Gil:

Group: Epee Girl x3  
EXP: 3150  
Gil: 600

Group: Epee Girl x1, Ice Lizard x1, Ice Beast x1  
EXP: 3820  
Gil: 765

Group: Sword Man x1, Ice Beast x2  
EXP: 3720  
Gil: 727

Group: Slime x4  
EXP: 3000  
Gil: 200

Group: Jelly x1, Slime x2, Creme x1  
EXP:  
Gil:

---

---Eblan---

Group: Mad Ogre x3  
Area: Treasure Chest - Eblan Castle Basement  
EXP: 5660  
Gil: 810

Group: Black Cat x2, Lamia x1  
Area: Treasure Chest - Eblan Castle Right Tower  
EXP: 7575  
Gil: 833

Group: Skull x4, Staleman x1  
Area: Treasure Chest - Eblan Castle Left Tower  
EXP: 7010  
Gil: 909

---

---Underworld---

Group: Dark Imp x4  
Area: Around Tower of Babil - Dwarf Castle  
EXP: 7720  
Gil: 180

Group: Dark Imp x3, Armadilo x1, Black Lizard x1  
Area: Around Tower of Babil - Dwarf Castle  
EXP: 8640  
Gil: 372

Group: Armadilo x1, Tortoise x2  
Area: Around Tower of Babil - Dwarf Castle  
EXP: 4885  
Gil: 662

Group: Tortoise x2, Armadilo x1, Black Lizard x1  
Area: Around Tower of Babil - Dwarf Castle  
EXP: 6185  
Gil: 705

Group:  
Area:  
EXP:  
Gil:

Group:  
Area:  
EXP:  
Gil:

Group:  
Area:  
EXP:  
Gil:

Group:  
Area:  
EXP:  
Gil:

Group:  
Area:

EXP:

Gil:

---

---Tower of Babil---

Group: Flame Dog x3

EXP: 5120

Gil: 732

Group: Flame Dog x2

EXP: 3415

Gil: 488

Group: Dark Imp x2, Tortoise x1

EXP: 5525

Gil: 324

Group: Evil Doll x3, Marion

EXP: 5220

Gil: 1002

Group: Flame Dog x4

EXP: 6830

Gil: 976

Group: Black Lizard x3

EXP: 3890

Gil: 129

Group: Flame Dog x2, Flame Man x1

EXP: 5120

Gil: 788

Group: Alert x1

EXP: 2010

Gil: 380

Group: Tofu x6

EXP: 10845

Gil: 2304

Group: Black Lizard x2

EXP: 2595

Gil: 86

Group: Tortoise x2, Black Lizard x2

EXP: 5925  
Gil: 554

Group: Chimera x1  
EXP: 1705  
Gil: 228

Group: Egg x1  
EXP: 1295  
Gil: 43

Group: Tofu x3, Chimera x1  
EXP: 7130  
Gil: 1380

Group: Chimera x2  
EXP: 3415  
Gil: 456

Group: Stoneman 5815  
Gil: 476

Group: Medusa x2  
EXP: 2415  
Gil: 450

Group: Chimera x1, Flame Man x1  
EXP: 3415  
Gil: 528

Group: Flame Man x2, Flame Dog x2  
EXP:  
Gil:

---

---Cave of Eblan---

Group: Ironback x2  
EXP: 2152  
Gil: 466

Group: Ironback x2, Black Lizard x2  
EXP: 4748  
Gil: 552

Group: Skull x4  
EXP: 6308

Gil: 464

Group: Skull x3

EXP: 4728

Gil: 348

Group: Giant Bat x3, Cave Bat x3

EXP: 7724

Gil: 1239

Group: Skull x2, Red Bones x2, Staleman x1

EXP: 4484

Gil: 1015

Group: Giant Bat x4

EXP: 7908

Gil: 1048

Group: Ironback x1, Armadilo x1, Black Lizard x1

EXP: 3928

Gil: 470

---

---Tower of Babil - Upper ---

Group: Balloon x3

EXP: 7375

Gil: 945

Group: Egg x1

EXP:

Gil:

Group: Black Cat x2

EXP: 5515

Gil: 690

Group: Mad Ogre x1, Black Cat x1, Balloon x2

EXP: 10035

Gil: 1245

Group: Mad Ogre x4

EXP: 9435

Gil: 1080

Group: Black Cat x3

EXP: 8275

Gil: 1035

Group: Blade Man x2, Sorcerer x1  
EXP: 7475  
Gil: 694

Group: Black Cat x2, Lamia x1  
EXP:  
Gil:

