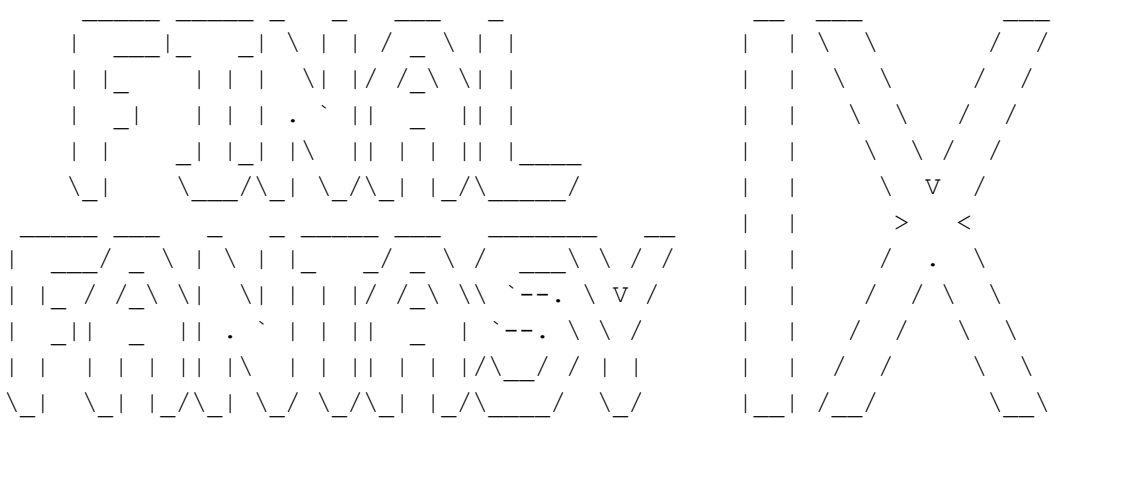
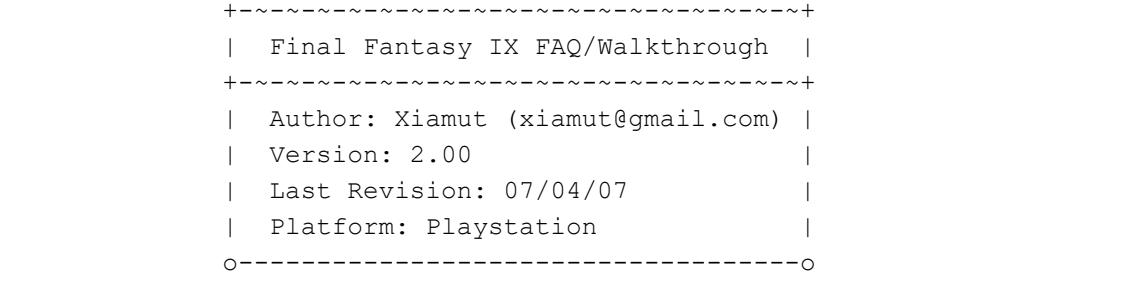
Final Fantasy IX FAQ/Walkthrough

by Xiamut Updated to v2.00 on Jul 4, 2007





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|  Final Fantasy IX FAQ/Walkthrough                                       |
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|  Author: Xiamut (xiamut@gmail.com)                                      |
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[FF901] \ - Introduction -

Final Fantasy IX is the ninth installment in the popular video game series by the same name. This game is developed and published by Square. In this guide I will try to cover pretty much everything about the game. There is a full

walkthrough from the beginning of the game to the end, as well as strategies to defeat each boss that you will face along the way. You will also find lists of all of the weapons, armor, skills and more. I suggest that you do not read too far ahead, as this guide does CONTAIN MAJOR SPOILERS!

I'd like to apologize for the massive table of contents, hopefully it is still fairly easy to find what you want. I have implemented a search system that I highly suggest you utilize. It is very simple to use and it will make your time navigating this guide a whole lot easier. To use it, simply press [Ctrl]+[F] to bring up the Find menu. Use the table of contents and type in the corresponding code for the section that you want to jump to.

I hope you can find the answers you are looking for... now on to the FAQ!

-------\==
[FF902] \   - The Basics -
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If you have never played an RPG or a Final Fantasy game before, you may want to read this section before proceeding. All of this information can also be found in the instruction book that was packaged with the game. If for some reason you do not have one, this section may also be useful to you.

If you are an RPG player and have played any of the other Final Fantasy games, you should be able to get the hang of this game very quickly.

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 - Controls   [BAS01]
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At anytime during the game, you may press and hold the four shoulder buttons and the 'start' and 'select' buttons to perform a soft reset. A soft reset resets the game without having to press the reset button on the console. It also starts the game after all of the company logos which can save time if you need to reset the game for any reason.

+--- BATTLE SCREEN --+

- Button -	- Function -
directional button	Cursor movement.
left analog stick	Cursor movement.
circle button	Cancel.
x button	Confirm.
triangle button	Cycle to a ready character.
square button	Hold down to clear all windows.
L1 button	View previous page/Select single or multiple targets/Escape from battle (When held down with R1)
L2 button	Display/cancel Target Window.
R1 button	View previous page/Select single or multiple targets/Escape from battle (When held down with R1)

select button	Display Help/Cancel Help.
start button	Pause the game.

+--- MENU SCREEN ---

- Button -	- Function -
directional button	Cursor movement/select single or multiple party members when using abilities.
left analog stick	Cursor movement.
circle button	Cancel.
x button	Confirm/display ability list (on status screen).
square button	Switch between ability and equipment menu.
L1 button	Change characters/View next page/Select single or multiple targets when using abilities.
R1 button	Change characters/View previous page/Select single or multiple targets when using abilities.
select button	Display Help/Cancel Help.
start button	Confirm button selection (only) on custom control screen in the config menu.

+--- FIELD SCREEN ---

- Button -	- Function -
directional button	Character movement.
left analog stick	Character movement.
circle button	Cancel.
x button	Hold down to walk when pressed with directional button/Cancel.
triangle button	Open main menu.
square button	Examine/ Talk/ Confirm.
select button	Display HERE icon/View ATE.
start button	Pause the game.

+--- WORLD MAP SCREEN ---

- Button -	- Function -
directional button	Character movement/ Change direction and altitude of airship.

left analog stick	Character movement/ Change direction and altitude of airship.
right analog stick	Move vehicle forward/backward
circle button	Exit vehicle
x button	Enter buildings/Ride vehicle/move vehicle forward
triangle button	open main menu/ move inside the vehicle
square button	Call moogle/ Move vehicle backward
L1 button	Rotate map clockwise
L2 button	Lock/unlock camera rotation
R1 button	Rotate map counterclockwise
R2 button	Switch perspective
select button	Toggle navigation menu
start button	Pause the game

- Playing The Game [BAS02]

If you have played another Final Fantasy title prior to this one, you shouldn't have a problem understanding this game. Final Fantasy IX introduces some new mechanics into the series as well as an altered battle system. It is simple to move from one place to another, the various locations that you will visit on your quest are all connected by a world map, like in the last two Playstation Final Fantasy titles. While on the world map you can save at any time by calling a moogle using a flute that you will obtain when you are first introduced to the world map. When you press the 'square' button the moogle comes to you and you are then able to save your game. While you are exploring new locations, a '!' may appear over your characters head. When this happens press the 'X' button, you may find treasure or information about something by doing this.

While you are in the field you can go to the main menu screen by pressing the 'triangle' button. While you are on this screen you can equip your current party members with equipment and manage your items. You can suit up your characters this way, and you can also change other things such as game configuration. You can view your party member's attributes and view other information. To save your current game, you have to first encounter a moogle, you will run into quite a few moogles during your quest and they are more often then not found in convenient places.

The ability learning system is different than the last two games, as the were to each other. Your characters learn skills and abilities by equipping certain pieces of equipment. The equipment can have a number of different abilities and skills that are there for your character to learn as they are equipped. Each character has his or her own set of unique abilities that differ from the others. Once you have a piece of armor with a skill on it that your character is able to learn, you must learn that skill to be able to remove that piece

of armor without removing the skill along with it. To learn skills your character must first wear the piece of armor in question and earn the necessary amount of AP (Ability Points). Once a certain amount of AP has been achieved the skill will become permanent and you will be free to remove the equipment without losing the skill or ability.

There are two types of skills that can be learned from the equipment pieces: Action abilities and Support abilities. Action abilities, signified by a red jewel icon, provide your characters with additional commands that can be used in battle. Support Abilities are different, you cannot have all of the abilities active at the same time. Support abilities, signified by a blue jewel icon, only become active during battle and they cannot be used out in the field. Support abilities are equipped by distributing the magic stones that the character earns as they grow levels. The stronger the ability, the more magic stones required to equip it. It is a good idea to customize your support abilities to better suit your situation. Though it can sometimes be hard to predict what you will need for a given situation. If you are ever having trouble with a boss equip certain support abilities that you know will be beneficial to you.

As you encounter more enemies and win more battles, your characters will gain 'Experience Points' or exp in the shortened form. As your characters gain exp they will grow closer to gaining a level. When the required amount of exp is reached, the character will grow one level, once a level has been gained the character's exp points needed to gain a level will be reset and raised. As you grow more levels it will become harder and harder to gain more. When a level is gained the character's attributes will increase, there is a range of attributes in the game that each effect something different and as levels are gained each attribute goes up a certain amount depending on the character. Some characters fare better at magic while some fare better at physical attacks and the attributes are raised accordingly.

There are eight different attributes that are raised either by gaining levels or equipping certain pieces of equipment that have status bonuses. The eight types of attributes are: Strength, Defense, Spirit, Magic, Magic Defense, Speed, Evade and Magic Evade. Most of these should be self explanatory but I will explain each one in detail.

- Attribute -	- Affects -
Strength	The strength affects the amount of damage that a character deals by performing a physical attack.
Defense	The amount of defense determines the amount of damage a character receives from a physical attack. The more defense a character has the less severe a physical attack will be while they are the target.
Spirit	Higher values enhance your ability to Steal, Counter, and deal critical damage. Also, the character's Spirit determines how long status effects remain and how quickly the Trance Gauge fills.
Magic	The higher the Magic stat is, the higher the damage of magic type attacks and summons will be.
Magic Defense	Magic defense reduces the amount of damage a character receives from magic type attacks.

Speed	Speed determines how fast a character's ATB Gauge fills up. The higher the value, the faster the character can act.
Evade	This determines the characters ability to dodge physical attacks. The higher the value, the more frequently the character will dodge.
Magic Evade	This determines the characters ability to dodge magic type attacks. The higher the value, the more frequently the character will be able to dodge.

As with most of the other Final Fantasy games, there are a number of different optional quests that can be completed. These are referred to as 'Side Quests.' Side Quests are not required to complete the main story line, but most of them yield useful treasures that cannot be obtained any where else, and they also add a sense of completion to the game in my opinion. Though as I mentioned above, you can still skip past each and every side quest in the game and still understand the whole story and enjoy the game. In this guide I have included a section dedicated specifically to these side quests containing a list of all of them and how to complete them.

Each of the continents has a marsh that contains a couple of moogles. If you talk to the larger one he will help you and you can select from a variety of topics and he will teach you about them. Seek out the swamp if you are having trouble grasping an aspect of the game, you can find one fairly early on in the game and you are also able to go there via an ATE, which are also explained early on.

- Battle System [BAS03]

To see a list of the controls that are used during battle, see the "Controls" section.

The battle system in Final Fantasy IX is fairly straight forward. Before your party members can attack their respective ATB Gauge must be full. An ATB gauge is the small meter that you see to the right of the characters name, health and MP. Each time the character in question takes action, their ATB gauge will be reset and will begin the process of filling up again. Sometimes, enemies may inflict a status effect that slows down or even completely stops the ATB gauge. You can have up to 4 characters in your party at a given time.

Each character has a variety of skills and abilities at their disposal, based on their class. There are normal physical attacks, which all characters are able to perform, and there is also a variety of magic attacks, spells and eidolons (summons). If you are using magic, it is possible to attack each enemy on the field with certain magic spells by pressing the R1 or L1 buttons. This strikes all of the enemies while dividing the damage between them. Though the damage is less, in certain situations and against certain types of enemies it is better to do this.

You can change the position that your party members are in from the back row to the front row. In the front row, while the characters deal more damage, they also take 100% of the damage from enemies. In the back row, while dealing more damage, characters only take 50% of the damage from enemies. This can be useful for characters with low defense who use magic spells, which still deal full damage from the back row, while they are taking less damage from the enemy's physical attacks.

Enemies will sometimes be affiliated with a certain element. You can use this to you advantage by casting the spell that is effective against the element in question. A good way to determine which element the enemy is affiliated with is to see what type of spells they are casting, and then determine which spell is best to use against them. An alternate way is to use Scan, which is an ability that can be learned by Dagger. Once you are aware of the element type of the enemy, this can make future encounters with that enemy type much quicker. For bosses, Scan doesn't work on them, but it is still sometimes easy to recognize what their element is by the spells they cast. The table below will list all of the elements and what they are effective against.

- Element -	- Effecive Against -
Fire	Ice
Ice	Fire
Thunder	Water
Water	Thunder
Earth	Wind
Wind	Earth
Holy	Shadow
Shadow	Holy

There are also some other types of enemies such as undead and flying. Fire oriented attacks are effective against the undead, another useful thing to know is using healing magic on an undead creature will have the opposite effect. Wind element attacks are effective against flying monsters, while earth elements do minimal to no damage to them. Ice is effective against dragons and insects.

Now I am going to discuss the Trance system, which is a lot like limit breaks. You've probably noticed a small meter below the ATB gauge, this is known as the Trance Gauge. The Trance Gauge fills up as the character takes damage from enemies, attacks from allies will not raise the Trance meter. When a character's Trance Gauge reaches full after an attack, that character will go into trance. While in Trance, the character has increased attack power and may also have special attack commands not available to them otherwise. For example, while in Trance Zidane's 'Skill' in the menu is changed to Dyne. Each of Zidane's skills has a new special skill that Zidane can access while he is in trance.

The Trance Gauge decreases every time the character in Trance takes action. After the battle is over the Trance will end, if your character is inflicted with zombie status trance will end. Trance can sometimes be frustrating because it doesn't always activate at the best times and can be wasted on minor enemies when you would rather have saved it for a boss. It is uncontrollable and can't be avoided. For a description of each character's Trance, read the "Characters" section.

After each battle, if you are victorious you will be taken to a reward screen where you will be rewarded with Gil, AP, exp and possibly items. The AP points

go towards your character's abilities, once the needed amount of AP points is gained the ability in question will become permanent. The Exp allows your characters to gain levels. The amount of exp received from an enemy is divided between the number of characters that are eligible for exp. So if you have three KO'd characters, the one character still active will gain all of the experience. If you can equip your characters with the 'Level Up' and "Ability Up" they will gain the points much faster as they would have without them. These are two very useful support abilities and I suggest investing the magic stones needed to equip them.

Sometimes when you are attacked by an enemy, a status effect will occur. To learn more about status effects read on to the next section.

- Status Effects [BAS04]

A status effect occurs when a character's status is changed by a spell, item, or attack. A character's status is set to normal by default, but certain attacks, items or spells can change that. They can have different effects on certain elements of the character. It depends on the status effect in question.

Some weapons have a status effect on them. By equipping an item with the 'Add Status' ability, you can bring forth these status effects and use them on your enemies. Most status effects are removed after the battle ends, but not all, such as stone and KO. Most of the effects usually wear off as the battle goes on. There are also other ways to get rid of negative status effects, there are spells that can be cast such as esuna and panacea, there are items that can be used. To discover whether a certain item or spell will be able to cure your characters status ailment, you can press select to view the info on the item or spell. Most of the negative status effects have specific items that will cure a character inflicted with it.

If each member in your party is afflicted with either KO, Stop, Petrify, or Venom, the result will be a game over because, well there really isn't much you can do at this point. Below is a list of all of the harmful status effects and also an explanation of what they do.

HARMFUL STATUS EFFECTS

- Status Effect -	- Description -
Confuse	Target cannot be controlled and randomly attacks enemies or allies.
Berserk	Target's attack power increases, but they cannot be controlled and attack enemies continuously.
Stop	Target stops and cannot be controlled.
Poison	Target's HP gradually decreases.
Sleep	Target falls asleep and cannot be controlled.
Slow	Target's ATB gauge fills more slowly.
Heat	Target is KO'd if an action is taken.
Freeze	Target freezes and cannot be controlled.

	Target is KO'd if attacked physically.
Mini	Target shrinks. Attack and Defense powers decrease.
Death Sentence (Doom)	Target KO'd when counter reaches 0.
Gradual Petrify	Target becomes petrified when counter reaches 0.
Petrify	Target turns to stone and cannot be controlled.
Venom	Target cannot be controlled due to strong poison. HP and MP gradually decrease.
Virus	Target stops receiving EXP and AP.
Silence	Target cannot use magic.
Darkness	Target is blinded; Accuracy of physical attacks decreases.
Trouble	All of the target's allies receive 1/2 the damage the target receives from an enemy attack.
Zombie	Reverses effects of recovery items and spells.
KO	Target cannot participate in battle until recovered.

However, not all status effects are harmful, as can be seen with this next set of status effects. Most of theses status effects are activated by you. You can cast these on a party member using white magic, and some of them are also abilities that can be learned by equipping certain pieces of armor. Enemies will sometimes use a skill called 'Dispel' which will undo the status effect that is on your character as well as the positive effect that it has. Of course, most of these status effects will not last forever, and they generally wear off fairly quickly.

+--- BENEFICIAL STATUS EFFECTS ---+

- Status Effect -	- Description -
Auto-Life	Target recovers from KO.
Regen	Target's HP gradually recovers.
Haste	Speed up the ATB gauge.
Float	Target floats in the air. Avoids Earth attacks.
Shell	Reduces target's damage from magic attacks.
Protect	Reduces target's damage from physical attacks.
Vanish	Target avoids physical attacks.
Reflect	Reflects magic (some magic cannot be reflected)

That's all, keep in mind that some status effects persist even after the battle is over, such as KO and Petrify. To see which items cure certain status effects,

or their other cancellation methods, refer to the chart below.

- Status Effect -	- Cancellation Method -
Confuse	Esuna, Physical Attack
Berserk	Gysahl Greens
Stop	Dispel, Remedy
Poison	Antidote, Esuna, Panancea, Remedy, effect expires
Sleep	Esuna, physical attack, effect expires
Slow	Dispel, effect expires
Heat	Esuna, effect expires
Freeze	Esuna, effect expires
Mini	Mini, Esuna, Remedy
Death Sentence	None (end the battle before the counter reaches 0)
Gradual Petrify	Stona, Esuna (end the battle before the counter reaches 0)
Petrify	Stona, Remedy, Soft
Venom	Remedy
Virus	Vaccine
Silence	Esuna, Echo Screen, Remedy
Darkness	Esuna, Eye Drops, Remedy
Trouble	Annoyntment
Zombie	Magic Tag
KO	Life, Auto-Life, Phoenix Down, Phoenix Pinion
Auto-Life	Dispel, Target recovers from KO
Regen	Dispel, effect expires
Haste	Dispel, effect expires
Float	Dispel, effect expires
Shell	Dispel, effect expires
Protect	Dispel, effect expires
Vanish	Dispel, target hit with magic, effect expires
Reflect	Dispel, effect expires

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-------\=======================================================================
[FF903] \                     - The Characters -
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Zidane Tribal

"You don't need a reason to help people."

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The main character that you play as in the game. Zidane is a thief, which is quite a refreshing change from the generic sword-wielding heroes found in a lot RPGs. Zidane is a member of the group named Tantalus, who are a group of performing thieves. Zidane uses daggers, knives and also dual-bladed pole arms to attack. He has the ability to steal items from enemies and he also has some more skills that he can learn and use that require MP. Zidane has a spell called Detect which he can use to see if the enemies are carrying any useful items. He also can learn an ability called Master Thief, which allows him to steal the best items that the enemy is carrying first.

Zidane's Trance not only gives him increased speed and attack power, it also enables him to use his powerful Dyne attacks, which can deal massive damage to the enemy.

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Garnet Til Alexandros 17th

"Someday I will be queen, but I will always be myself."

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Garnet is the princess of Alexandria and heir to the throne of Queen Brahne, her evil and incredibly ugly mother. Garnet has the power to summon eidolons later on in the game. Eidolons deal damage to the enemies and can also have other effects on them. She also has White Magic abilities, which are a welcome addition to the party. She can attack her enemies using rackets and rods, but she is used as a healer and a summoner. She can learn to summon additional Eidolons by equipping various gemstones until she gains enough AP to summon them on her own. Most of her summoning attacks involve powerful elemental attacks.

The amount of damage an eidolon deals depends on the length of their summoning animation. If you see the full summoning animation, that includes the eidolon themselves, it will deal a higher amount of damage opposed to if the animation only contains the eidolons attack.

Zidane and the rest of Tantalus kidnap her early on in the game, later on in the effort to keep a low profile she gives herself the name "Dagger." Garnet is referred to as Dagger in this FAQ so don't get confused. Garnet's Trance makes the full summoning animation happen every time she summons an eidolo while she is in Trance.

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Vivi Orunitia

"How do you prove that you exist? Maybe we don't exist..."

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Vivi is a young black mage who joins Zidane's party early on in the game. Vivi is unsure of his past or what his purpose is, and he discovers a lot of things about himself throughout the game. Vivi can learn and use Black Magic spells by equipping certain pieces of equipment. Vivi wields staffs and rods but his true power lies in his black magic spells. Vivi requires MP before he can cast a spell, and certain spells can be quite costly. If he is ever low on MP makes sure to use an Ether or another method to raise his MP, because Vivi's usefulness depends on his MP and his ability to cast damaging

black magic spells.

Vivi learns some very powerful spells, and he can make them even more effective by using his 'Focus' ability to raise his magic power. Vivi's Trance allows him to cast two black magic spells of the same kind or of a different kind, on the same enemy or different ones.

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Adelbert Steiner

"Having sworn fealty, must I spend my life in servitude?"

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Steiner is the captain of the Pluto Knights, a group of soldiers who serve and protect the Queen of Alexandria. Steiner's duty is to protect Queen Brahne and Princess Garnet, and he stays true to this throughout the game. Steiner uses knight swords and can only wear heavy armor. He can learn a variety of damaging skills and if he and Vivi are in the same party, he gains an additional ability set that allows him to perform magical sword attacks using Vivi's spells.

His Knight Skills allow him to deal physical damage to the enemy, but if you have Vivi in your party along with Steiner it is much more effective to use his Sword Magic skills. Steiner's Trance his physical attack power increases greatly.

~~~~~~

Freya Crescent

"To be forgotten is worse than death."

~~~~~~

Freya is a Burmecian Dragon Knight, her homeland being the Kingdom of Burmecia. Freya has spent years searching the land for her lost love. She meets up with Zidane early on in a pub in the town of Lindblum. She is eventually compelled to join Zidane's party. Freya attacks using lances and spears, she can only wear heavy armor as with Steiner. Her lances and spears allow her to learn a variety of powerful attacks and skills. Freya is Final Fantasy IX's Dragoon.

Freya also has a skill called Jump, which allows her to leap into the air where she gathers enough power to perform her Spear Attack. While she is off screen, she cannot be attacked or inflicted with negative or positive status effects. Freya is a very useful character due to her Dragon Knight skills, some of them are quite useful such as Reis's Wind and White Draw. She also has a variety of damaging attacks.

Freya's Trance not only increases her physical attack power, it also enhances her Jump ability, allowing her to stay in the air and continue to damage her enemies with a rain of spears.

~~~~~~

Quina Quen

"I do what I want! You have problem!?"

~~~~~~

Quina is... well uh... an asexual blob. Quina is a Qu and he/she comes from the Qu's Marsh on the Mist Continent. Quina wants to travel the world along with Zidane and his friends to find good food to eat. Quina is able to learn enemy abilities by eating his/her enemies when they are low on health. If you choose to use Quina he/she is only useful if it knows some useful skills, Quina is the Blue Mage of the party. Her physical attacks deal random amounts of damage making him/her pretty useless otherwise.

Quina has an ability called Frog Drop and as he/she catches more Frog's in the

marshes the ability becomes more effective. it is a non-elemental attack and it never misses. The formula for calculating the damage is:

[Quina's Level x (amount of frogs)]= HP Damage

Once Quina eats an enemy that enemy is gone from the battle and he/she may also learn an ability from it.

-~-

Eiko Carol

"I don't wanna be alone anymore."

-~-

Eiko is a lot like Garnet, she is a summoner and has White Magic abilities. Eiko is from Madain Sari and she is the last of the summoners who had lived there in the past. She lives in Madain Sari along with all of her moogle friends. She joins Zidane and his friends when they meet up later on in the game. She has a thing for Zidane and sometimes seems jealous of Garnet...

Eiko can summon Eidolons just like Garnet can, but she has a different variety of them. She can learn additional summoning spells by equipping certain gemstones and then reaching the amount of AP needed for her to be able to summon the eidolon by herself. She can also boost her eidolons power by learning the Boost ability. Eiko only learns how to summon four eidolons throughout the game, however some of her summons have alternate attacks depending on what Add-On she equips.

Eiko can learn Phoenix from a Phoenix Pinion, there is a chance that when the eidolon is summoned he will completely restore the party if everyone gets KO'd. You can determine the percentage chance of this occurring by dividing the total number of Phoenix Pinions in stock by 256. So if you receive Phoenix Pinions don't use them. When Eiko is in trance, she is able to double cast White Magic spells.

-~-

Amarant Coral

"The only dependable thing about the future is uncertainty."

-~-

Wow, Amarant and Eiko's last names are very similar... Anyway, there isn't much to say about Amarant, he doesn't really have much of a story to him. He joins Zidane and his party when he meets up with them in Madain Sari. Amarant is quite competitive with Zidane, which sometimes gets in the way of their overall goal. Amarant uses knuckles and claws to damage his enemies, he is the monk of Final Fantasy IX.

Amarant has the ability to throw weapons at the enemy which can deal a large amount of damage depending on the type of item thrown. There are specific items that are made to be thrown by Amarant. Pinwheels, Rising Suns, and Wing Edges, these can all be bought in most equipment shops. Amarant also has his Flair abilities, some that allow him to deal damage and others can heal his party members. When Amarant achieves Trance his physical attack power is increased.

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[FF904] \ - Walkthrough Disc One -

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...Prima Vista Airship.....[WAL01]..

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  | Items   | Potion                                                          |
  |         |                                                                 |
  |---------+-----------------------------------------------------------------|
  | Cards   | None                                                            |
  |         |                                                                 |
  |---------+-----------------------------------------------------------------|
  | Enemies | Masked Man                                                      |
  |         |                                                                 |
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After you have finished watching the opening FMV, you will gain control of the main character, Zidane. You start off in a dark room, move Zidane to the table in the middle of the room and light the candle on the table by pressing the 'X' button. Zidane meets up with his friends and then a battle begins.

****

```
 Boss: Masked Man
+-----------------------------------------------+
| Type : Human                                  |
| Lvl  : 1                                      |
| HP   : 188                                    |
| MP   : 223                                    |
+-----------------------------------------------+
| Steal: Mage Masher, Wrist, Potion             |
+-----------------------------------------------+
```

This is your first battle, and obviously it isn't going to be a hard one. In your party you have four thieves: Zidane, Marcus, Cinna and Blank. Thieves have the ability to steal items from enemies, this is something that you should do during each and every boss battle, steal the items from them. That should be the first thing you do with Zidane because bosses usually hold good items.

With four thieves in your party, looting this enemy is easy, just continue using the steal command until you get a message saying that the enemy doesn't have any items. If you receive a message saying "Could not steal from the enemy", this means that the enemy still has items but you were unable to steal from them, just keep trying.

Now back to the battle, just continue attacking the enemy until the battle ends. He doesn't do a lot of damage and continuously misses.

****

Once the battle is over the identity of the masked man will be revealed. It's Baku, Zidane's boss and leader of the Tantulus group that Zidane is a part of. Baku will then proceed to explain the latest project, capturing Princess Garnet.

==========

...Alexandria.....[WAL02]..

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  | Items   | Potion x7, Ether, Phoenix Pinion, Eye Drops, Tent, Remedy       |
  |         |                                                                 |
```

Cards	Goblin Card x2, Flan Card, Fang Card x3, Skeleton Card, Zombie Card, Lizard Man Card, Sahagin Card, Ironite Card, Bomb Card
Enemies	None

You will now have control over a different character that is named Vivi. As soon as you start move over to the left until you see a '!' appear over the character's head. Search this area by pressing the 'X' button and you will receive a potion. Head directly across from this area and into the door to the right. Search by the bed and dresser to receive 9 Gil and a potion. Climb the ladder to receive a fang card by searching by the cabinet.

If you are getting annoyed by the pointing finger above your character, you can turn it off by going into the main menu by pressing triangle, and then moving down to config. Scroll down until you get to the 'HERE Icon' option and turn it off.

After you are done searching the house, head back out and move down to the next screen, When you are in the next screen move down all the way to the bottom left corner and search there to receive a Zombie Card. Once you have that move up the screen, move so that you are behind the statue in the middle of the square, head up all the way up, your view should still be obstructed by the statue. Once you see a '!' search to get a Lizard man card. Head over to the top left of the screen and move up the steps in the distance, search to get a Sahagin Card. Move to the left the statue and search to receive another potion, then leave the area through the entrance that brought you to it.

Move up through this alley and search the barrels on the left side for another potion, then continue up and into the next screen. Head into the tavern that is right there when you enter the screen, head to the left side and search near the barrel for a flan card. Head up behind the table and search for 27 Gil, then move to the bottom right side of the room for another potion, then leave the tavern. Once you are outside again head down to the grass near Hippaul and search there for a Goblin Card. Move to the grass in the far right of the screen to find 33 Gil. Leave this screen and head to the next one.

Move up and go into the shop to the right of the area. Move down to the supplies in the corner and search for 37 Gil. Talk to the shopkeeper to see what he is selling and buy some supplies if you want to, though you really don't need them at this point. Go back outside and move into the next screen. You will find yourself in a large area. Move into the center and go to the ticket booth located there. Peek inside and show the man the ticket when prompted. He will discover that the ticket is actually a fake, he will then give you Goblin, Fang and Skeleton cards. If you want to learn more about the card game, go to the 'Side Quests' section of this guide for information on, how to play and a list of all of the cards.

Go into the synthesis shop to the right and search in the corner to find an Ether and then head back out. Once back outside head up and to the left you can search to find a Phoenix Pinion. Before leaving the area, you can play an optional mini-game by speaking to the kids playing jump rope, you can win some items if you do well. You have to press the X button when the '!' appears over Vivi's head. When you are done with the mini-game exit the screen to the left, you will find yourself in an alleyway.

After the sign maker leaves, the rat-boy will come into the alley. When he asks for you to become his slave, refuse and he will leave the alley. Head through the alley and into the next area. Go into the house to find Eye Drops and 3 Gil up the stairs.

Head over to the boats and move to the left and up the stairs. Talk to the little boy and he will tell you that he lost his cat. Now go all the way back to the area with the statue in the middle. You should see a cat walking around, approach it. The little boy will run into the area and thank you for finding his cat. Head back to the area with the ticket booth and talk to Hippaul. He is standing to the right of the path at the top of the area.

Now head back into the alley. Ignore the rat-boy for now and instead head back to the docks. Go see the little boy and he will give you a Bomb Card. Move into the steeple and climb up the bell tower. Ring the bell to find Ironite Goblin, and Fang Cards. Not such a safe place is it? Now go back into the alley and speak with the rat-boy and agree to be his slave. Tell him that no one is coming and he will leave. Talk to the man that is now entering the alley before he can mug you. He will take you into the pub and teach you how to play Tetra Master. Once you are done head back through the alley and into the next screen, follow the rat-boy into the steeple.

As you head up the bell tower a moogle will fall down. His name is Kupo and he will explain how to save. Go to the option 'Mognet' to learn more about it. Each time you find a moogle the first thing you should do is click on Mognet and see if they have mail that they want you to deliver or if you have a letter for them. Make sure to continue going to Mognet until the say "I want mail! Kupo!" to make sure that they don't want anything else.

Before climbing up go to the right corner of the bell tower and search to find a potion. Move over to the left side of the entrance to find a Tent. Now climb up the bell tower. Follow him across the rooftops. When you get to the second on search the object on the left to find 29 Gil. The rat-boy will tell you that his name is Puck. Move around and follow the planks of wood until you get to a rooftop. Move over to the far end and search the object for 63 Gil. Head back and go up the stairs and around the rooftops. Puck will set up the ladder and you will move into the castle.

The play will begin, the Tantalus performing troupe will perform. A battle will begin, ignore the SFX skills. While they look cool they don't do any damage. Kill the guards and then King Leo. After the battle Zidane and Blank will have a stage fight. Follow Blank's lead and press the buttons that he shouts out. You need to try and impress the nobles and the queen. You can get a good amount of Gil if you do well and you can redo the scene as many times as you like. It is pretty hard to get all 100 nobles impressed, and I personally have only managed to get 99 of them. If 100 nobles are impressed you will get 10,000 Gil!

==========
...Alexandria Castle.....[WAL03]..
==========

Items	Phoenix Down x2, Phoenix Pinion
Cards	None
Enemies	Steiner

```
  |         |                                                                  |
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```

Move up the spiral stairs and you will run into a Hooded Girl. She runs off and Zidane and Blank realize who she really is and chase after her. You will now be in control of Steiner. Head back up the spiral staircase and through the south door. Talk to the Queen and you will receive an item depending on how well you performed during the stage fight between Zidane and Blank.

If you impressed between 1 and 49 nobles she will give you an ether. If you impressed between 49-79, she will give you an Elixir. If you impressed between 80 and 99 she will give you a Silk Shirt. If you impressed all 100 nobles you will get a Moonstone.

Once you have the item head out and back down the spiral staircase. Go into the room where Zidane and Blank stole the guard's clothes. Search behind the door to the left to find a Phoenix Down. Talk to Mosh in the corner of the room, he doesn't have any mail for you to deliver. You can save your game here if you feel the need to. You can explore the castle now if you like. Once you are finished go to the room with Brahne's picture and head down the stairs. Move through the room and leave through the room from the bottom.

You will find yourself outside, move to through this area and go into the next area from the left side of the screen. Go into the opening and move up the spiral staircase. Steiner will spot Zidane and Garnet. You will then gain control over Zidane once again, follow Garnet when she runs through the door. Follow her down the stairs and watch the scene.

Once you are in the engine room turn the wheel on the large machine. Move over to the stairs and move to the lower level. Open the chest that fell to receive a Phoenix Down and a potion. Once you are finished move back up the stairs and leave the room.

As you walk through the next room, you will have to battle Steiner.

****

```
 Boss: Steiner
+-------------------------------------------------+
| Type : Human                                    |
| Lvl  : 1                                        |
| HP   : 169, 167, 162                            |
| MP   : 223                                      |
+-------------------------------------------------+
| Steal: Leather Hat, Silk Shirt                  |
+-------------------------------------------------+
```

Steiner is extremely easy, since he is one of your first battles. You will have to battle Steiner three different times. The first time you encounter him is in the Prima Vista after you have found Garnet. Just attack him normally and don't forget to steal.

Have Zidane and Blank dealing the damage and Cinna doing the stealing because his attacks are weaker. Make sure that you have stolen the Leather Hat and Silk Shirt before you end the battle.

The next battle is basically the same thing except now you have Vivi, Garnet Zidane and Marcus. You also lack the Steal Skill, so I hope you stole those items when you had the chance. Use Vivi's Fire skill and press L1 to select all of the enemies to divide the damage between the three of them. The guards will

run off once they have taken enough damage. Just continue attacking Steiner any way you like until the battle ends.

For the third battle you have the same party as before. Attack him as you did for the last one and at the end of the battle Steiner will notice the bomb behind him.

****

Once the battle is over, watch the scenes that take place and get ready for the next area.

==========
...Evil Forest.....[WAL04]..
==========

Items	Phoenix Down, Ether x2, Potion, Wrist, Bronze Gloves, Rubber Helm, Leather Hat
Cards	None
Enemies	Fang, Goblin, Prison Cage, Dendrobium, Plant Spider, Plant Brain (Boss)

The Prima Vista has crashed in the middle of a forest, where supposedly no one has ever survived the night. The ATE system will be explained to you by the moogle in this area. Press the 'Select' button to view ATEs when the icon on the bottom left of the screen is shown.

Once you have gained control over Zidane once again, move towards the two guys lying on the floor. Search by the boxes to obtain a Phoenix Down. You can save your game using the moogle Mosco if you like. Once you are down move down and go through the log and into the next screen

Evil Forest... sure sounds inviting. Within this forest is where you will experience you first random battles. A random battle is a battle that happens randomly as you traverse certain areas. Some areas have a much higher frequency of encountering enemies then others. Head into the next area and you will run into Vivi, Steiner and Garnet.

You will now be engaged in a battle with a Plant Cage. The plant has a hold of Garnet and you have to kill it and protect her at the same time. The plant cage is easy to kill, Zidane is in his Trance mode for this battle which makes it even easier. You might have to heal Garnet if he HP is getting to low, pay attention to the little notifications at the top of the screen, they will inform you of her HP. If she is in need of healing just use a potion on her instead of attacking.