Group: Black Cat x2, Grudger x1, Blade Man x1  
EXP: 10535  
Gil: 1050

Group: Ironman x1, Black Cat x2  
EXP: 9175  
Gil: 1073

Group: Queen Lamia x1, Black Cat x2, Egg x1  
EXP: 10435  
Gil: 1080

Group: Ironman x2  
EXP: 7315  
Gil: 766

---

---Sealed Cave---

Group: Were Bat x3, Vamp Lady x1  
EXP: 10500  
Gil: 1253

Group: Screamer x2  
EXP: 6160  
Gil: 410

Group: Trap Door x1  
EXP: 30000  
Gil: 4500

Group: Were Bat x4  
EXP: 9220  
Gil: 1420

Group: Vamp Lady x1, Were Bat x6  
EXP: 17415  
Gil: 2318

Group: Yellow Dragon x1  
EXP: 28000  
Gil: 1500

Group: Vamp Lady x2, Were Bat x3  
EXP: 14080  
Gil: 1441

Group: Manticore x1  
EXP: 28000  
Gil: 1200

Group: Were Bat x3  
EXP: 6915  
Gil: 1065

Group: Huge Naga x2  
EXP: 7160  
Gil: 476

---

---Sylvan Cave

Group: Malboro x2  
EXP:  
Gil:

Group: Toad Lady x1, Tiny Toad x6  
EXP: 14484  
Gil: 2608

Group: Ghost x3  
EXP:  
Gil:

Group: Toad Lady x1, Tiny Toad x3  
EXP: 8960  
Gil: 1603

Group: Ghost x3, Dark Tree x2  
EXP:  
Gil:

Group: Malboro x3  
EXP:  
Gil:

Group:

Area:  
EXP:  
Gil:

---

---Land of Summons---

Group: Arachne x1  
EXP: 4388  
Gil: 585

Group: Red Eye x2  
EXP: 6888  
Gil: 930

Group: Conjuror x1  
EXP:  
Gil:

Group: Warrior x2, Fiend x2  
EXP:  
Gil:

Group: Clapper x1  
EXP: 7776  
Gil: 900

Group: Red Eye x3  
EXP:  
Gil:

Group: Warrior x5  
Area: Treasure Chest - 3F  
EXP: 21440  
Gil: 2875

Group:  
Area:  
EXP:  
Gil:

---

---Moon Surface---

Group: Jucliyote x2, Moon Cell x2, Grenade x1  
EXP: 23116  
Gil: 5950

Group: Red Worm x1, Grenade x3  
EXP: 14232  
Gil: 2200

Group: Procyote x2, Jucllyote x2

EXP: 29994

Gil: 6820

Group: Red Worm x1, Procyote x1, Jucllyote x1

EXP: 21300

Gil: 3720

Group: Pudding x2, Grenade x2

EXP:

Gil:

Group: Red Worm x2

EXP:

Gil:

Group: Procyote x1, Pudding x2

EXP:

Gil:

Group: Pudding x2, Moon Cell x2

EXP:

Gil:

Group: Slime x1, Tofu x1, Pudding x1

EXP: 5600

Gil: 1734

Group:

Area:

EXP:

Gil:

Group:

Area:

EXP:

Gil:

Group:

Area:

EXP:

Gil:

---

---Giant of Babil---

Group: Machine x2, Beamer x1

EXP: 19195

Gil: 2860

Group: Machine x2, Beamer x2

EXP: 22395

Gil: 3750

Group: Mac Giant x1

EXP:

Gil:

Group: Mac Giant x1, Horseman x1

EXP: 40695

Gil: 2720

Group: Machine x2, Beamer x3

EXP: 25595

Gil: 4640

Group: Horseman x1, Beamer x1, Machine x1

EXP: 20895

Gil: 3095

Group: Searcher x1, Beamer x2

EXP: 21400

Gil: 2680

Group: Last Arm x1

Area: Treasure Chest - Passage

EXP: 8700

Gil: 338

Group: Mac Giant x1, Machine x1, Beamer x1

EXP: 42196

Gil: 3375

---

---Cave of Bahamut---

Group: Warlock x1

EXP:

Gil:

Group: Behemoth x1

EXP: 57000

Gil: 65000

Group: Red Giant x2

EXP:

Gil:

Group: Ging-Ryu x1  
EXP: 25000  
Gil: 19000

Group: King-Ryu x2  
EXP:  
Gil:

Group: D. Bone x1  
EXP: 14000  
Gil: 6750

Group:  
Area:  
EXP:  
Gil:

Group:  
Area:  
EXP:  
Gil:

---

---Lunar Subterrain---

Group: Warlock x1, Kary x1, Red Giant x1  
EXP: 48500  
Gil: 12900

Group: Warlock x1, Kary x1  
EXP: 30000  
Gil: 5900

Group: Red Giant x2  
EXP: 36999  
Gil: 14000

Group: Warlock x2, Kary x2  
EXP: 60005  
Gil: 11800

Group: Warlock x1, Kary x2  
EXP: 43000  
Gil: 9400

Group: Warlock x1  
EXP: 17000  
Gil: 2400

Group: Ging-Ryu x1

EXP: 25000

Gil: 19000

Group: Ging-Ryu x1, King-Ryu x1

EXP:

Gil:

Group: D. Bone x1, Warlock x1

EXP:

Gil:

Group: D. Fossil x1

EXP: 15000

Gil: 8100

Group: Blue Dragon x2

EXP:

Gil:

Group: Tricker x1

EXP:

Gil:

Group: Warlock x3

EXP:

Gil:

Group: King-Ryu x1

EXP: 30000

Gil: 23000

Group: Blue Dragon x1

EXP: 36000

Gil: 40200

Group: Ging-Ryu x1, Red Giant x1

EXP:

Gil:

Group: Veteran x1

EXP:

Gil:

Group: King-Ryu x2

EXP:

Gil:

Group: Behemoth x1  
EXP: 57000  
Gil: 65000

Group: Blue Dragon x2  
EXP:  
Gil:

Group: Blue Dragon x1, Red Dragon x1  
Area: Treasure Chest - B5  
EXP: 77500  
Gil: 105200

Group: Red Dragon x2  
EXP: 83000  
Gil: 130000

Group: D. Fossil x1, Warlock x1  
Area: Treasure chest  
EXP: 32000  
Gil: 10500

Group: Warlock x1, Kary x3  
Area: Treasure Chest  
EXP: 56000  
Gil: 12900

Group: Evil Mask x1  
EXP:  
Gil:

Group: Red Dragon x1  
EXP:  
Gil:

Group: Breath x1  
EXP:  
Gil:

Group: Mind x1  
EXP:  
Gil:

Group: Red Dragon x3  
EXP:  
Gil:

Group: Behemoth x2

EXP:

Gil:

Group:

Area:

EXP:

Gil:

Group:

Area:

EXP:

Gil:

Group:

Area:

EXP:

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Group:  
Area:  
EXP:  
Gil:

Group:





Mythril Hammer  
Mythril Armor  
Mythril Helmet  
Mythril Glove  
Mythril Shield  
Clothes  
Leather Helmet  
Leather Armor  
Ruby Ring  
Iron Ring  
Wooden Hammer  
Fire Arrow  
Ice Arrow  
Bolt Arrow  
Holy Arrow  
Yoichi Arrow  
Fuma  
Shuriken  
Flame Sword  
Flame Armor  
Ice Armor  
Ice Shield  
Ice Brand  
Whip  
Chain Whip  
Blitz  
Lunar  
Mythril Knife  
Staff  
Rod  
Short Bow  
Crossbow  
Cure Staff  
Mythril Staff  
Power Staff  
Spear  
Fire Spear  
Ice Spear  
Kunai  
Ashura  
Kotetsu  
Ice Rod  
Flame Rod  
Thunder Rod  
Fairy Rod  
Ice Claw  
Bolt Claw  
Fire Claw  
Dwarf Axe  
Ogre Axe  
Great Bow  
Archer  
Brass Arrow  
Darkness Arrow  
Poison Arrow  
Mute Arrow  
Angel Arrow  
Boomerang  
Bard  
Gaia Gear

Kenpo  
Wizard  
Sorcerer  
Black Belt  
Iron Armor  
Iron Shield  
Iron Gloves  
Iron Helmet  
Hades Armor  
Demon Armor  
Demon Helmet  
Demon Shield  
Demon Gloves  
Paladin Armor  
Paladin Helmet  
Paladin Gloves  
Paladin Shield  
Diamond Armor  
Diamond Helmet  
Diamond Shield  
Diamond Glove  
Headband  
Feather  
Magus  
Wizard  
Tiara  
Aegis Shield  
Silver Gloves  
Rune Gloves  
Gold Ring

\*\*\*\*\*

\*\*The following are much harder to get and require luck as well as knowing where to find these and who to steal these from:

Alarm: You can find 1 in Eblan. It would be wise to never sell this or use this, unless you want to try and win them from various monsters.

X-Potion: You can find this right near the start of the game. You don't have to worry about getting anymore later unless you use this or, worse, sell it.