Zidane's Trance allows him to unlock abilities that were previously unavailable to him. Right now you will only have Free Energy but as you learn more skills later on Zidane will receive new Trance abilities. You can steal a Broadsword and a Leather hat if you want. Use Steiner's physical attack and Zidane's Free Energy until he is dead. Just keep an eye on Garnet's health.

When the plant is dead you will have to fight another one, and Zidane won't be

in Trance this time. This is ok because this time you have Vivi and his Fire spell which happens to be very effective against plant type creatures. You won't have control over Vivi for now, but he will automatically cast the Fire spell on the plant cage when it is his turn. You may need to heal him if he gets low on health. When the plant dies it unleashes some poison and Steiner and Vivi fall unconscious.

When Baku is done talking leave the room, a string of ATEs will be activated. You don't have to watch them if you don't want to, you can just skip them but I would suggest watching them if this is your first time playing. Move down the spiral staircase and head to the top left corner of the room and open the treasure chest to find a Wrist. Now head to the right and move past Blank and go into Vivi's room. Open the chest in the top left corner to get an ether. Climb up to the top of the bunk bed and search for 116 Gil. Climb back down the ladder and head over and talk to Vivi.

Once the scenes are over head back up the spiral staircase and open the chest in the top corner to get Bronze Gloves. Go back down the staircase and move and open the chest in front of the doorway to obtain an ether. Now head through the open doorway to the left. Open the chest to receive another Ether, then go down the stairs that Marcus is facing.

Move to the top of the room and go to the left side to get a Rubber Helm. Go into the next area by going through the door on the right. You will find Baku in the room. Once he is done talking open the chest to receive a potion. Once you are ready go to the cargo room and fight him.

****

Boss: Baku

Type	Human
Lvl	2
HP	202
MP	1,285
Steal	Hi-Potion, Iron Sword

Another easy battle, he shouldn't give you any trouble. Start off by stealing from him until you get the Iron Sword. Heal Zidane if needed using a potion. Physically attack Baku until he goes down and heal if necessary. Baku still misses a lot and he doesn't deal much damage, so this one should go by quickly.

****

Now move back into the last room and head into the previously blocked door and talk to Steiner. Once they are done talking go back into the room and open the chest to find an ether. Go back to Vivi's room and talk to him, then head back to the room where you fought Baku in and instead of heading to the right go down into the next screen.

Blank will give you Blank's Medicine Key item and he will explain how to use abilities. Move back into the ship and open the chest for a Leather Hat. Go back outside and you will then find yourself outside the ship, you can buy healing items from Cinna and you can save using the moogle if you feel the need to. You can talk to Mosh and use Mognet to read a letter from Ruby to Zidane. When you are done go through the hollow log again and into the next area.

Continue moving through the areas until you find yourself in an area with a

spring in the middle and a moogle. You will be forced to watch an ATE and once it is over approach the spring and press the X button to restore your HP and MP. Save the game and then head through to the next screen and continue moving until you encounter the Plant Brain.

****

Boss: Plant Brain

Type	-
Lvl	7
HP	916
MP	1,431
Steal	Iron Helm, Silk Shirt

This is actually a really easy battle if you know what you're doing. The Plant Brain uses an attack called Pollen which inflicts all of your party members with darkness which lowers their accuracy causing them to miss physical attacks more often. Steiner now has an extra Set of skills called 'Magic Sword' which allows him to attack with extra elemental damage. The Magic Sword skills are only available if Vivi is in the party with Steiner and his abilities depend on the spells that Vivi knows.

If you stole that Iron Sword from Baku, equip it to Steiner and he can deal over 400 damage using the Fire Sword attack. Have Vivi cast Fire and Zidane stealing from the Plant Brain and this battle will be over in no time. When the Plant Brain is almost dead Blank will show up and join the battle, if you haven't managed to steal all of the items from the Plant Brain yet use Blank to help Zidane steal.

The enemy also uses Thunder attacks and physical attacks using his tentacles. If you need to heal use either Zidane or Blank, concentrate on attacking with Vivi and Steiner.

****

When the Plant Brain has been dealt with you will be chased away by some Plant Spiders. Run away from them and follow the straight forward path. You will have to fight some mandatory battles but they are easy thanks to Vivi's Fire spell. When you are in a battle with them press L1 or R1 to attack all of them and divide the damage between all of them. Vivi can kill all of them with a single Fire Spell.

Watch the scenes that take place, A moogle named Mogster will teach you the basics of the game, this should be helpful if you are a new player.

==========

...Ice Cavern.....[WAL05]..

==========

Items	Potion x2, Tent, Ether, Elixir, Phoenix Down, Leather Wrist, Mage Masher
Cards	None
Enemies	Fang, Wyerd, Cave Imp, Flan, Black Waltz No.1 (Boss),

	Sea Lion (Boss)

You will now visit the world map for the first time. You can press the square button on the world map at anytime to call Moguo the moogle, who will allow you to save your game or use a Tent to heal your party. You now need to visit the Ice Cavern. While you are on the world map you can get into a few random encounters if you would like to so that your party can gain a couple of levels before heading into the Ice Cavern.

The Ice Cavern is very easy to find, it is located directly south of the exit from the Evil Forest. Head towards it and when you reach it before going inside head west and continue going until you reach a location marked as '?'. This is the North Gate, Melda Arch. Press the X button to enter the location. Once your party is done talking move over to the broken fence and open the two treasure chests to receive an ether and a potion. Leave this area and head back to the Ice Cavern entrance.

When you are in the area move up and above the platform that has a chest on it, hop down and open the chest to get a Tent. There are some pretty tough enemies in the Ice Cavern that can give you some trouble if you are at a lower level. At this point your party consists of Zidane, Vivi, Garnet and Steiner. Garnet is there to heal your party, you can press L1 or R1 to divide the healing amount between everyone in the party. Zidane and Steiner deal the physical damage, have Vivi cast his Fire spell on the Flans most of all. All of the enemies in this cavern are weak against fire so use this to your advantage.

Move up the screen and hop up the platforms and move into the next area. Move over to the right and head towards the steps that lead to a wall of ice. Press X to inspect it and Vivi will melt it using his magic. Open the chest that is found inside to receive an Ether. Before moving to the next area head around the trail leading behind the steps and open the chest to the left to obtain a potion. Once you are finished move up the screen and into the next area.

Move to the path on the left side and follow it and move down at the split. Move towards the chest that is elevated on a platform, climb up the piece of ice and open the chest to obtain a Potion. Head back down the piece of Ice and press the X button to examine it. Vivi will use his magic to knock it down so that it leads to the lower level. Move down and open the chest to receive a Mage Masher. Move back to the split in the paths and examine the Ice wall to have Vivi melt it with his spell. Open the chest to get an Elixir, then leave the area and head to the next one.

Move up the path and go towards the left. Press X in front of the Ice wall to have Vivi cast his spell to melt it. Follow the path that is now open to and open the chest to obtain a Leather Wrist. Move back and go to the right and open the chest to get a Phoenix Down. Once you are done leave this area through the top of the screen.

When you come to the fork in the road head to the left first. Approach the moogle that is frozen in the ice and examine the ice block to have Vivi melt it. Once he is free your view will switch to Mogster and he will teach you some about the card game, status effects and elemental properties. Once you are ready talk to Mois and save your game. You can use a tent also if your party needs healing, but the only one you need to worry about is Zidane for the next section.

Backtrack to the fork in the road and head through the path to the right. Make sure that Zidane is wearing all of his best equipment for this next area.

Once you are sure that you are ready move towards the top of the screen and move into the next area. You will now have to fight a boss alone with only Zidane!

****

Boss: Black Waltz No.1

Type	Human
Lvl	2
HP	229
MP	9,999
Steal	Remedy, Silk Shirt

Boss: Sealion

Type	Flying
Lvl	3
HP	472
MP	9,999
Steal	Ether, Mythril Dagger

This battle could be tough, depending on what level Zidane is. Stealing is annoying for this battle, at the very least just go for the Mythril Dagger that the Sealion holds. Take out Black Waltz first since he has the least amount of health, and then go for the Sealion.

Zidane does take quite a bit of punishment during this battle, if Zidane is to ever achieve his Trance during, this battle instantly becomes very easy. If he does reach Trance, ignore stealing and just use Tidal Flame on the enemies, this should kill Black Waltz and leave the Sealion with a good chunk of health missing. You should be able to cast Tidal Flame twice, and the second time will kill the Sealion.

You should heal Zidane if his health goes below 120. The two bosses both cast Blizzard and the Sealion uses his physical attack 'Wing' to deal damage. Just physically attack them and switch it up with healing if it is needed until they are both dead.

****

Once the battle is over the Blizzard will have stopped and Zidane will go back to check on his party. Move back up and into the next area, follow the ramp and continue until you reach the exit. Go through it to return to the world map.

==========

...Dali.....[WAL06]..

==========

Items	Potion x4, Antidote, Eye Drops, Ether, Phoenix Down, Phoenix Phoenix Pinion, Iron Helm, Leather Wrist, Aries Stellazzio*
Cards	None

Enemies	Ghost, Vice, Black Waltz No.2 (Boss)

As your party looks on towards the small village of Dali, Garnet decides that she needs a new identity... She adopts the name Dagger, which she will now be referred to as in the walkthrough from this point on.

You will now be back on the world map, before heading into the Village of Dali go to the mountain on the edge of the cliffs and enter it. Approach the little house and enter. Talk to the old man and then examine the floating ship model. Morrid will tell you that he will give it to you if you bring him some rare coffee. He wants Burman, Kirman, and Moccha coffee, which you can find at different parts of the world. This is a side quest and if you want to learn more read the 'Side Quest' section of this guide.

When you are back outside you can search the area next to the stairs on the far right to obtain 135 Gil. Don't bother going up the stairs, there's nothing there for you. Open the chest in front of the cart by the entrance for a Hi-Potion and then leave.

Now it is time to go into Dali, approach the village and enter. When the scenes are over and you gain control over Zidane once again you will still be in the Inn. Search near the plant to the left of the room to open the obstructed chest to get a potion. Move to the right to open the visible chest to receive an Antidote. When you leave the room you can talk to Gumo to save your game.

You can buy some Equipment from the shop across from the Inn. Head towards the top of the village and talk to Vivi. Once you are done go into the windmill and once you are inside, move to the top and examine to open a chest and obtain the Aries Stellazzio. Collecting the Stellazzio is a side quest, you can learn more about it by reading the 'Side Quest' section of this guide.

Once you are done go back to the equipment shop to get Dagger. Go back to the Inn to talk to Dagger. Leave the Inn and move towards the top of the village. You can buy some medicinal items at the item shop if you think you will need them. Once you are done move towards the top you find out where Vivi is.

Move into the windmill and examine the object to the left as you enter. Zidane will open the hatch and then choose the Go Down option. Climb down the ladder and hop onto the lift, then move towards the chest and open it for 156 Gil. Move through to the next area, move into the little hut and open the chest to receive a potion. Move down and open the other chest to obtain Eye Drops, then enter the next area.

You can talk with the moogle Kumop and save if you want to. Move over to the box behind the barrel that contains the moogle and hop up and climb onto the higher box and open the chest that is up there to receive an Ether. Jump back down and kick the mechanism to lower the chest, open it to receive a Potion.

Leave this area and move into the next one. You will find yourself in a large area with a lot of boxes. Head towards the first set of boxes and follow the straight forward path to the treasure chest, open it to obtain an Iron Helm. Move towards the chest in between two piles of boxes to obtain a Leather Wrist. Move out of this area and into the next one.

Zidane and Garnet find Vivi in this area and free him. Move towards the chest by the door at the top of the screen to get 95 Gil. Once you have Vivi you

should equip him with a Leather Wrist so he can learn his Blizzard Spell. Now open the misty door and an encounter will ensue. Once they are dead move into the room and open the chest to receive a Phoenix Down from the chest. Move behind the machine and open the other chest to get a Potion. Move up from that chest a open a hidden one to obtain a Phoenix Pinion, then leave the room.

Now head towards the machine and walk along the path. Continue moving through the areas until you gain control of Steiner. Wait until Morrid moves into his house and then enter to speak with him. Watch the scenes and eventually you will have to fight the Black Waltz No.2.

****

Boss: Black Waltz No.2

Type	Human/Flying
Lvl	6
HP	1,030
MP	3,107
Steal	Leather Plate, Steepled Hat

Again, this isn't a hard battle. Black Waltz uses elemental attacks including Thunder and Fira, and whatever Vivi casts on him. He also has a physical attack Teleport. Have Zidane steal from him, Steiner using Magic Sword and Vivi casting his spells. Leave Garnet on stand by if no one is in need of healing at the moment.

You can switch between characters who have full ATB gauges by pressing the Triangle button. Continue attacking Black Waltz and the battle will end quickly.

****

Once the battle is over head to the Inn to heal and save your game. Once you are finished head back towards the Cargo Ship.

==========

...Cargo Airship.....[WAL07]..

==========

Items	None
Cards	None
Enemies	Black Waltz No.3 (Boss)

Watch the scenes that take place, once they are done talking head towards the back of the ship. Go through the door way to find Steiner. Approach him and talk to him, when they are done head towards the cabin at the end of the deck. Zidane will take control of the shop and turn it towards Lindblum.

Black Waltz No.3 jumps onto the deck and, you guessed it, you have to fight

him!

****

Boss: Black Waltz No.3

Type	Human/Flying
Lvl	7
HP	1,128
MP	2,080
Steal	Linen Cuirass, Steepled Hat, Silver Gloves

This battle much like the last, is very easy. Black Waltz uses mostly Fira to deal elemental damage to your party. Vivi is in his Trance for this battle which allows him to double cast his black magic spells. Use Steiner's Magic Sword abilities as usual and have Zidane stealing.

If you need to heal have Zidane use a potion on a party member, concentrate on having Vivi and Steiner dealing the damage. Continue attacking with Vivi and Steiner and the battle will end in no time.

****

Once the battle is over some scenes will take place and you will be taken to Lindblum Castle.

==========

...Lindblum.....[WAL08]..

==========

Items	Hi-Potion, Ether, Echo Screen, Ore, Tent x2, Glass Armlet, Leather Plate, Silver Gloves, Leather Wrist, Bronze Vest, Steepled Hat, Mini-Burmecia*, Moogle Suit*, Autograph*
Cards	Mimic, Wyerd
Enemies	Fang, Mu, Trick Sparrow, Zaghnol

Once the Minister is done talking, follow him into the next part of the castle and pass through the two guards to move onto the lift. Zidane leaves the castle to get something different to eat, and he ends up meeting up with his old friend, Freya. Watch all of the scenes and eventually an ATE will bring you to another Mogster lesson, this time on Synthesis.

Once you gain control of Zidane again save using the moogle in the inn. Head downstairs and search the bottom left corner to find 163 Gil. Exit the Inn and move up one screen. Go into the house at the top of this area, the one with the clock on it. Open the two chests to find a Hi-Potion and an Ether. Leave the house and move into the next area from the passage at the top of the screen.

Move behind the church and search by the trees to get a Tent. Now go inside the church and move to the top of the area. Climb up the ladder and move to

the far side to get a Leather Plate. Backtrack to the market place and head up the steps to the right, move down the street and into the next area.

You can check out the equipment shop if you want, it's the bottom building on the right side. Just above that is a item shop, you can stock up on your medicinal items here if you need them. To the left of Alice's shop there is the Synthesis shop. I highly recommend heading in there and making some new weapons, for Zidane at the very least. Go behind the counter and examine the table to the left to receive Silver Gloves.

Once you are done backtrack all the way back to the first screen that you appeared in when you came out of the inn. Head into the long building to the left, you will be forced to watch an ATE. When it is done head towards the air cab on your left and fly to the Industrial District. Exit this area, once you are outside search to the left of the entrance to get a Leather Wrist. Move up the stairs and into the next area, ignore the pub and move all the way up and enter the doorway in the back. Move upstairs and open the two chests to obtain a Mimic Card and a Steepled Hat.

Before moving out search to the right of the pub to find a Bronze Vest. Now go all the way back to the air cab. This time choose the Theater District. Exit the terminal, move down to the bushes in front of the house and search for 127 Gil. Head down the steps to the left and into the next area. Go into the house with a clock on it.

Once the ATE is over and all of the talking is finished, open the various chests sprawled around the area. You can find 68 Gil, 282 Gil, and 97 Gil in the three chests. Climb up the ladder to the left and search the bed to receive a Mini-Burmecia. Leave the building once you are done and move down the steps at the end of the street. Approach the crowd of people and talk to the women in the purple clothes. When the man in the moogle costume walks out follow him up the stairs and move back to the first area.

Go into the house behind the bushes at the bottom of the screen, talk to Lowell to get his Autograph. Open the chest to receive an Ore, go behind the red chair and search for a Moogle Suit. Once you are done go back into the terminal and this time fly to Lindblum Castle. Move through to the bottom of the screen and go up the stairs. Go through the passage at the bottom of the screen, go up the stairs to the right of this area. Go into the first door that you see to find Steiner.

Open the chest on the right to get a Glass Armlet. Head up the stairs to the left and move up again and open the chest at the end of the path for an Ether. You can save by talking to Mogki if you want to. You should have a letter for him and he also has one for you to deliver. Once you are done in here exit the room and move back down the stairs. Try to move towards the elevator but a guard will stop you.

Head back up the stairs to the right and move down the stairs in front of the doorway. Talk with the soldier sleeping on the couch, Zidane will knock out the soldier and use his clothes as a disguise. Now go back to the elevator and pass through. Move up the stairs to the left while avoiding the guards. Move through the engine room and up the stairs to the left. Follow the path of stairs to encounter Dagger.

While Zidane is looking through the telescope you have to click on all of the six locations before you can move on. Aerbs Mountains, Marshland, Chocobo Forest, South Gate and Ceebell river. When you gain control of Zidane again, go up the steps and save using Mogki. Make sure that Zidane has his best equipment equipped before moving on and the Beast Killer ability, which

can be learnt by equipping a leather wrist, activated. Once you are ready head towards the Theater District.

Whoever wins gets the Master Hunter key item. If Freya wins you get a Coral Ring, if Vivi wins you get a Theater Ship Card and if Zidane wins you get 5,000 Gil. The different monsters are worth different amounts of points, the Zaghnol being worth the most. If you kill him you are almost sure to win. If you want Freya to win it is very easy, she is naturally good a fighting, she should win if you do a mediocre job.

I am quite sure that you want Zidane to win, so you'll want to go for the Zaghnol and have Zidane deal the last hit. Freya is kind of hard to keep up with otherwise, but it can be done without fighting the Zaghnol. If you want Vivi to win, go to the business district and help him by killing the fang that is chasing him, then just hold back and he should win.

Once you are in the Theater District move out of the terminal quickly and head outside. If you synthed The Ogre at the synthesis shop you can kill most of these enemies with one hit. Move through the streets until you feel you have cleared out all of the enemies and then head back to the terminal and fly to the Business District or to the Industrial District depending on how much time you have left. If you want to go for Zaghnol make sure that you are in the main square of the Business District when you have about 5 minutes left.

When you are in the Industrial District attack the Fang that is chasing the cat around the statue. Attack the Mu that runs down the stairs, move up the stairs and attack the Mu that is at the door. Head back to the terminal and fly to the Business District. When you head out a sparrow will attack you, once he is dead a Mu will attack you as you attempt to move up the screen. When it is dead move up and into the main square.

Attack the fang sitting to your right, when he is dead move out of this area and into the next. Here you will encounter the Zaghnol. He can take some time to beat so I hope you have at least 3 minutes left. If you have The Ogre this battle won't last as long. Freya will jump down to help you with this fight but you don't want her to deal the last hit and receive all of the points.

Have Freya use her Jump ability a couple of times and also have her there to heal Zidane if it is needed. Make Zidane continuously attack the large Zaghnol until he is dead. If you feel that he is getting close to death leave Freya alone and skip her turn to concentrate on Zidane's. With The Ogre and Beast Killer equipped I was able to have Zidane deal about 580 damage each turn with Freya only jumping once. If you have The Ogre this will be a piece of cake.

If you still have some time left over head back and just attack some random enemies. The match is pretty much set for whoever killed Zaghnol. For me, in the end Zidane ended up winning with 197 points with Freya left far behind. If the outcome isn't what you had hoped, you can reload your save game data from the last save point and try again.

If Zidane loses the festival Freya will more then likely win, and you will receive a Coral Ring. If Zidane does win he will receive 5,000 Gil, and I suggest using this to buy some medicinal items and new equipment for Freya, Zidane and Vivi. You'll need it for the next area. You will be taken back to the castle where the winner will receive their reward. The ceremony will be interrupted by an injured Burmecian Soldier. This can't be good...

Once all of the scenes are finished and you gain control of Zidane move out of the Conference room and head towards the lift and ride it to the base level.

Instead of going towards the Dragon's Gate head to the right and ride to the Serpent's Gate. Move up and open the treasure chest to obtain a Wyerd Card, then go back the Trolley and ride to the Dragon's Gate.

You should save using the moogle Moonte, I suggest that you stock up on items from the merchant. You do not have Garnet for this part of the game so make sure that you buy a good amount of potions to heal your party members. You should have an Iron Helm on you, equipped this to Freya and activate the Level Up support ability that she can learn from it. This allows her to gain twice the amount of experience. When you are done move through the gate and you will appear on the World map.

==========
...Gizamaluke's Grotto.....[WAL09]..
==========

Items	Bronze Vest, Magus Hat, Mythril Gloves
Cards	None
Enemies	Black Mage, Hornet, Skeleton, Lamia, Gizamaluke (Boss)

To get to Burmecia your party must first pass through Gizamaluke's Grotto. There are a few optional things that you can do before heading to Gizamaluke's Grotto. I suggest doing these if you want to complete all of the Side quests. You can get another party member at this point if you would like, so that you can have four characters for this part. You can get this character later on.

Move north until you come across a patch of trees, and when you approach it it is marked with a '?'. This is Qu's Marsh, where you can find Quina and have him/her/whateveritis join your party. Move up the path, you can talk to Mogster here if you want to read over some information again. Move through the path in the grass behind him and follow it until you come to a pond with frogs. That thing is Quina... You have to catch a frog and give it to him/her and h/she will join your party.

Just wait until a frog jumps onto land and then run towards it and press X. If you went exploring around Alexandria Castle you have probably seen Quina already. Leave this area and head out of Qu's Marsh. You can read more about the Frog Catching mini game in the Side Quest section of this guide.

Now that you are on the world map, you can go and visit the Chocobo's Forest to gain the ability to call and ride chocobos. Chocobo riding allows you to not have to fight random battles when you are on the world map while riding one.

When you are moving across the plains you can have Quina learn some rather useful abilities by having it eat the enemies when they are close to death. Head east from Qu's Marsh to find Chocobo's Forest, cross over the bridge and go into the circle of trees. You can find some Chocobo footprints outside of Chocobo's forest, just stand on them and use a Gysahl Green if you want to ride Choco. I suggest walking on foot simply because you can gain more levels before going onto Gizamaluke's Grotto.

Move east from Chocobo's forest and move up until you see the South Gate, Bohden Arch. It's marked on the map with an '?'. Move across the log to the right and search the end for Moccha Coffee. You can drink from the spring to restore your party's HP and MP. Now move up towards the gate and to the right of it search for an ether, then leave this area.

Now head back to Qu's Marsh on the world map, do not enter it. Face towards the north and follow the roots coming out of the ground. When you reach Gizamaluke's Grotto head inside. Once you gain control again head to the right to find a wounded soldier and talk to him for a Gizamaluke Bell. Move to the top of the room and exit through the doorway, ring the bell to open the door.

Fight Black Mages that Zorn and Thorn send at you, move past the bridge and battle some more of them. When you kill them you will receive another Gizamaluke Bell. Head up the steps and open the door to your left, Move all the way to the end and talk to the wounded soldier to get another Gizamaluke Bell. When you head back pick up the Bronze Vest by searching by the corner of the path.

Now move back and this time go through the door on the lower right, not the one up the stairs. When the '!' appears over your head while you are ascending up the staircase search to find Mythril Gloves. You should equip these to Freya so she can learn some new abilities. Continue following the stairs until you see a '!' then search for a Magus Hat.

Continue along until you encounter a couple of moogles. When Mogmi asks you for the Kupo Nut agree to give it to her and her husband will free himself. Open the chest that is in the middle of the bell to get another Gizamaluke Bell. Move into the door on the right and open it using the bell. You can talk to Mogmi to save your game and use a Tent if you need healing. Prepare well because you are going to be fighting a boss soon.

Talk to Moguta and tell him that you like Kupo Nuts. Don't head up the ladder, the enemies up there are too powerful for you at this point. Attempt to leave the area and Moguta will stop you and give you the Holy Bell. Now move back into the room with the bell and go into the door on the left. Remember to equip your characters with their best equipment and abilities before heading inside. Once you are inside a battle with Gizamaluke will begin.

****

Boss: Gizamaluke

Type	Flying
Lvl	16
HP	3,175
MP	502
Steal	Ice Rod, Magus Hat, Elixir

Gizamaluke is pretty tough, he uses a lot of damaging attacks. To start with, if Zidane has The Ogre equipped use Soul Blade on Gizamaluke, this will cause most of his physical attacks to miss. Use Freya's Jump Skill each turn that she has, this deals the most damage and she can avoid Gizamaluke's attacks in the process.

Gizamaluke holds an Ice Rod, but it is hard to steal this item from him, it is probably better to just attack with Zidane instead of stealing. The Ice Rod can teach Vivi the Blizzara ability, which is quite powerful at this point. Don't worry, the Ice Rod can be bought from a shop later on.

For Vivi use either Blizzard or Thunder. Gizamaluke may silence Vivi, if this happens just have Quina use Echo Screen, assuming that you have Quina. If you do have Quina this battle is easier, use him/her to heal your party members when it is needed. Gizamaluke will sometimes use a Water attack on the entire party, this deals quite a bit of damage and can be devastating.

Continue attacking him using the method above until he goes down, he does have quite a bit of HP for this point in the game so be patient.

****

==========
...South Gate.....[WAL10]..
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Items	Potion, Multina Racket
Cards	None
Enemies	None

You will now be in control of Steiner. Head up the stairs and approach the two guards. They will let you through, you have to find a place to let Dagger out of the Bag. You have to get the people standing by the alley to move out of the way. You probably have noticed the chest that is up the ladder, you can't get it at this point so just ignore it. First head to the left and open the chest behind the barrels to obtain a Multina Racket.

Now head over to the right and talk to Part-time Worker Mary, when prompted choose the option to console her. Now that she is out of the way head over to the man standing by the bottom of the screen. Talk to the man and Answer him, when he is done talking head back to the left and talk to the guy by the gate. Once you are done head back and talk to the young man again.

Before you go into the alley a Guard will stop you and give you a Gate Pass. Now move back into the alley, once the scene is over move to the left and open the chest to get a Potion. Talk to the moogle Grimo to save your game. Take this opportunity to purchase some medicinal items from the man to the right if your last party was in need of some, you will need it for the next part.

When you are ready move up the steps and talk with the conductor to board the lift. Look for a place to sit down, the second seat on the right side.

==========
...Burmecia.....[WAL11]..
==========

Items	Potion, Soft x2, Ether, Tent, Phoenix Down, Mythril Spear, Germinas Boots, Lightning Staff, Cancer Stellazzio*

Cards	None
Enemies	Black Mage, Magic Vice, Ironite, Mimic, Basilisk, Beatrix (Boss)

Now you will be back on the world map, back in control of Zidane. Move east from Gizamaluke's Grotto and to the North Gate and open the two chests to find a Hi-Potion and a Tent. Leave the gates now and move towards Burmecia. It is located at the top of the map, just follow the wall from the North Gate until you reach it.

You are now in Burmecia, The Realm of Eternal Rain and also Freya's home. Move to the left of the screen and search behind the rubble for the Cancer Stellazzio. Proceed through the area and into the next screen. Here you will run into those damn jesters again, they will send a couple of Black Mages to attack you. Once you have dealt with them head up the stairs to the left of the screen.

Move behind the stairs and open the chest to get a Soft. Climb up the stairs and avoid the chest at the time, it is a Mimic. A Mimic is an enemy that masquerades as a Treasure Chest but is really just an enemy. You can fight it if you want, it isn't very tough. Proceed into the next area from the open door to the left.

If you try to go for the chest a part of the walkway will fall and land to a lower level. Walk towards the Treasure Chest to retrieve Germinas Boots using the D-pad. Go back outside and move into the next area by going through the door to the right of the screen.

Open the two chests by the statues to retrieve a Soft and a Potion. Move up the steps and proceed over the newly formed bridge. The chest at the end is another Mimic. head through the open doorway and you will find yourself in another room. Move through and head for the balcony. Talk to the wounded soldier and then retrieve the Protection Bell from behind the bed. You can also find an Ether by searching the top left half of this room.

Now move out of this room and backtrack to the room with the fountain. Climb up the stairs and exit through the door to the left. Go towards the large door in the middle and ring the Protection Bell then proceed through the doorway. Move up the steps, then head into the door to the left to save some Burmecians. Exit and head up the stairs to the right, cross the statue and go through the open door.

Open the two chests to find a Tent and a Phoenix Down. The chest at the end of the path is another Mimic, so just ignore it. Move through the door above the statue's head. Move into the door to the left to get Freya her Mythril Spear and equip it to her so she can learn Reis's Wind. Leave this room and go through the door to the right this time. Open the chest in the chair to get a Lightning Staff for Vivi, equip this to him so he can learn Thundara.

Talk to Stiltzkin and buy his combo so he can continue his journey. Each time you see him from this point on he will have items to sell to you, always buy his combo from him. Talk to the Moogle Atla to save your game and use a Tent, you should also have a letter for him. He also has a Mogshop where you can purchase some medicinal items and some equipment.

When you are ready head out of the room and back outside, head up the steps at

the top of the screen. A string of scenes take place and eventually lead to a fight with Beatrix.

****

```
 Boss: Beatrix
+-------------------------------------------------+
| Type : Human                                    |
| Lvl  : 14                                       |
| HP   : 3,630                                    |
| MP   : 3,467                                    |
+-------------------------------------------------+
| Steal: Phoenix Down, Chain Plate, Mythril Sword |
+-------------------------------------------------+
```

Beatrix is tough, her Shock and Thunder Slash attacks can kill some of your party members with one hit. You may want to just concentrate on attacking Beatrix rather than stealing from her with Zidane. Cast Reis's Wind with Freya to start things off, Vivi can cast Slow on her which he can learn from the Lightning Staff that you found early on.

Thundara is very effective against Beatrix and it should be able to deal about around 550 damage. Use Quina to heal your party members when they need it and to revive them if they are KO'd. Continue fighting until Beatrix uses her Stock Break attack, which will bring down your entire parties HP to 1 and then the battle will end.

****

This is the end of Disc 1, watch the FMV and save your game.

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[FF905] \                  - Walkthrough Disc Two -
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================================================================================
...Summit Station.....................................................[WAL12]..
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  | Items   | Phoenix Down                                                      |
  |         |                                                                   |
  |---------+-------------------------------------------------------------------|
  | Cards   | None                                                              |
  |         |                                                                   |
  |---------+-------------------------------------------------------------------|
  | Enemies | Black Waltz No.3 (Boss)                                           |
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Move forward and turn to head up the steps and continue going until you reach the next area. Open the chest at the top right corner of this room to find a Phoenix Down. You can buy some new equipment from the shopkeeper here. Keep in mind that if your other party(The one containing Freya, Zidane, Vivi and/or Quina) will get any new equipment or items that you purchase with this party also. You can save using Nazna the moogle if you want to, you should also have a letter for her. She has a letter for you to deliver as well.

When you are done exit this area from the door that you entered it. You will

find Marcus and Cinna in this area. Once they are done conversing head back into the last room. When they are finished talking leave this room again and approach the group. While you are in control of Dagger make sure that you take the time to equip your party with new equipment if it is needed.

The cable car ride will be disrupted and when your party ventures outside, they will run into Black Waltz No.3... Again!

****

Boss: Black Waltz No.3

Type	Human/Flying
Lvl	7
HP	1,128
MP	2,080
Steal	Steeple Hat, Linen Cuirass, Silver Gloves

Your party now contains Steiner, Dagger and Marcus. As with the last time you fought Black Waltz No.3, he isn't hard to defeat. He uses different elemental attacks to deal damage, and one of his attacks can inflict the Freeze Status effect on one of your characters. If this happens just have Dagger cast Esuna on them and they will be cured. Just have Dagger on standby to cast cure or esuna on your party members if they are in need.

Unfortunately, since you don't have Vivi in your party at this time, Steiner can't use his magic sword techniques, so just attack with him normally. Marcus has the Steal ability, but you probably have all of the items that Black Waltz is holding so it isn't much use. You should probably just attack with Marcus to speed up the battle.

Black Waltz will go down easily, and once the battle is over you will have to view some more dialogue.

****

Before heading out you can buy some medicinal items from the shop keeper to the right of this area. Once you are ready exit from the top of the screen. Follow the signs and leave from the path to the right. Cross the bridge and climb down the stairs, open the chest to receive 1610 Gil. Attempt to go through the gates and the guards will lower it for you. Once you are on the world map just follow the path and turn to the right when you see Treno.

==========

...Treno.....[WAL13]..

==========

Items	Mythril Dagger, Power Belt, Chain Plate, Phoenix Down, Gemini Stellazzio*, Taurus Stellazzio*, Supersoft*
Cards	Yeti
Enemies	Dragonfly, Crawler, Ralvurahva (Boss)

After Marcus and Dagger have ditched Steiner, a set of ATEs will be activated. Watch them if you would like, once you watch one another one may be activated when you move into another area. Now move towards the fountain the right of the screen until a '!' appears above Steiner's head. Select "Throw in 10 Gil" 13 consecutive times to obtain the Gemini Stellazzio. Move back to the right and exit this area. Jump down the ladder to the right and open the two chests to get a Yeti card and 1 Gil. Search behind the Item Shop to find the Taurus Stellazzio. Exit from the top and walk down the stairs past the drunk.

You can talk to Mogrich and save here, he also has a letter from Stiltzkin. If you want you can go into the equipment shop and fight the Griffin. You can also buy an Ice Staff in here if you missed the chance to steal it from Gizamaluke in the grotto. The griffin is probably too strong for any of your characters at this point, so you should probably just ignore him. Proceed out of the shop and leave the area to the left. If you haven't watched the Unexpected Visitor ATE yet you will be forced to at this point. Search by the right of the auction house to get 2,225 Gil, this should help you out if you want to purchase some items from the auction. Before going into the auction house go back to the first screen and leave through the left this time. Go down the tower and move up until you come to a door. Go inside and you will run into the Four-Armed man who stole money from Dagger and he gives Steiner a Power Belt.

Now go all the way back to the Auction House and head inside. If you do choose to go inside the Auction House and bid on some items, check out the side quests section for some information on how to bid. When you go inside you will find Dagger and she will join Steiner.

When you are ready leave this area and move down the walkway and leave the area from the end. You can play Tetra Master in the Stadium and possibly win some new cards. When you are done leave this screen and proceed into the next area. Climb up the tower to the left and then follow the walkway to the left until you reach a chest that holds a Mythril Dagger. Head back to the tower and climb down the stairs. Proceed up to the top of the screen and move into the next area.

You are now in front of Queen Stella's house. Queen Stella is the one that you need to give the Stellazzios to, if you have been following my guide you should have some of them with you. You can give the ones you have to her if you want to receive a reward, most of it is gil but you can get a couple of items. Check out the side quest section in this guide to find a list of all of the rewards. If you have all of them up to this point and have given them to Queen Stella you can get a new sword for Steiner to use. If you would like you can now head back with your newly acquired gil to the auction house and bid on some more items.

When you are done go back to the area with the Moogle and go back to the area where you found the Taurus Stellazzio by moving up the stairs and passing the Drunk. Go into the house to the left and move down the stairs and talk to Marcus. Tell him when you are ready, Steiner attempts to persuade Dagger into changing her mind but to no avail. Follow the straight forward path and talk to Baku once you have reached the end. Watch the scenes that take place here and once they are finished head back to the entrance of Treno and proceed to the left. Continue along the walkway, you may have noticed the locked door before, that is where Doctor Tot is. Pick up the Mythril Dagger if you didn't take it before and then proceed inside.

Climb up the spiral staircase and then watch the dialogue. You are now in Gargan Roo, I didn't think that it was worth it to give this place it's own

section so I am including it here. Talk to Mochos the moogle to save your game and you should have a letter for him. The Blood Sword that Steiner gets as a reward from Queen Stella is going to be very useful in this next part, so I hope you got it when you had the chance. Proceed through from the path on the bottom left of the screen, open the two chests in this room for a Phoenix Down and a Chain Plate.

Pull the lever on the wall and then exit the room. Head down the path on the bottom right part of the room and then move up and around the wall. Pull the switch that Doctor Tot points out and then go back to the last screen. Move down and hit the switch to the left that is labeled as 'Feed.' Make sure to heal your characters if they need it, and equip them with better equipment Your party will then get on the trolley. Of course this can't be a safe journey there always has to be something standing in your way.

****

Boss: Ralvurahva

Type	-
Lvl	13
HP	2,296
MP	3,649
Steal	Bone Wrist, Mythril Fork

This boss isn't that hard, especially if you got the Blood Sword from Queen Stella. He has a variety of attacks that can inflict negative status effects on your party including poison and slow. One particularly nasty attack can put you entire party to sleep, it's called Night.