These all require you to not use them when you find them:

Illusion  
Star Veil  
Moon Veil  
Inferno  
Notus  
Coffin  
Hourglass1  
Hourglass2  
Mute Bell  
Vampire  
Succubus  
Kamikaze  
Hermes

These require you to de-equip and do not sell/throw when you get them:

Shadow  
Dark  
Death  
Light  
Excalibur  
Ragnarok  
Wind Spear  
Gungnir  
Masamune  
Murasame  
Ancient  
Blood Sword  
Sleep  
Avenger  
Defense  
Dancing  
Mage Masher  
Fire Lash  
Sage Staff  
Blood Spear  
Holy Lance  
Kikiuichi  
Change Rod  
Stardust Rod  
Hell Claw  
Cat Claw  
Fairy Claw  
Dreamer  
Lamia  
Gaia Hammer  
Elven Bow  
Yoichi  
Artemis  
Artemis Arrows  
Prisoner

Genji Shield  
Genji Armor  
Genji Helmet  
Genji Glove  
Crystal Helmet  
Crystal Shield  
Crystal Armor  
Black Robe  
Ribbon  
Protect  
Power Vest  
White Robe  
Ninja Armor  
Minerva  
Shadow Armor  
Shadow Gloves  
Shadow Helmet  
Shadow Shield  
Dragon Armor  
Dragon Shield  
Dragon Helmet  
Dragon Gloves  
Bandana  
Ninja Helmet  
Hades Helemt  
Hades Shield  
Hades Gloves  
Strength  
Zeus Gloves

\*\*\*\*\*

\*\*The following are probably THE hardest things to get in the game, and will requires HOURS of patience and extremely good luck to get:

Adamant Armor: Requires that you trade a Pink Puff Tail to get. Should be self-explanatory why this is here...

Exit: These AREN'T hard to get, but there are only 3 in the entire game, so missing ANY will mean that you won't have any for your inventory.

Knife: This is VERY easy to miss, especially if you miss the timing for it. You MUST do this before you go to the moon for the first time. Go to the Sylvan Cave to find Yang, then go to Fabul, get the Pan from Yang's wife, use it on Yang, then return to



MaidKiss: 60  
Eyedrops: 30  
Antidote: 40  
Tent: 100  
Gysahl: 50

(The Armor and Weapon shops are only accessible after you get Yang back in Baron)

---Weapons---

Thunder Rod: 700  
Cure: 480  
Fire Claw: 350  
Ice Claw: 450  
Bolt Claw: 550

---Armor---

Headband: 450  
Kenpo: 4000  
Silver: 650

---

---KAIPO---

Inn: 50

Item Shop:

Potion: 30  
Life: 100  
Soft: 400  
MaidKiss: 60  
Eyedrops: 30  
Antidote: 40  
Tent: 100  
Gysahl: 50

---Weapons---

Rod: 100  
Staff: 160  
Short Bow: 220  
Brass: 10

---Armor---

Leather Helmet: 100  
Clothes: 50  
Leather Armor: 200  
Iron Ring: 100

---

---FABUL---

Inn: 100

---Item Shop---

Potion: 30  
Life: 100  
Soft: 400  
MaidKiss: 60  
Eyedrops: 30  
Antidote: 40  
Tent: 100  
Gysahl: 50

---Weapons/Armor---

Fire Claw: 350  
Ice Claw: 450  
Bolt Claw: 550  
Demon Helmet: 980  
Demon Armor: 3000  
Demon Gloves: 800

---

---MYSIDIA---

Inn: 200

---Items Shop---

Potion: 30  
HiPotion: 150  
Life: 100

Soft: 400  
Echo Note: 50  
Antidote: 40  
Tent: 100  
Cabin: 500

---Weapons Shop---

Ice Rod: 220  
Flame Rod: 380  
Cure: 480  
Crossbow: 700  
Holy: 20

---Armor Shop---

Magus: 700  
Gaia Gear: 500  
Silver: 650  
Paladin Shield: 700  
Paladin Helmet: 4000  
Paladin Armor: 8000  
Paladin Gloves: 3000