As always, steal from the enemy using Marcus, have Dagger on Stand by and casting healing spells on her and the party if it is needed. If Ralvurahva casts night and your entire party is put to sleep, the only thing you can do is to wait it out until it wears off and hope that he doesn't kill your party.

Once he has taken enough damage he uses and ability called Escape and runs off. Coward!

****

The trolley arrives at the end of the line and their destination. Watch the sequences of events and dialogue that transpire, after this you will find yourself back in Burmecia, your next destination is Cleyra.

==========

...Cleyra Tree Trunk.....[WAL14]..

==========

Items	Phoenix Down, Ether, Tent, Elixir, Remedy, Hi-Potion, Gysahl Greens, Potion, Ice Staff, Flame Staff, Magician's Shoe's, Needle Fork, Kupo Nut, Mythril Gloves, Mythril Vest, Desert Boots,
Cards	None
Enemies	Dragonfly, Sand Golem, Carrion Worm, Zuu

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If you have a Kupo Nut in your inventory there is an optional thing that you can do before heading to Cleyra. Head back to Gizamaluke's Grotto and go back to the room with the bell, go through the door on the right side and talk to Moguta. When he asks for the Kupo Nut give it to him and he will give you a Phoenix Pinion. Each time you get a Kupo Nut you should go back and give it to him. Leave Gizamaluke's Grotto to get back to the world map.

You should take the time now to equip your characters with new equipment. Equip the Mythril Dagger to Zidane so he can learn his Bandit ability, which makes stealing the better items from enemies easier. Equip Chain Plate and Power Belt to Freya and activate the Counter and HP+10% abilities. Now go back to Burmecia on the world map and go west from there until you come to the desert. The giant Sandstorm should be visible in the distance, approach it and then enter.

To get to the top of Cleyra you first have to move through the trunk. Head up the stairs and pull the lever to open the door. Proceed through the door way and into the next room. Go towards the right and open the chest to get a Phoenix Down. Equip Vivi with the Ice staff if you have it, even if he isn't done learning the ability from his previous item. This is because some of the enemies are easier to kill if you cast an Ice spell on them. Go up the steps and proceed into the next area, as you enter move down and open the hidden chest at the bottom to get Magician Shoes. Move up and search next to the flowing sand and open the chest to retrieve an Ice Staff. Exit this room to the right.

Follow the path up to the top, move into the room and open the chest to retrieve an Ether. Move to the end and examine the hole. Choose the 'Put hand into hole' option. The room beneath will be flooded with sand. Move back outside and follow the path down back to the entrance. Climb up the vines until you are in the newly accessible room. Move through this room, climb up the slope to the right and open the chest to find a Tent. Now move down and to the far left there is a chest that contains a Needle Fork. Climb back up and talk to Monev the moogle at the end of the path to save your game. You should also have a letter for him and he will give you a Kupo Nut in return for delivering it. You will not get a Kupo Nut if you didn't already give it to the Moogle family in Gizamaluke's Grotto.

Move up the path to the left, before following the sign pointing towards Cleyra follow the opposite path and open the chest at the end for a Flame Staff. Head back down and follow the other path and cross the bridge. You can probably see the chest visible from behind the column in the center of this room. Approach it and open it to retrieve Desert Boots. Move to the right of this cavern and open the visible chest for a Remedy. Continue along the path into the top right and continue following it until you see a '!', open the chest to get a Mythril Vest. Now exit this area by going through the opening at the top of the room.

Open the chest to the left to retrieve Mythril Gloves, continue following the path and when you reach the lever pull it. Now move back to the previous screen and then back into the cavern. Go to the left and follow the path up, open the chest to your right to find a Potion. First take the path to the right at the fork and open the chest to get an Elixir. Go back and take the left path this time, cautiously move along the paths between the sand pits and open the two chests to get a Hi-Potion and 900 Gil. If you fall in the sand pit mash X repeatedly to get out. If you fail to get out you will have to fight some enemies.

Maneuver your way to the other side of this room and head into the next area through the opening. Follow the path and open the chest at the end to receive Gysahl Greens. When you are finished climb up the ladder.

==========
...Cleyra.....[WAL15]..
==========

Items	Phoenix Pinion x3, Remedy x2, Ether x2, Echo Screen, Elixir, Phoenix Down, Gysahl Greens, Emerald, Yellow Scarf, Mythril Vest, Thunder Gloves
Cards	Nymph, Zuu
Enemies	Soldier, Type B, Antlion (Boss), Beatrix (Boss)

When you enter Cleyra Forest Oracle Kildea will offer to show you around the place. Take the tour if you would like to. When she is done giving you the tour you will go back to the beginning of Cleyra. Head up the stairs and open the hidden chest to the right for a Phoenix Pinion, if you move into the area to the right you can find 970 gil behind the sign. Head up the steps and go towards the right. Continue moving along the path and go up the set of steps that you come to. You can buy some equipment from Dan if you want, talk to him and see if there is anything that you need, just don't buy the Thunder Gloves because you can find them somewhere in Cleyra. I suggest buying all of the new equipment for Freya including her Partisan.

Search by the bushes by the stairs to the right for a remedy. Now head into the Inn that is in the middle of this area. Search in the top left corner for Echo Screen, search between the barrel and the chest for 1250 Gil and head up the stairs and search by the cabinet for an Ether. Talk to Mopli and save your game, he should also have a letter from Ruby to Zidane. Move down the stairs on the bottom left below the level with the inn. Search near the sign for Thunder Gloves, climb up the stairs and you can buy some medicinal items from Star Maiden Nina. Search by the mushrooms to Nina's right to get a Phoenix Pinion.

Climb up the steps, you are now in the cathedral area. Search by the right of the cathedral to get an Echo Screen then go into the cathedral. Search by the doorway to the left to find a Yellow Scarf. If you didn't have one of these before equip it to Quina so s/he can learn the Millionaire ability, which allows your party to receive more gil for winning a battle. Don't take to the two Cleyrans yet, leave the Cathedral and search by the entrance into this area to get some Gysahl Greens. Now go back to the area that has the giant sand pit by the entrance to Cleyra. Talk to Quina in this area and when you fall down open the two treasure chests to get Silk Robe and Magician Shoes.

Jump down off the branch and now go all the way through this part again until you get back up to Cleyra. I know it's a long way but just run from the battles and you should be fine. Once you are back in Cleyra, proceed to the Cathedral and talk to the two Cleyrans guarding the entrance. Go back down to the Inn and Soldier Dan will come up with some news. Follow him down the stairs and back to the area with the sand pit, a battle commences.

****

Boss: Antlion

```
+-----------------------------------------------+
| Type : -                                      |
| Lvl  : 16                                     |
| HP   : 3,938                                  |
| MP   : 3,950                                  |
+-----------------------------------------------+
| Steal: Annoyntment, Mythril Vest, Gold Helm   |
+-----------------------------------------------+
```

This battle is quite easy thanks to Vivi's Blizzara Spell. Just keep casting this each time it is his turn and this boss will be dead in no time. Antlion has a variety of damaging attacks and status effect inflicting abilities. One of his attacks called Sandstorm deals damage to the entire party and inflicts Darkness on each of them, unless the have a Guard against it. This can be quite fatal and if he uses it heal all of your characters using potions and cure their negative status ailment by using Echo Screen.

Attack normally with Freya and Zidane, you can also try stealing some items from the Antlion but with Vivi casting his spell you probably won't have enough time to get everything.

****

After the battle, watch the events and dialogue that take place. Once you gain control of Freya climb up the steps at the top left and go into the Cathedral. Talk to the High Priest and he will give you an Emerald. Now go back to the Inn to find Stiltzkin, talk to him and buy his combo. Talk to Mopli and check Mognet, he has a letter from Monev. Once you are ready go down and meet up with your party at the entrance of Cleyra. Now is a good time to equip your characters with some new equipment if you have any.

Follow the path until you run into the Alexandrian Soldiers. Continue along moving through the areas and fighting the Alexandrian Soldiers. Once Freya and Zidane realize what is going on your party will rush back to Cleyra. Things aren't looking too good, as you arrive back to Cleyra you will get into a battle with a Black Mage. Move to the right to find Stiltzkin, talk to Mopli and he will give you a letter to deliver.

Leave this area and attempt to climb up the stairs and you will enter a battle with three Alexandrian Soldiers, after this battle you will fight more Black Mages. Choose the 'Let's head right!' option when you are prompted with the choice. Follow them up the steps and tell the Burmecian family to go left. Another battle a couple of Alexandrian Soldiers and a Black Mage will commence. When you reach the waterfall guide the family to the right and yet another battle with some soldiers will begin. Tell the family that they are not safe yet when you are prompted with the choice.

A sequence of dialogue and events will take place. Eventually the conversation will be interrupted by Beatrix. Before chasing after her talk to the Cleyrans and Burmecians that you saved, each of them will give you items. You will receive a Nymph Card, an Ether, a Phoenix Pinion, a Zuu Card, an Elixir, a Phoenix Down and a Remedy if you saved all of them. Talk to Mopli to save your game and use a tent, take the time to equip your characters with better equipment if you haven't done so previously.

Exit the Cathedral and you will have to fight Beatrix, again!

****

Boss: Beatrix

```
+-----------------------------------------------+
| Type : Human                                  |
| Lvl  : 17                                     |
| HP   : 4,736                                  |
| MP   : 3,964                                  |
+-----------------------------------------------+
| Steal: Phoenix Down, Thunder Gloves, Ice Brand  |
+-----------------------------------------------+
```

Start off the battle by having Freya cast Reis's Wind and Quina casting Mighty Guard if you have it. If you have the Bandit ability equipped to Zidane it shouldn't be hard to steal all of the items that Beatrix is carrying. Cast Slow with Vivi on Beatrix. Alternate between regular attacks and stealing for Zidane and Jump and normal attacks with Freya. Beatrix uses a variety of damaging attacks, be ready with Quina to heal your characters if they need it.

Quina should be there to heal your party members and revive them if they are KO'd. Just like with the last battle with Beatrix, she will use Stock Break when you have spent all of her HP which will reduce all of your character's HP to 1 and end the battle.

****

Once the party finds its way out of Cleyra, watch all of the events and dialogue until you gain control over Zidane again. Your party is now aboard the Red Rose, Queen Brahne's Airship. Follow the moogle into the last screen, this is Serino and you should have a letter for her from Mopli. When you are done move down and back to the first screen and join your party.

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================================================================================
...Alexandria.....................................................[WAL16]..
================================================================================
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 O-~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~O
 O-~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~O
  | Items   | Tent, Ice Brand                                                    |
  |         |                                                                    |
  |---------+--------------------------------------------------------------------|
  | Cards   | None                                                               |
  |         |                                                                    |
  |---------+--------------------------------------------------------------------|
  | Enemies | Alexandrian Soldier, Bandersnatch, Type C, Zorn and                |
  |         | Thorn (Boss), Beatrix (Boss), Ralvuimago (Boss)                    |
 O-~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~O
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Now your view switches back to Marcus and Steiner, they are trapped in a cage and they must find some way to escape. Press either the left or right on the d-pad in accordance with the cage's swinging direction. Continue doing this until the cage crashes into the railing on the other side. You will be attacked by Soldiers as you make your way to the exit, they are easy to kill, especially if you picked up that Blood Sword from Queen Stella. Make your way to the end of the path until you come to the ladder at the end, climb up.

Zidane, Freya and Vivi join Steiner, you have to get to Dagger before 30 minutes is up. Don't worry, 30 minutes is plenty of time. As your party makes their way through the hallway Marcus closes the gate on some Alexandrian Soldiers. If you stole the Ice Brand from Beatrix you should equip this to Steiner to make him more useful. Continue down the hallway and head outside, move through this area and fight the Soldier that intervenes. Move through

the courtyard while avoiding the soldiers and make your way to the top of the screen and proceed into the next area. Run past the soldiers and into the castle, head up the steps while attempting to avoid the soldiers.

If you want to, instead of heading up the stairs right away you can go to the room to the left and fight an optional boss named Tanatarian. To fight him approach the book on top of the bookcase and press X when the '?' appears. He is quite tough and probably to strong for your party at this point, and I would recommend not fighting him because if you lose you will return to your previous save point, which is probably the one on the Red Rose. Once you are up the stairs maneuver around the walkway and exit from the bottom of the screen.

Head up the spiral staircase and go through the two doors. Follow the red carpet to the end of the room and proceed through the doors. Move towards the candle and examine it, when prompted choose to try and move it. Go down the stairs and into the next area. You have to press x when the '!' appears. Make it to the other end and then jump on the next one, jump off at the platform that holds two chests and open them for an Ice Brand and a Tent. Jump back onto the platform opposite of the entrance and head down the set of stairs until you reach a set of double doors.

Zorn and Thorn are in this room and a battle with them will begin.

****

Boss: Zorn

Type	Human
Lvl	16
HP	4,896
MP	9,999
Steal	Partisan, Stardust Rod

Boss: Thorn

Type	Human
Lvl	16
HP	2,984
MP	9,999
Steal	Mythril Armlet, Mythril Armor

Take time when choosing to attack, wait until one of them are assigned with a power and then hit them to neutralize it. Now that Vivi and Steiner are back in the same party you can use the Magic Sword abilities once again. A good way to neutralize the power is to have Vivi attack them both with one of his spells by pressing L1 or R1 when you have selected a spell. For Zidane, concentrate on Stealing from Zorn because he holds better items then Thorn, concentrate all of your party's attacks on Thorn unless Zorn has been given a power.

Have Vivi continuously cast a magic spell on both of the to make sure that their powers are neutralized if they get them. Make Freya alternate between Jump and normal attacks depending on the situation, if one of them have just received a power have Freya quickly attack them. The clock is still ticking so try and end this battle quickly. The battle will eventually end once you have dealt enough damage, the jesters will flee.

****

Run towards Dagger who is at the end of this area, approach her and an ATE will be activated. Speak with Mosh to save your game, he also has a letter from Kupo that you can read. You should use a tent to rejuvenate your party, another battle is coming up soon.

Carry Dagger all the way back to the Queen's Room. A sequence of dialogue will take place and eventually you will come to another battle with Beatrix.

****

Boss: Beatrix

Type	Human
Lvl	19
HP	5,709
MP	4,203
Steal	Phoenix Down, Ice Brand, Survival Vest

Beatrix is tougher than the last time that you encountered her, she attacks much more often and deals more damage. She still uses the same attacks, Shock and Thunder Slash. Start the battle off by having Freya cast Reis's Wind on the party and have Vivi cast Slow on Beatrix. Do the same old thing with Zidane, have him alternate between stealing and dealing damage, for Steiner use either his Magic Sword abilities or just attack normally.

Make sure to heal your party members when their HP is low, Reis's Wind should help to keep them alive for awhile, just remember to cast it again once it wears off. When you have dealt enough damage, instead of using Stock Break Beatrix will use Climhazzard to reduce your entire party's HP to 1 and the fight will end.

****

Beatrix has a change of heart once the battle is over and manages to help Dagger. Queen Brahne steps in and Beatrix confronts her and Freya joins too. A battle with Bandersnatch begins, but it is easy and since you have Beatrix, it's extremely easy, just pick one of Beatrix's abilities and he should die with one hit. Now your view switches back to Zidane's party. Another Bandersnatch is coming after them, jump onto the platform and follow the stairs down. You will encounter some Black Mages along the way.

Once they have been dealt with attempt to make your way down the stairs, the Bandersnatch will catch up with you and you will have to fight. This battle contains two Bandersnatches but they should be easy since you have 4 characters. When they are dead continue down the stairs, when you reach the next area Steiner will run off to assist Freya and Beatrix. You will have to fight another Bandersnatch.

After the battle your view will switch back to Freya and Beatrix where you will have to fight two more Bandersnatch. After the battle two more will attack, but Steiner will arrive at this time to assist them. You will then gain control of Zidane again, head back through the double doors and talk to Mosh to save your game. He also has a letter for you to deliver this time. Leave this area and head back out and proceed through to the next area from the passage opposite of the double doors. Attempt to move down the stairs and past the cage, Zorn and Thorn have trapped your party again.

Thankfully, Marcus is back with Blank and they take care of them. Zidane, Vivi and Dagger will attempt to escape on the Gargant. Along the way you will encounter another enemy and will need to kill to proceed.

****

Boss: Ralvuimago

Type	N/A
Lvl	18
HP	3,325
MP	584
Steal	Phoenix Down, Adaman Vest, Oak Staff

This is another easy battle, Ralvuimago doesn't deal much damage with his physical attacks but he can cast Thundara to deal some damage to the entire party. He also has an ability called Ultra Sound Wave that inflicts the Mini Status effect on a party member. Command Vivi to cast Blizzara every time it is his turn, this can deal over 1000 damage to Ralvuimago. Steal Ralvuimago's items with Zidane as always. Dagger can cast cure on the entire party each turn just to make sure that they don't die. Once you have dealt enough damage the battle actually ends without this enemy running away.

****

The party finally gets moving again when another monster starts chasing after the Gargant, causing it to run faster in fear. A sequence of events and dialogue take place and once they are over you will appear in the next area. You won't be seeing Freya or Steiner for quite awhile.

==========

...Pinnacle Rocks.....[WAL17]..

==========

Items	The Ogre, Mythril Vest, Mythril Armlet, Peridot
Cards	None
Enemies	Seeker Bat, Zaghnol, Sand Scorpion

Ramuh challenges Dagger to find the 5 manifestations of himself. You must search around this area, the Pinnacle Rocks, and find the 5 manifestations, each one will give you a part from a story, at the end of this challenge you will have to assemble them into the correct order, if you do Ramuh will become your Eidolon. You can talk to the moogle Monty and save your game if you want, you should also have a letter for him. Head down the path and open the chest to find a Mythril Vest.

If you move down in the back you can find one of Ramuh's manifestations, talk to him and he will give you part of the story entitled 'Human.' Head up the branch past Monty and talk to the manifestation to get the 'Beginning' part of the story. Go back into the first area and talk to Ramuh to hear the 'Hero'

part of the story. Go back into the area with Monty and exit by going up the branch to the left. Go down the branch leading into the next area and talk to Ramuh to hear the 'Silence' part of the story.

Go back to the previous screen and move to the left and talk to Ramuh to get the part of the story entitled 'Cooperation' and then open the chest behind him to get The Ogre. Go back up the branch and cross the bridge, follow along this path until a '?' appears, when it does select the 'Jump off' option. Open the chest to find a Mythril Armlet. Head back up the branch and cross the bridge once again, follow the path to the end where you will encounter Ramuh.

You must select the first three pieces of the story in a correct sequence. First is 'Beginning,' then it's 'Cooperation' and last is 'Silence.' There are two pieces left to choose from but only 4 make up the story, it doesn't matter which part you choose last, just read them both and select one. Once you have selected the right sequence Ramuh will become Dagger's Eidolon. You will receive a Peridot which you should equip to Dagger as an Add-On so she can summon Ramuh. When Zidane and the others reach the end select Jump Now to proceed to the next area.