---

---MIST---

Inn: 50

---Weapons Shop---

Whip: 3000  
Dancing: 5000

---Armor Shop---

Bard: 70

---

---MYTHRIL VILLAGE---

Inn: 500

---Items Shop---

MaidKiss: 60

Mallet: 80

Diet Food: 100

---Weapons Shop---

Mythril Staff: 4000

Mythril Knife: 3000

Mythril Hammer: 8000

Mythril Sword: 6000

---Armor Shop---

Mythril Shield: 1000

Mythril Helmet: 3000

Mythril Armor: 17000

Mythril Gloves: 2000

---

---TROIA---

Inn: 400

---Item Shop---

Potion: 30

Life: 100

Soft: 400

MaidKiss: 60

Eyedrops: 30

Antidote: 40

Tent: 100

Gysahl: 50

---Special Item Shop---

Pass: 10000

---Weapon Shop---

Wooden Hammer: 80

Great Bow: 2000

Fire: 30

Ice: 30

Bolt: 30

---Armor Shop---

Leather Helmet: 100

Feather: 330

Clothes: 50

Leather Armor: 200

Ruby Ring: 1000

---

---AGART---

Inn: 50

---Items Shop---

Potion: 30

Life: 100

Soft: 400

MaidKiss: 60

Eyedrops: 30

Antidote: 40

Tent: 100

Gysahl: 50

---Weapons Shop---

Rod: 100

Staff: 160  
Spear: 60  
Boomerang: 3000  
Short Bow: 220  
Crossbow: 700  
Brass: 10  
Holy: 20

---Armor Shop---

Iron Shield: 100  
Iron Helmet: 150  
Iron Armor: 600  
Iron Gloves: 130  
Iron Ring: 100

---

---DWARVEN CASTLE---

Inn: 600

---Items Shop---

Soft: 400  
MaidKiss: 60  
Mallet: 80  
Diet Food: 100  
Echo Note: 50  
Eyedrops: 30  
Antidote: 40  
Cross: 100

---Item Shop 2---

Life: 100  
Potion: 30  
HiPotion: 150  
Tent: 100  
Cabin: 500  
Eagle Eye: 100  
Gysahl: 50  
Remedy: 5000

---Weapon Shop---

Dwarf: 15000  
Great Bow: 2000  
Darkness: 40  
Flame Sword: 14000  
Fire Spear: 11000

---Armor Shop---

Flame Shield: 1250  
Flame Armor: 30000  
Wizard Helmet: 2000  
Wizard Armor: 12000  
Rune Gloves: 2000

---

---CAVE OF EBLAN---

Inn: 700

---Item Shop---

Soft: 400  
MaidKiss: 60  
Mallet: 80  
Diet Food: 100  
Echo Note: 50  
Eyedrops: 30  
Antidote: 40  
Cross: 100

---Weapon Shop---

Power Staff: 2000  
Ice Brand: 26000  
Ice Spear: 21000  
Kunai: 4000  
Boomerang: 3000  
Archer: 3000  
Poison: 70

---Armor Shop---

Ice Shield: 10000  
Ice Armor: 35000  
Black: 10000

---

---TOMRA---

Inn: 300

---Item Shop---

[Left]

Soft: 400  
MaidKiss: 60  
Mallet: 80  
Diet Food: 100  
Echo Note: 50  
Eyedrops: 30  
Antidote: 40  
Cross: 100

[Right]

Life: 100  
Potion: 30  
HiPotion: 150  
Tent: 100  
Cabin: 500  
Eagle Eye: 100  
Gysahl: 50  
Remedy: 5000

---Weapon Shop---

Ashura: 7000  
Chain Whip: 6000  
Ogre Axe: 45000  
Archer: 3000  
Mute: 100

---Amor Shop---

Diamond Shield: 15000  
Dimaond Helmet: 10000  
Dimaond Armor: 40000  
Diamond Gloves: 5000  
Tiara: 20000  
Gold Ring: 4000

---

---LAND OF SUMMONS---

Inn: 1200

---Item Shop---

[Left]

Life: 100  
Potion: 30  
HiPotion: 150  
Tent: 100  
Cabin: 500  
Eagle Eye: 100  
Gysahl: 50  
Remedy: 5000

[Right]

Soft: 400  
MaidKiss: 60  
Mallet: 80  
Diet Food: 100  
Echo Note: 50  
Eyedrops: 30  
Antidote: 40  
Cross: 100

---Weapon Shop---

Whip: 3000  
Chain: 6000  
Blitz: 10000  
Kotetsu: 11000  
Fairy Rod: 5000  
Lunar: 7000  
Angel Arrows: 110

---Armor Shop---

Aegis Shield: 20000  
Sorcerer: 30000

---

---HUMMINGWAY HOME---

---Items Shop---

HiPotion: 150  
Life: 100  
Ether1: 10000  
Ether2: 50000  
Elixir: 100000  
Cabin: 500  
Bestiary: 980  
Whistle: 20000

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---KOKKOL'S SMITHY---

[Only accessible after going to the Moon]

Shuriken: 20000  
Fuma: 50000  
Yoichi Arrows: 140

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20) Credits [CRED]  
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Thanks to Square, for making such a great game.