==========
...Lindblum.....[WAL18]..
==========

Items	Phoenix Pinion, Ether, Ore, Bandana
Cards	Lindblum
Enemies	None

When you gain control over Zidane again, head up through the streets and into the next area. Search the rubble next to the house when a '!' appears to get a Lindblum Card. Go into the house to the right and open the two chests for a Phoenix Pinion and an Ether. Leave the house and move to the left and exit this screen. Minister Artania will take you to see Regent Cid. Read all of the storyline and once Regent Cid is finished talking he will give you 3000 Gil.

Now you will have some time to further explore the remains of the city. You can buy some healing items from the woman standing in the middle of the burnt down building at the top of the screen. You can also buy some new equipment from the shop located in the middle right of this area. Make sure to buy the Stardust Rod for Dagger if you missed the chance to steal it from Zorn back in Alexandria. You can visit the Synthesis shop that is found at the top left corner of the screen. I suggest forging the Exploda because Zidane is probably in need of a new weapon.

You can also visit the Inn if you would like, you can talk to the Moogle named Moodon and he has a letter for you. Now go into the aircab terminal and take the cab to the Theater District, go into the house by the bottom of the screen and open the chest for an Ore. Go through the area and exit through the bottom left of the screen. Move into the house to the left, open the various chests scattered around the house to get 340 Gil, 993 Gil, and 262 Gil. When you are ready go back and talk to the man in the Business District and

tell him that you are ready.

You now have to head to the Outer Continent by passing through Fossil Roo. When you reach the base level you will receive a World Map from Regent Cid. You can save your game by talking to Moonte and you can buy items from the man standing here. Before heading out search to the right of the doors to find a chest containing a Bandana.

==========

...Fossil Roo.....[WAL19]..

==========

Items	Ether, Fairy Earrings, Lamia's Tiara, Survival Vest
Cards	None
Enemies	Seeker Bat, Feather Circle, Abomination, Griffin, Lani (Boss) Armodullahan (Boss)

There are a couple of things you can do before heading to Qu's Marsh. You have another Kupo Nut in your inventory so you can bring it to the Moogle in Gizamaluke's Grotto. If you don't have a Kupo Nut in your inventory then just skip over the rest of this paragraph. Move past Qu's Marsh and follow the roots coming out of the ground until you come to the entrance to Gizamaluke's Grotto. Move through the Grotto until you come to the room with the bell in the middle. Move around the staircase and make your way to the middle of the room, head through the door to the right. Talk to Moguta and agree to give him the Kupo Nut to get an Elixir. Once you are finished move through the Grotto and back to the world map.

If you want you can go to Chocobo's Forest and play the Chocobo Hot and Cold mini-game. To learn more about this mini-game check out the side quests section. I would suggest that you eventually do this side quest, it leads to many powerful items. Bring Choco back to the forest and talk to Mene and ask him what the big secret is. You can pay him 60 Gil to dig around the area using Choco, you have the chance of digging up a chocograph that will lead you to a treasure chest. Read the instructions and follow Choco's lead to find the spot to dig up an item.

When you are done approach Qu's marsh, which is located directly between the Lindblum Dragon's Gate and Gizamaluke's Grotto. Move through the area, past Mogster and continue moving until you reach the frog pond. You find Quina here and h/she is still alive. The frog pond is probably full of frogs at this point, if you want to play the Frog Catching mini-game, leave the area and reenter it with Quina in your party then agree to let him/her catch frogs. When you are done exit this area by crossing the bridge and moving up into the next screen.

Climb up the steps to Quale's hut and head inside, talk to him and then leave the hut once he is finished talking. Exit this screen by moving to the screen to the top left, Quina will find the entrance to the Outer Continent. Head inside and move down the steps and into Fossil Roo. As you attempt to make your way through the tunnel you will be confronted by Armodullhallan who will begin

to chase you, maneuver your way past the swinging blades. If Zidane gets hit by one he will fall behind and possibly have to fight the demon. Try to avoid fighting him, it isn't worth it. When you reach the end of the line you will come to a hole, while Zidane is able to jump over it Armodullallan is not, he falls into the hole and the pursuit ends.

When you have made it to safety, Lani the bounty hunter will step in and try to get Dagger's Pendant.

****

Boss: Lani

Type	Human
Lvl	19
HP	5,708
MP	4,802
Steal	Ether, Gladius, Coral Sword

This battle is easy because all of Lani's attacks are directed towards Dagger. Have Quina there to use Phoenix Downs to revive Dagger when she is KO'd, you can also cast Mighty Guard if you have a spare turn. Steal from Lani with Zidane and cast Blizzara or Thundara with Vivi. You can also cast Slow with Vivi on Lani. Continue the routine of attacking and stealing until you have dealt enough damage and the battle will end.

****

When the battle is over Lani runs off, go through the passage and down the steps. Move towards the left, up the steps and approach the yellow flowers growing outside of the cave. Press X when the '!' appears above Zidane's head to pick up a flower. Move toward the cave entrance and Press X when the '!' appears, this will call the Gargant, Zidane will jump on and the Gargant will take you to the Excavation site. Head up the stairs behind you and talk to the man.

Move down the steps to the right and you can find Stiltzkin, talk to him and purchase his item combo. You can save your game with Mogki, he also has a letter from Kuppo that he will read with you. In the letter Kuppo mentions that he is hiding somewhere within this cavern. He can be found near the end of this level. Mogki also has a Mogshop open where you can purchase some healing items.

This next part is kind of confusing and it will be hard for me to explain in written form, so please bear with me. Move down from where Stiltzkin and Mogki are standing. Grab the yellow flowers and move towards the end of this platform and summon the Gargant. It will take you a new area, head down the passage and into the next screen. Open the chest to retrieve Fairy Earrings, then go back and summon the Gargant again. Now head back to the area with the moogles, go past the man, head up the stairs and go through the tunnel.

Pick up a yellow flower, move towards the end of the platform and call the gargant. Proceed to the end of the tunnel and flip the switch at the end,

then head back and call the gargant. Go up the steps, follow the path and open the treasure chest to receive an Ether. Head back to the last screen and follow the lower path until you reach the end of the path and then flip the second switch. Go back to the first screen and call the gargant from here. and you will be back in the area with the first switch. Follow the path and flip the switch again, go back and call the gargant again.

You should be back in the area with the moogles now. Move past the moogles and into the area that you had gone in before. Pick up a yellow flower and call the gargant to be taken to a new area. You can talk to the man to buy some equipment or healing items. I forgot to mention before, you should equip the Fairy Earrings that you found to someone now so that they can learn the Level Up ability. Go up the steps to the left of the man and flip the switch, head out into the next area, pick a yellow flower and call the gargant.

Follow the path and open the chest at the end to get Lamia's Tiara. Go back into the last area and call the gargant. Head back to the switch, flip it again and then go back into the last screen. Call the gargant again to be taken to a new area. Follow the path and go into the next area, climb the vines while avoiding the stone faces that shoot out water that will push you down, if you do get knocked down just move up the path and climb up the vines again. When you make it to the platform proceed through the opening. Follow the path up and talk to the man that is mining, he will let you dig around here if you give him a potion. Except his offer and he will give you his Pickaxe.

Go up and around until you come to a wall of rocks, continue mining this spot until you hear from a moogle. Once you have hit it enough the wall will crumble and Kuppo the moogle will pop out. Kuppo has a letter for you to deliver and he also has a shop that sells the same items that the last mogshop did. You can save your game and use a tent at this time. You can continue mining if you want to, just continue moving along the wall while hitting X to mine the spots and you can get some Ore. When you are done talk to the man to give him back his pickaxe. Move through this area by exiting through the bottom right of this area. Search the bottom left corner of this area to get a Survival Belt, then go back into the last area.

Go back to the area with the vines, climb all the way up and move to the left while avoiding the statues. When you get in front of the last one quickly move past it and hop onto the ledge, press the switch and then head back down. Proceed through to the next area by exiting from the bottom right of this area. Pick up a yellow flower and call the Gargant to exit Fossil Roo.

==========

...Conde Petie.....[WAL20]..

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Items	None
Cards	None
Enemies	None

You are now on the Outer Continent, you have to traverse the hills to find your way to Conde Petie. If you spin the camera you can notice it on the bridge connected to the large hill. Head north from the exit of Fossil Roo, follow along the wall of the hill until you find where the lower ground slopes up and connects to the higher. Head up the slope and follow the grass to reach Conde Petie.

As you enter Conde Petie, you will be greeted by some dwarves, after an ATE should activate. There isn't much to do here, head from the entrance of Conde Petie. Move all the way around and search the top right corner for 2700 Gil. Head through the small door way to the left, walk all the way to the end and climb up the steps. Move to the right of this area and exit, you should now be in the shop area. The dwarf tells you that the Black Mages are coming from the South-East forest, so you have to head there next.

Before leaving head back to the shop area, you can save your game by talking to Mogmatt the moogle, he also has a letter for you to deliver. You can stock up on healing items by talking to the dwarf at the counter. Pass through this area to the right and in the next room you can purchase some new equipment from the two dwarves behind the counter. You should buy an Oak Staff if you missed the chance to steal it. The two dwarves won't let you go through just yet, so instead return to the exit and pursue the black mages.

==========
...Black Mage Village.....[WAL21]..
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Items	Elixir, Gysahl Greens, Ether, Virgo Stellazzio*
Cards	None
Enemies	Zemzelett, Myconid

Move down to the lower ground, follow the trees until you get to a canyon filled with trees. Move through these trees until you get to an area that you are able to enter, press X to enter the forest. If you run into a Cactuar I suggest that you stay and fight it, they give a large amount of Exp for this point in the game. Attack with Zidane and Cast Fira on it with Vivi, Quina can also learn the 1000 needles ability from them.

If you happen to encounter the friendly ladybug creature, you can tell that it is friendly because the music changes and it will ask you for ore. Don't attack it, instead give in to it's request and give it some ore. You will get a high amount of AP, each time you encounter a friendly creature give it the item that it requests. For more information on them check out the side quests section. Once you have made it through the forest, you should find yourself in an area with two paths and a sign in the middle.

Approach the sign and read it, the sign points in two directions, labeled as 'Where there are owls' and 'Where there are no owls.' The dwarf in Conde Petie told you that they live deep in the forest, so deep that the owls don't go there. Head through the path that points towards 'Where there are no owls.' Notice that an owl flies away, and you seem to appear in the same area. Look at the sign again and follow the direction that points to 'Where there are no owls.' Always read the sign because it isn't always the same path. Eventually you should see a black mage, follow the path that you saw him in and the last owl will fly away.

When you gain control over Zidane again, move to the left and search to the right of the shop to find an Elixir. Head inside the shop and you can buy some

weapons and armor from the black mage shop keeper. Leave the shop and head to the left, you can save your game by talking to the moogle Mogryo, he also has a letter for you to deliver. Go inside the house and pick up the Gysahl Greens by searching to the right of the house. Leave this area and head back to the start. If you go through the passage in the middle you can visit the item shop. Talk to the black mage and you can buy some items, you can purchase Remedies at this shop so stock up on them if you are low.

Search by the left to find an Ether, then leave the shop, cross the bridge and head into the inn. Search by the beds to find the Virgo Stellazzio. Exit the Inn and continue following the path until you come to the Synthesis Shop, you will find Dagger in here. Talk to the mage standing in the corner to look at which items you can synth. Climb up the ladder and search near the end to find 843 Gil, a '!' will not appear above Zidane's head, just search at the end of the plank. Head back down the ladder and search behind the pillar to find a chest containing 2000 Gil.

Leave the synthesis shop and exit to the left, talk to the black mages and then go back to the Inn. Choose to rest when you are ready, watch all of the scenes and once they are finished leave the village. It is now time to head back to Conde Petie.

==========

...Mountain Path.....[WAL22]..

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Items	Phoenix Pinion, Remedy, Tent, Ether, Moonstone, Blue Stone*, Red Stone*, Kupo Nut* Yellow Stone*, Green Stone*
Cards	None
Enemies	Gnol, Ochu, Troll, Hilgigars (Boss)

Make your way through the forest, back up the hill and enter Conde Petie. Make your way to the area where you can buy weapons and armor, talk to the dwarves that are standing in the way. Go back out and search by the corner of the stairs to get a Phoenix Pinion. Go to the inn, turn left from the entrance to find it. You should see the Priest walking along the hall, talk to him and he will to you to a place to perform the ceremony.

Choose whichever option you want when prompted, what ever your choice is you will be able to pass through the twin dwarves. The second option is a little disturbing... As Zidane and Dagger are about to head towards the ceremony, a girl and a mog rush out. Head down the path and the party will come across the little girl. Once she has fallen from the branch she tells you her name is Eiko. Eiko is now a member of your party, equip the Auto-Regen ability to her that she gets from the Golem's Flute.

Head up the slope, climb the vines to reach the chest and open it to get a Remedy. Follow the path to the right until you come to a statue, examine it and take the Blue Stone. Head back to the left and climb down the vines, go to the lower level and walk all the way to the right and into the next screen. Climb up the vine that you see and go into the last screen, open the chest to get a Tent and take the Red Stone from the statue. Climb back down the vines

and continue on your way.

Proceed to the right, continue moving through the area until you run into the moogles. Talk to Stiltzkin and buy his item combo, you can save your game by talking to Suzana the moogle. You should also have a letter for her from Mogmatt back in Conde Petie. Suzana should give you a Kupo Nut for delivering the letter to her, she won't give you one if you already have one in your inventory.

Walk around the moogles and move to the left, climb up the ladder and then move across the giant root. Before going into the next area take the time to make sure that your characters are at full health and MP and that they are using good equipment. Make sure that Dagger has the Float ability, she can learn this from the Stardust Rod. Proceed across the root, when you come to the next area Zidane and the others run into an enemy, a boss battle begins.

****

Boss: Hilgigars

Type	Human
Lvl	28
HP	8,106
MP	908
Steal	Phoenix Down, Mythril Fork, Fairy Flute

Higigars uses an Earthquake attack to deal Earth damage to the entire party, negate the damage by casting Float on your party members. Have Eiko cast protect and Cura to heal the party. Cast Slow on Hilgigars with Vivi and cast Bio every turn to deal over 1000 damage to him. Same old with Zidane, alternate between stealing and fighting. Eiko and Dagger can summon Eidolons to deal a fair amount of damage.

Higigars may use Curaga to heal over 2000, just continue attacking him normally to take off the HP. If float and protect wear off just cast them again but if you are keeping your party healed it isn't really necessary.

****

When the battle is over, approach the statue and take out the Yellow Stone. Proceed to the right and follow the lower path, open the chest for an Ether and take the Green Stone from the statue. Now backtrack to the area with Suzuna the moogle, follow the path under the root and approach the statue. Place the stones and a Moonstone will come out of the back.

Proceed back up the ladder, over the root and follow the path to the right which will take you back to the world map.

==========

...Madain Sari.....[WAL23]..

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Items	Tent, Ore, Phoenix Pinion, Libra Stellazzio*, Kirman Coffee*
Cards	None

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  |---------+-------------------------------------------------------------|
  | Enemies | None                                                        |
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When you are on the World map, head straight ahead and enter the area marked with a '?', this is Madain Sari. Eiko lives here along with a bunch of moogles. After Eiko is done asking Zidane a barrage of questions, search behind the cracked portion of the fountain to find the Libra Stellazzio. Move next to the bench that Dagger is sitting on and open the chest to receive a Tent. Exit this area, talk to the moogle and Quina will appear.

Head back to the area with the fountain and an ATE will start. Give the moogles their tasks, I am not sure if it matters who you choose for the different tasks so just select anyone. Once you are back in control of Zidane head to the left to find Vivi. When they are done talking attempt to enter Eiko's house, Morrison will stop you from entering and he will take you to see the Eidolon wall, which you were denied access from by the moogle standing guard.

Follow Morrison through Madain Sari, another ATE should activate. When you are asked how many to account for, choose 11 people. When asked whether or not to add an oglop to the food, choose not to. Choose to assist the moogle who is fishing. After the ATE is over continue following Morrison to the Eidolon Wall. Moco reluctantly retires from his position so Zidane and Morrison can head inside. Zidane chooses to go back and get Dagger so she can see the wall as well, pass through the bottom right path and you will find Dagger there. Talk to her and she will join your party, then head back to the Eidolon wall.

When you are finished looking at the wall, leave Dagger behind and exit the area. Another ATE should activate, select the option to ask Quina for advice. Quina heads off to ask Vivi for help with the cooking. Once you have gained control over Zidane again, head towards Eiko's house and enter. After they are done eating, open the chest to receive an Ore, move around the table and open the one behind it to find a Phoenix Pinion. Head over to the table, grab the pot and head through the doorway that Eiko passed through.

Once you are outside talk to Eiko, talk to her a few times until she doesn't have anything else to say. Search the left corner of this area and when the '!' appears search to find Kirman Coffee. Head back into the previous room and attempt to leave, sleep when the moogle asks you. You can go back to Madain Sari and talk to Morrison, you can purchase some equipment and healing items from him. Take a look at what he has and when you are finished head back out to the world map.

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==============================================================================
...Iifa Tree.....................................................[WAL24]..
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  | Items   | Phoenix Down, Hi-Potion, Ether, Remedy, Elixir, Lamia's Flute |
  |         | Brigandine, Ruby                                            |
  |---------+-------------------------------------------------------------|
  | Cards   | None                                                        |
  |         |                                                             |
  |---------+-------------------------------------------------------------|
  | Enemies | Stroper, Myconid, Zombie, Dracozombie, Soulcage (Boss)      |
  |         |                                                             |
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On the world map, head back across to the Conde Petie Mountain Path and enter. Follow the path down the root and go back to the fork in the road, this time following the path to the left. You will appear on the world map again. To get to the Iifa Tree move straight across from the exit of Conde Petie Mountain Path. Approach the large tree that you should be able to see in the distance and enter. When you enter the Iifa tree select the 'Ask Eiko' option when prompted. Once the seal is broken, you will receive a Ruby. Proceed to the next area and follow the branch until you find Mocchi the moogle. It takes awhile to find Mocchi, but it is good experience for your characters to fight all of the battles along the way.

Talk to Mocchi to save your game, continue along the path until you reach the strange object. Have Zidane stand on the platform and it will take you down to the lower level. Follow the branches down and head into the next screen, move over the branches until you come to a ledge, you should be able to see the treasure chest. Move down and examine the area to the right, choose to push it when you are prompted and the chest will fall down. Go up and open it to find a Phoenix Down. Continue to follow the path and open the chest that you will come across to receive a Hi-Potion, then continue into the next area.

Climb down the spiral branches, go into the opening to the right to find a chest containing an Ether. Ignore the exit to this screen for now and instead continue down following the path, open the two chests to get Lamia's Flute an a Remedy. Now climb back up and follow the path at the bottom to move to the next screen. In the next area your party will get on the lift, it will take them down to the bottom of the Iifa Tree. During your trip down you will have to fight a few battles, you can cast Cura or Life on the undead enemies and they should die instantly. The fire element is also effective against the undead.

When the lift is finally at the bottom, you are now on what appears to be a giant harp. When you gain control over Zidane again, move down the two sets of steps. When you have moved down the second set search by it to open a chest and receive an Ether. Move all the way down and around the middle of the platform and search behind it when the '!' appears to find a Brigandine. Move to the left on the lower part of the platform and press x when the '!' appears.

Dash up the stairs to Dagger's aid, a boss battle with Soulcage begins.

****

Boss: Soulcage

Type	Undead
Lvl	26
HP	9,765
MP	862
Steal	Oak Staff, Magician's Cloak, Brigandine

I will start this off by revealing the extremely easy way to kill Soulcage, simply cast Life on him and he's done, that's it. If you do choose to go down that road I suggest waiting a bit so you can still steal from him with Zidane. If you don't want to beat him that way, just attack him like you normally would. Soulcage has a variety of attacks including LV 5 death which will automatically KO any party member whose level is a multiple of 5. What ever you do, do NOT cast a Fire based spell on Soulcage, this will cause him to be lit on fire and he will start dealing massive damage, making him harder to

kill.

Soulcage's attacks can be quite damaging, especially his Fire Blade attack. He also uses an attack called Mustard Bomb which will inflict a character with the Heat status effect. If this character performs an action he/she will be KO'd. Steal with Zidane as always, cast either Thundara or Blizzara with Vivi, Eiko and Dagger can cast Protect, Cura and Life if needed.

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After the battle the mist that covers the Mist Continent will part, the air will become clear. Moco interrupts the party members and brings news, Madain Sari is in trouble!

==========
...Madain Sari Part 2.....[WAL25]..
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Items	Phoenix Down, Phoenix Pinion, Elixir, Survival Vest, Exploda, Memory Earrings
Cards	None
Enemies	Scarlet Hair (Boss)

Head back to the Conde Petie Mountain Path and once again follow the trail to the right. When you are back in Madain Sari the moogles will take Eiko to back to her house. Move through Madain Sari and enter her house. Go out onto the patio, head down the stairs and inside the cabin that all of the moogles are surrounding. When Eiko leaves the cabin open the chests in the room, you should receive a Survival Vest and a Phoenix Down.

Once you are done leave this area and head towards the Eidolon Wall. The moogle on the outside can heal your party for you, then select the option to Peak inside. Lani the bounty hunter has a hold of Eiko, a moogle open the two treasure chests(you probably noticed them during your last visit to Madain Sari) and give you the Exploda and Elixir that were inside. Talk to the moogle and ask him where Mog is. She is to afraid to go inside, talk to the moogle again and select the 'Save Her' option.

Zidane gives in and is about to hand over the pendant to Lani when a mysterious man interrupts. Lani will run off and Zidane will be forced to fight the red-headed man alone.

****

Boss: Scarlet Hair

Type : Human
Lvl : 22
HP   : 8,985
MP   : 5,865
Steal: Ether, Poison Knuckles

This battle isn't too hard if you just keep Zidane's health up. Simply attack him when he is in the center, if he isn't you should use that time to heal by using a Hi-Potion. Attack him when he moves to the middle, if you want to steal with him you can, but he isn't carrying very good items.

If Zidane goes into Trance during the battle it is very easy, just use Solution 9 twice and the enemy's HP will be depleted.

****

After the battle, the red-headed man is stunned. He hands over the jewel and Zidane passes it back to Eiko. He runs away soon after, head back to Eiko's house and talk to Momatose who will allow you to rest. Go back out onto Eiko's porch and head back inside the little cabin. Eiko will choose to leave Madain Sari and she will join Zidane and his friends. You receive the Memory Earrings, when you are ready head back up the stairs and into Eiko's house. Head outside and walk by the side of the house until the '!' appears, Zidane will be able to hear Dagger singing below.

a string of scenes will take place, Dagger will try to remember her past. The moogles will bid Eiko farewell when the mysterious red-headed man appears. For some reason Zidane trusts him and asks him to join his party, his name is Amarant. You will have to choose who will go with you now, since you can only have four characters in combat at once. I chose to keep my party the same and bring Eiko, Dagger and Vivi, but you can exchange Amarant for another character if you wish.

==========
...Iifa Tree Part 2.....[WAL26]..
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Items	Aquamarine
Cards	None
Enemies	Stroper, Myconid, Mistodon

Head back to the Conde Petie Mountain Path and once again select the left trail at the split. Head back towards the Iifa Tree and enter, you should probably save at this point, since you haven't been to a save point in awhile. You can call the moogle on the world map by pressing the square button. When you enter the Iifa Tree Dagger will spot Kuja's silver dragon flying overhead. You will have the option to Change your party members again or go to the menu. Either rearrange your party members or just keep your current ones.

Proceed into the Iifa Tree and once again follow the branches until your party reaches the end. Watch the scene and eventually you will be able to choose how you want to organize your party... yet again. Select finish when you are ready, Queen Brahne will show up on her boat. Kuja will summon Mistodons, they are not very hard to kill. Once you have killed the first batch, Kuja and Brahne will continue fighting.

Dagger runs off and another Mistodon attacks. Head down the roots and continue moving, more Mistodons will appear and they will come after you. As you move down more Mistodons will chase after you until you reach the bottom. You will find Dagger and she will acquire the Aquamarine, which will allow her to summon the Eidolon Leviathan.

Watch the events and dialogue, once they are finished the second disc will come to an end.

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[FF906] \ - Walkthrough Disc Three -
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...Alexandria.....[WAL27]..
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Items	Opal, Topaz, Amethyst, Lapis Lazuli, Phoenix Pinion, Leo Stellazzio*	
Cards	Shiva, Ramuh	
Enemies	None	

Once you have gained control over Vivi, there are a few things to do in Alexandria. Head to the right, you can play an optional mini-game here by talking with the Hippo lady, agree to race against her son Hippaul to begin. The game is very simple, just press the 'Square' and 'Circle' buttons rapidly. Each time you race Hippaul he becomes better. As you race him enough and his level goes up his mother will give you items. You can check out which items can be won by looking in the "Side Quests" section of this guide. Once you receive the Athlete Queen key items there isn't any reason to continue racing him.

You can win some rare cards from this mini-game, so unless you are into the card game this isn't really important. This is your only chance to play this mini-game so play it while you can. Once you are done head back to the last screen and move all the way to the town square. Move into the alley, pass Blank and Marcus for now and head into the bell tower. Climb the ladder and ring the bell once you have reached the top, you will find the Shiva and Ramuh cards. Head back down and talk to Stiltzkin, buy his combo so he can continue his journey and talk to Kupo to save your game. You probably also have a letter for Kupo, he also received a letter delivered by Artemicion.

Now is the time to go back and talk to Blank and Marcus. When you are sure that you are finished exploring agree to see the play with them. You can go back to the square and purchase new equipment and stock up on healing items. The Synthesis shop is open, you can synth the new weapon Angel Bless for Zidane and you can also synth some other useful items. Once you have spoken with Marcus and Blank you will be taken into Ruby's theater to watch the show.

Doctor Tot will give Dagger an Opal, a Topaz, and an Amethyst. Once you gain control of Eiko, attempt to travel out of the castle. Your view eventually switches back to Zidane, head out of the pub and head towards the castle. You can go into Ruby's theater, search by the table to find 2680 Gil on the

floor. You can head back to the bell tower and talk to Kupo, Stiltzkin left him a letter that you can read. You can buy Remedies and Hi-Potions from the item shop, now is a good time to stock up on them. When you are ready go back to the town square and move up to the castle.

After the short scene is over Freya and Amarant will join your party. Search by the platform to the left to find a Phoenix Pinion. Search by the one to the right to obtain 3927 Gil. When you are done approach the boat and head to the castle. Search behind the fountain for a Lapis Lazuli, go to the area to the left and head into the room. Go through the door to the left, which was previously inaccessible and search the top right corner for the Leo Stellazzio. Leave this room and head towards the entrance to the castle.

A sequence of events will take place and eventually the party will decide to go to Treno.

==========
...Treno.....[WAL28]..
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Items	Chimera Armlet, Rebirth Ring, Ether x4, Elixir, Cachusha, Mini-Brahne*, Burman Coffee*, Scorpio Stellazzio*
Cards	None
Enemies	None

The party takes the Gargant to Treno, they eventually decide to enter the card tournament that is taking place there. Leave Doctor Tot's house and head down the spiral staircase. View the ATE "Eiko Talks Life" and then watch "How he ended up here" and choose the option for Vivi to stop by at home. Continue down the spiral staircase and view the ATE. Continue walking and head into the next area by climbing down the stairs to the left. Head down from this area to reach the card tournament arena and view the ATE. The four-armed man drops a Chimera Armlet which Eiko picks up.

You may want to continue moving to the right, enter the next area and save your game by talking to the moogle Mogrich. He may also have a letter to read from Kupo. Though the card tournament is quite easy to win, you may want to save just to avoid having to watch all of the scenes over again. Head back towards the stadium and talk to the man to the left to register. Once you are finished head inside to play the first round. The tournament is very easy, just select all of your best cards and you shouldn't have a problem winning.

When you have won the first round, two more ATEs will be activated, watch them both. First watch "Home Sweet Home" and then exit to the left and you can watch the other, "Good Old Days." When you are done head back and enter the arena for the next round. Once you have won some more ATEs will be activated. As the man at the front of the arena advised you, you should go and find a moogle to save, you only have one shot at beating the champion. Of course, the closest moogle to you is Mogrich, go find him, save your game but do not move on to the final round of the card tournament! There are still things left to do in Treno and elsewhere.

If you are not interested in completing the Morrid Coffee side quest, or if you don't have the other two coffees in your inventory, just skip over the next three paragraphs. You can still follow this if you want to obtain 30,000 Gil, which will be good for use in the Auction House. If you have been searching for the Stellazzio coins, then continue reading below.

If you chose the 'I won't force it out of you' option during the "Good Old Days" ATE, you can go to the Auction House and find Freya there, talk to her and she will join Zidane. You will need to leave Treno to do some other things, and this is a good time to have Freya learn some new abilities along the way because she is behind due to the amount of time that you didn't have access to her. The Exp isn't good but the battles will be easy so you can earn some AP that will go toward new abilities. If you encounter the friendly ghost, give him an ore and both characters will get 10 AP.

Head back to the Treno entrance and exit to the world map, head towards the south gate and enter. Use the world map if you need to, make your way through the area until you come to a split. Follow the top left path, approach the door and speak to the guard so he can lift the gate. Proceed through the gate and you will be back on the world map. Move straight until you find the Village of Dali on the world map. Enter the village and go into the mayor's house, the house next to the windmill. Check the desk for a Mini-Brahne key item and continue to check the desk until the boy says "Zzz...", then search the heater to find the Mayor's Key.

Head back outside and enter the windmill, you can climb up the ladder and open the chest to retrieve a Cachusha. Cross the plank of wood and open the other chest to get an Elixir. Go back down the ladder and open the door to the top right of the windmill, use the Mayor's Key to open it. Open the hidden chest to get 30,000 Gil, examine the treasure box when the '?' appears over Zidane's head and reach for the object under the treasure chest to obtain Burman Coffee. If you have been following my guide you should now have all three of the special coffees that Morrid had asked for. Exit Dali and enter the Observatory Mountain. Talk to Morrid and give him the coffee beans, in return for your kindness Morrid will send you the Mini-Prima Vista model. There, you got a model of a theater ship and you made an old man happy, don't you feel good?

You will not get the ship yet, Morrid will send it to you, you can see it in Lindblum later on in the game. Just to let you know before hand, this isn't an item that you carry with you in your inventory, it is just for display. It does affect your treasure hunting rank. Make your way back to the South Gate, head through the gate when the guard opens it. Before heading back to Treno, you can visit Quan's Dwelling to find the Scorpio Stellazzio. To find Quan's Dwelling, head west from Treno and move through the forest until you find the cave on the side. It is marked as '?' on the map, press X to enter. Move through the area, head down the steps and open the chest to find an Ether. Move to the corner and press X when the '!' appears, climb down and open the chest to find another Ether. You can have your HP and MP restored by touching the fountain. Search in the corner by the chest to find the Scorpio Stellazzio, just keep walking along the wall until the '!' appears. Climb back up and head through the opening, climb the ladder to get an Ether.
If you told Vivi to visit his home, if you head through the door to the right here you can find Vivi on the Patio. You can learn a little bit about his past and once he is done talking he will join your party.

Once you are back in Treno, you can go to the equipment shop, it is the shop behind Mogrich and the dog, and fight the monster. You can also purchase some new equipment, I would suggest buying Freya the Ice Lance if you haven't already while you were in Alexandria. If you want to fight the monster, it is a Catoblepas at this time, then talk to the shop keeper and ask to fight the

monster.

He has a variety of damaging attacks, he can cast Thundara to deal some damage and he also has an attack called Devil's Bell which can inflict the Petrify Status effect, which ends the battle. Make sure that Zidane has the Jelly support ability equipped! His Heave attack deals physical damage and his Earthquake ability deals Earth damage. Each time he growls he will usually cast Earthquake soon after. Keep Zidane's HP high using Hi-Potions, the Catoblepas is very fast and can deal a lot of damage so make sure that Zidane's health never gets to low. Depending on what level Zidane is at, you shouldn't have to much trouble with him, just continue healing and attacking until he is dead. His HP isn't very high and I was able to kill him with about 6 attacks. For defeating him the shop keeper will give you 15,000 Gil! This will certainly help you if you are planning to bid at the auction house.

If you have been following my guide, you probably have collected a few Stellazzios along the way. You will want to bring these to Queen Stella, you can find her house by heading to the left from the entrance and moving down the first set of steps that you come to. Move up from this area until you find her house. Talk to her and her assistant will give you a reward in exchange for one of the Stellazzios. You can receive a lot more gil for giving them to her, and this will help if you are planning to buy out the Auction House. You can search to the left of Queen Stella's house by the trees to find an Ether. You will probably want to go to the auction house now, the Dark Matter Add-On is up for bid at this point in time. This allows Dagger to summon the awesome Odin Eidolon.

To find the Auction House head up from where you can find Mogrich the moogle and you will be there. Head inside and you can bid on the items that they are auctioning off. The prices can get quite high, do not bid on the item until the auctioneer says "*Amount of gil*! Any more?" and then place your bid. The game will automatically make your bid 100 more than the previous. You should usually get the item this way for the cheapest price possible. You may have to bid on a few items until the Dark Matter is up for bidding. This is all you really want, but if you have the money you can bid on other items and sell them to the nobles on the Treno streets for more money.

You can go to the Cafe Carta, which you can find by turning left at the entrance of Treno and heading down the first set of stairs you see, and resell some of the items you purchased at the auction. You should also check out the synthesis shop and see if they have anything you are interested in.

Moving along now, head back to the card arena and finish the tournament. The champion is easy to beat, and you get an Oglop card from her. You receive a Rebirth Ring for winning the tournament. Eiko comes in with some bad news, it's time to finally leave Treno and head back to Alexandria.

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...Alexandria.....[WAL29]..

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Items	Angel Earrings
Cards	None
Enemies	Mistodon

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You will have to give orders to the Knight's of Pluto, you have to select the right men for each task. Here are the orders that you should give the Knights:

Gather Information: Blutzen and Kohel
Protect the townspeople: Weimar and Haagen
Contact Lindblum to request reinforcements: Breireicht and Laudo
Begin Preparations to fire the cannons: Mullenkedheim and Dojebon

Once you have given the orders, Beatrix will reward your performance with Angel Earrings. You will gain control over Steiner and your party will consist of both him and Beatrix. Roam the terror strikin streets of Alexandrian and battle any Mistodons that you encounter. Since you have Beatrix with you the next series of battles are not going to be hard. As you attempt to make your way down the streets more monsters will attack, they do deal a fair amount of damage so make sure that you are keeping Steiner and Beatrix's health up between battles.

Once you gain control over Dagger, head upstairs and move around the railing. Exit from the bottom, head up the stairs and go into the Queen's Room. Go into the door to the left and climb up the stairs. Climb up the spiral staircase and then climb up the long set of steps all the way to the top. Watch all of the events that transpire and once you gain control over Zidane again, head up the stairs. Exit through the bottom of the screen and head into the room to the left, talk to Mosh to save you game.

You probably remember Tantarian, you can choose to fight him again if you lost the last time. He is pretty hard, so make sure that you have spoken to Mosh and have saved your game before attempting this. If you aren't interested in fighting Tantarian, skip over the rest of this paragraph as well as the proceeding boss strategy. Head back down to the main floor and proceed through the doorway to the left. Move over to the last bookshelf in the series of them to the left of the room. Notice that book atop the shelf? Press X when the '?' appears above Zidane's head, select the Try to listen option. Before you fight him make sure that your characters have their best stuff out, or the stuff that will allow them to learn moves that they don't know.

Equip Freya with Black Belt if you have one, for the HP+20% ability, equip everyone with the Antibody ability. Make sure Zidane is using his Angel Bless if you synthed one. When you are ready challenge the voice and the battle will begin.

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 Boss: Tantarian
+-------------------------------------------------+
| Type : Demon                                    |
| Lvl  : 41                                       |
| HP   : 21,997                                   |
| MP   : 1,456                                    |
+-------------------------------------------------+
| Steal: Ether, Elixir, Silver Fork, Demon's Mail |
+-------------------------------------------------+
```

Tantarian can be quite a challenge, so you should consider your character's levels and equipment before attempting to go up against him. The rewards are worth it though, 3146 exp to each party member and 30 AP. Tantarian starts off as a book, but there is actually a monster hidden inside. The monster is

located between pages 150 and 200, so if he opens and it is between those pages you will be able to attack the monster rather then the book. You have to deal between 150-200 damage to get the book to open up on the page with the monster.

While the book is closed, it has a variety of damaging attacks, Paper Storm being the most lethal. Paper Storm deals a large amount of damage to the entire party, and it can be quite hard to recover from it. Edge deals damage to a single target, Tantarian in his book form can also cast Doom on one of your characters. When he is exposed, he can only cast Poison, that is why you should make sure that you have the Antibody ability equipped to everyone. Start off the battle by casting Reis's Wind with Freya, Freya's attacks are fairly weak at this point so she shouldn't be attacking, just have her recast Reis's Wind and White Draw if the party is in need of MP.

Make sure that you wait and see what happens before you choose to attack Tantarian, if the book opens and you had selected a weaker character to attack, that attack could cause the book to close again. The battle is quick if Zidane is in Trance, if he does achieve Trance during the battle leave him idle until the book is open to a page with the monster. You can have Amarant throw weapons at the monster when it is open, it deals a fair amount of damage. Have Vivi cast Bio each time it is his turn, and if he trances double cast Bio, it deals about 1700 damage for each cast.

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Head up the spiral staircase and follow the path that Dagger took, the door to the left, up the spiral staircase and up to the top of the castle.

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...Lindblum.....[WAL30]..
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Items	Elixir x2, Remedy, Lapis Lazuli, Egoist's Armlet, Chimera Armlet, Sagittarius Stellazzio*
Cards	None
Enemies	None

When you have gained control over Zidane once again, open the chest to your right to obtain an Egoist's Armlet. Head up the steps and open the chest next to the moogle to get an Elixir. Talk to Moodon to save your game, he should also have a letter for you to deliver. As you attempt to head down the stairs, Blank arrives. Once you are finished talking to him head out of the room, watch the ATE and then head towards the royal chamber. Take the elevator to the upper level and head up the stairs and enter the door by the two guards.

Minister Artania leads you to the conference room where your friends are waiting. Once the sequence of dialogue and ATEs is done, head back to the guest room, where Zidane woke up. After the scene in the throne room is over, Zidane sets out to look for the ingredients to turn Cid back into a human. Leave the area, ride the elevator down to the Mid Level. Exit through the top of the screen, head down the stairs to the left until you reach the Air Cab. Board

the air cab and fly to the Theater District. You may meet the Burmecians that you saved back in Burmecia, an ATE involving Freya and some Burmecian Soldiers will be activated.

The couple will introduce you to their 5 children. Once you are finished conversing with them, head down the stairs to the right. Open the chest in this room to find a Lapis Lazuli. Search by the bottom left of the screen to find the Strange Potion, only two more ingredients to go. Proceed out of this house and head down the stairs to the right. Zidane will find Cinna and the others, eventually Cinna will give Zidane the Unusual Potion. Only one more ingredient left! Head back down the stairs and enter the Hideout. Open the various chests scattered around to find 4826 Gil, 1273 Gil, and 970 Gil. If you brought Morrid the three rare coffees, he will have delivered the Mini-Prima Vista, which can be found on the top left of the room, next to the ladder. I should mention that this cannot be picked up, it's only a decoration.

Now fly to the Business District, head into the inn, up the stairs and talk to Moodon the moogle, you might have a couple of letters for him. Exit the Inn and head up into the Shopping Area. Search to the left of the bottom area to find the Sagittarius Stellazzio. Head into the house at the top and open the chests for an Elixir and a Remedy. Continue up into the next area and speak with Alice, the woman at the top of the screen wearing white. Ask her about the potion, she will search for it and give the Beautiful Potion over to you.

You can head into the Weapon and Armor shop to buy equipment as well as healing items. There are a lot of new pieces of equipment that you can buy here, so you probably want to visit the Synthesis shop to see what new items you can make. When you are ready board the air cab and fly back to the castle. Move to the Throne Room and Zidane will give the Regent the ingredients. Cid will call a meeting and you will be taken to the Conference Room. Head down to the base level and ride to the Dragon's Gate. Search behind the platform to the right to find a Remedy.

Now get back in the cart and ride to the Serpent's Gate, open the chest in the top left corner for the Chimera Armlet. Proceed through the bottom of the screen to the Harbor. Head down the docks and board the Blue Narciss. You will have the chance to select your party members. I chose to bring Freya, Vivi and Eiko along, if you want to be able to follow this guide and be able to use my advice to the fullest extent, I would suggest selecting the same party members as I did. You can still substitute certain party members for others though, it just may be difficult if you are trying to follow my boss strategies.

Study the controls of the Blue Narciss, you can press select at anytime and view them from that menu by pressing triangle if need be.

An optional thing that you can do is head to Gizamaluke's Grotto and give the Moogle Family their Kupo Nut. If you do not currently have the Kupo Nut key item in your inventory, just skip over this part, if you just want to get on with the storyline, then skip this part.

First, pilot the Blue Narciss around the top left corner of the Mist Continent, pilot it around until you see a beach that you can get off at. Head past the desert, past Burmecia and enter Gizamaluke's Grotto. Make your way to the room with the bell in the middle and go through the other door. Talk to the father Moogle and he will give you an Extension for the Kupo Nut, if you haven't given him a nut before I am not sure what he would give you. This is assuming that you have been following my guide.

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...Black Mage Village.....[WAL31]..

Items	Black Belt
Cards	None
Enemies	None

Once you are on the Blue Narciss, pilot the ship towards the Outer Continent, move over to the western side and continue moving until you see a beach that you can disembark on. You should be able to see Conde Petie in the distance from this beach. Disembark on the beach and begin heading towards Black Mage Village, head around the hill until you see the forest, move through it and enter the village.

When your party steps foot in Black Mage Village, they will see that it appears to be deserted. Start of by heading straight, go into the door to the right and climb up the ladder behind the counter. Jump up onto the bed and hit the chest to retrieve a Black Belt. Once you are done exit the item shop and head to the left towards the cemetery. When you enter you will find Vivi and a Black Mage that stayed behind. Vivi runs off to see the others that stayed behind, follow him to the Chocobo house. Head back to the central area and move up to the right.

Vivi heads inside, follow him. After the scene Mr.288 will tell you about Kuja's secret palace, located in the desert. Leave the town and board the Blue Narciss once again.

...Desert.....[WAL32]..

Items	None
Cards	None
Enemies	Antlion, Goblin Mage, Griffin, Troll, Ogre, Grimlock

Once you are onboard the Blue Narciss again, pilot it around the Outer Continent until you can see the sand in the distance. Get off in the beach and move towards the sand. The desert is located on the eastern side of the Outer Continent, so if you are having trouble finding it just continue piloting the Blue Narciss along the outside of the continent until you can see some prominent sand around the area. When you step on the sand you should be able to see four swirling holes of sand.

You can go to them and if you press x you will either have to fight an Antlion or you will be taken to Kuja's Desert Palace. You do not want to have to battle an Antlion, they can be quite tough. Their Sandstorm attacks deals a large amount of damage to the entire party as well as inflicts the Darkness status ailment, causing your characters physical attacks to be less accurate. You may want to call Moguo the moogle and save your game before attempting to enter Kuja's Palace, those Antlions could be brutal.

To determine which hole leads to Kuja's Desert Palace, look into the center of each of them, a puff of sand sometimes spews out. Each time you see this it means that the hole in question contains a battle with an Antlion. Look for the one without a puff of sand and enter it to be taken to Kuja's Palace. Zidane wakes up in a prison cell, you have no choice but to follow Kuja's orders.

Head down the walkway until you reach the two Black Mages, they will send Zidane to Kuja. Kuja wants Zidane to bring him back the Gulug Stone from Oeilvert on the Forgotten Continent. The place doesn't allow anyone to cast magic, Kuja allows you to select three other party members to go along with you. My party consisted of Zidane, Freya, Amarant and Quina. I always like to leave Steiner behind for this part. You can bring along anyone you like, but just make sure that you do not select a magic dependant character such as Vivi. Quina is just there to heal and s/he can learn some new Blue Magic abilities. Zidane, Freya and Amarant are going to be the damage dealers.

You will appear on the dock with your party members. You have to make your way to the Hilda Garde 1, the airship that will be taking you to Oeilvert. Make your way up the stairs to the right and head across the walkway. If you want you can stay here and have a few battles to raise your party member's levels since the enemies are quite good in the exp department. Keep in mind that you don't have the ability to heal your party members using magic at this time. Head down the stairs and head up the ramp to board the airship.

The ship sets out towards the Forgotten Continent, when it lands you will disembark automatically. You can't get back on the airship, but if you approach it and press X, Zorn will sell you some healing items. Be sure to stock up on them. If you press select you can bring up the world map. Notice the white dot on the part of the map that is the Forgotten Continent, that is Oeilvert. Head towards that direction, you can have the mini-map up so you can see where you are headed. You can also train your characters around here if you want to, since there is an item shop on the airship you needn't worry about running out of supplies.

Continue heading south, move through the canyon. Refer to the World map if you are having trouble finding your way. It is on the western side of the continent so make sure that you are moving to the south west, while you are moving through the canyon keep and eye out for any turns to the west. You should eventually have to pass through a spiral canyon that will lead you to Oeilvert. Remember that you can call the moogle on the world map to save your game or use a tent if you need to.

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================================================================================
...Oeilvert.....................................................[WAL33]..
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  | Items   | Elixir, Rising Sun, Diamond Sword, Power Vest, Shield Armor,  |
  |         | Feather Boots, Gaia Gear                                      |
  |---------+---------------------------------------------------------------|
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Cards	None
Enemies	Ogre, Epitaph, Garuda, Ark (Boss)

When you enter talk to Mimoza, she should have a letter for you to deliver. You can also purchase items from Mimoza, she has some new equipment up for sale. Make sure to buy Freya the Trident, don't buy the Diamond Sword for Steiner because you can find it somewhere within Oeilvert. Move up from this screen and proceed into the next area. The next area is the entrance to Oeilvert, the door opens by itself, allowing the party to step inside.

Approach the chest in the top right corner and open it to receive a Remedy, go up the steps and open the chest to the right to get a Rising Sun. Head into the room through the doorway to the left, open the chest to get an Elixir. Approach the object in the middle of this room and examine it when the '!' appears. It will change from a blue to a red colour. Now head back into the last room, go down the stairs and go through the door to the left.

If you run into the Epitaph enemy, make sure that you let it use the Mirror spell three times. It will make a copy of one of your characters, and if that character is identical to one in your party your version of the character will KO. If you kill the Epitaph and his three clones your entire party will receive 7434 Exp! Be cautious, they can also inflict the petrify status effect, so make sure that you use a soft on the affected character soon after because it will usually follow it up with Break.

Back to the game, as you attempt to move around the circle in the middle of the room an event will be triggered. Continue moving around the circle and open the chest to get Shield Armor. Head over to the bottom right corner and open the chest to get a Diamond Sword. Proceed through the path to the bottom left, head over to the bottom right and open the chest to obtain a Power Vest. Go up the stairs to the right and open the chest to find Feather Boots. Examine the object to the left first, then move down and examine the one to the right, head down the stairs and examine the one to the right and then the last one. Go through the path to the right. Stiltzkin is here, talk to him and buy his item combo. Head back to the last room, head up the stairs and move up the steps to the left.

Follow the path down the walkway, examine the chrome sphere and watch the event that is triggered. Continue moving along the walkway and when you emerge into the next room head through the blue doorway. After the faces are finished talking, head back into the main room and head through the path to the right. Talk to Mooel, you probably have a letter from Mimoza to him. If you don't currently have a Kupo Nut in your inventory, he will give you one as thanks for delivering the letter. You should use a Tent at this time, you have a boss battle coming up soon.

Move around the circle imprinted in the ground and watch the event that takes place. Approach the chest above and open it for Gaia Gear. Proceed into the room to the right. Step onto the platform and press X when the '!' appears. Before proceeding, make sure that all of your characters have the Clear Headed ability equipped, also equip the Bird Killer ability to the characters that know it. Approach the object and examine it, the Gulug stone will be revealed. Zidane attempts to take it but he cannot, a boss battle begins.

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Boss: Ark

Type	Flying
Lvl	38
HP	20,002
MP	1,374
Steal	Elixir, Power Vest, Holy Lance

Ark is a rather easy enemy, with the Clear Headed ability equipped the difficulty is reduced. Ark casts Propeller Wind which inflicts the Confuse status effect on the entire party. Photon will take a single targets HP down to 1. Have Freya cast Reis's Wind on the party, for the rest of her turns you can have her either Jump or attack normally. Have Amarant throw any duplicate items that you have, if you bought a Diamond Sword by accident and you found one in Oeilvert if you throw it with Amarant it deals a good amount of damage.

Quina can't really do much without his/her Blue Magic abilities, so just have him/her use Hi-Potions to heal the other party members. This is good along with Reis's Wind to help a character recover from Photon. For Zidane just steal from him, make sure that you get the Holy Lance! This is a very good weapon for Freya, it makes her very powerful for this point in the game.

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Once the battle is over approach the Gulug Stone and press X. Zidane will hop up onto the platform and take the stone.

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...Desert Palace.....[WAL34]..

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Items	Elixir, Rising Sun, Diamond Sword, Power Vest, Shield Armor, Feather Boots, Gaia Gear
Cards	None
Enemies	Ogre, Grimlock, Drakan, Torama, Valia Pira (Boss)

Once you gain control of Regent Cid, hop down the walkway and head into the room to the right. You have six minutes to get to the hourglass and flip it over. You have to reach the key that is hanging on the monster's cage. This isn't a hard task but you do have to be cautious. If you are caught moving when the monster is facing you, you will have to start over from the beginning. While the monster has his back turned, tap the circle button to move the Regent slightly closer to his goal. Keep your eyes on the monster, don't look at Regent Cid, just wait until the monster turns around and then stop tapping circle.

When the monster's back is turned, do not just mash the circle button, you have to be cautious, tap it slightly to give yourself the time to react if he turns around. Once you have obtained the Hourglass Key, Cid will hop over to the scale. You have to place the right weights on the scale so that Cid can jump

up and reach the hourglass, if you fail to both do this and get the key in time you will get another chance. First, examine the weights, then select the option to put weights on the scales. Select to put Clay, Stone and Iron.

Climb up onto the scale and Cid will reach the hourglass. Your characters will be released from their cells. You will gain control of Eiko eventually, head into the room to the right and talk to Mojito the moogle. He should have a letter he wants you to deliver. He also has a mogshop, and you can stock up on healing items here, though you don't really need them since you should have the two healers in your party. Leave this room and proceed through to the area to the left. Head up the stairs, in the next room move over to the statue to the left and examine it. Inspect the bloodstone on the right and you will receive the Promist Ring.

Proceed up the stairs, run to the right and attempt to leave the room to the left, a staircase will appear. Climb up the staircase and light the candles to the right, then head back down. Head to the right and open the chest to get Fairy Earrings. Continue heading through this area to the left, head up the staircase. Light the three golden objects in the first area, head through the newly opened path. When you have reached the other side, light the bottom left object, head back to the left side and light the two objects by the stairs. Move over to the right side and light the remaining objects. Head down to the bottom and light the object in the middle. Examine the bloodstone to get an Anklet.

Move back over to the right side and proceed through the door on the side. Light the candle by the second angel statue and then examine the bloodstone to get Shield Armor. Move to the end of the walkway and head up the stairs that are in front of it. Light the candle in front of you, continue moving along the path and head into the next area. Light the candle on the far left, head up the stairs and light the candle to the far left. Examine the bloodstone to retrieve a N-Kai Armlet, then head back to the last room.

Go down the step and move back to the center. Head up the steps that lead to the middle level and light the candle to the far right. Head through the new doorway, move up the steps and light the candles, then continue heading up the steps and light the next set of candles. Head back to the last room and move down to the center. Light the candle to the right on the bottom level and go through the doorway. Light the set of candles and then head back into the last room. Head through the newly accessible passage to the left. Talk to Mogsam, you should have a letter for him. Save your game and use a tent if needed.

Continue on to the left and light the two candles next to the statue. Examine the bloodstone for a Black Hood. Now go through the door and head to the other side. Light the candles by the statue, don't forget the one to the far left, and examine the bloodstone for a Venetia Shield. Examine the candle to the left of the angel statue on the left side, then head to the other side and examine the candle to the left of the demon statue. A staircase appears once the candles have been extinguished. Move up the staircase and examine the set of candles at the end, A boss battle begins.

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Boss: Valia Pira

Type	Flying
Lvl	36
HP	12,119
MP	9,999

| Steal: None |
+---+

At the beginning of the battle the Valia Pira will attempt to enhance its powers. Depending on the number of bloodstones that you examined, the Valia Pira may not be able to enhance certain functions. If you found all of the bloodstones(if you have been following this section, then that means that you have) then the Valia Pira will not be able to enhance its abilities and this will be a very easy battle because of this. Valia Pira will still cast some spells, he casts all of the elemental spells of the aga variety. They only hit single targets and they are not that lethal.

For this battle my party was made up of Steiner, Dagger, Eiko and Vivi. I will give the strategy that I used with these characters. Have Steiner attack each turn using Water Sword, Vivi can cast Water when it is his turn. Eiko and Dagger can heal the other characters and they can also summon to deal some damage. When Valia Pira casts reflect on itself refrain from using magic attacks with Vivi and just attack with Steiner or summon with Eiko and Dagger.

It doesn't have a lot of HP, so this battle should end fairly quickly.

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Proceed to light the set of candles, move down to the glowing circle and press X. Meanwhile... Zidane and the others have just arrived back from Oeilvert on the Hilda Garde 1. Head back to the teleporter, step onto it and press X. Zidane heads into Kuja's room by himself. Watch the scene and then you will have a chance to select your current party. I chose to take Freya, Vivi and Amarant along, but you can select whomever you'd like. Keep in mind that in Dagger's current state, she isn't very helpful. She is frequently unable to concentrate thus leading to your commands failing.

Search by the books near the bottom left to receive a Namingway Card. Exit this room and move onto the teleporter to the left, press X to teleport. Make your way back towards the Hilda Garde 1, Kuja has already taken it and fled the palace. Head through the passage to the left, flip the switch to the right the platform to unravel the ladder. Move down the trail, your view will switch to the world map where you will see the Blue Narciss chasing the Hilda Garde 1.

You will have the chance to select your party once again, I suggest staying the same characters that I mentioned above.

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...Esto Gaza.....[WAL35]..
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Items	Wing Edge
Cards	None
Enemies	Garud

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O-~-O

Once you are on the shores of the Forgotten Continent, head towards the west. You should be able to see the citadel in the distance, use the mini-map if you are having trouble finding the right direction. Approach Esto Gaza and press X to enter. When you enter approach the citadel in the background and enter. Once the Bishop is finished talking head to the right. Talk to the shopkeeper to look at what he is selling. There is a lot of good equipment in this shop, make sure to stock up on them while you have the chance! Keep in mind that once you get to Disc 4 you will not be able to return here.

Make sure that you buy the Octagon Rod for Vivi, this will teach him all of the aga spells: Thundaga, Blizzaga and Firaga. The new lance for Freya is weaker if you managed to snatch the Holy Lance from Ark, it teaches the Six Dragons ability which isn't very reliable. Once you are done viewing the items move around the shop from left to right and search by the right side of the desk to find a Wing Edge for Amarant. Exit this area and head back to the previous room. Proceed up the steps, talk to Mogrika to save your game, she has received a letter from Artemicion, Read it with her and then speak with her again, she has a letter for you to deliver.

Proceed through to the right, follow the path to enter Mount Gulug.

==========

...Mount Gulug.....[WAL36]..

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Items	Ether, Elixir, Wing Edge, Red Hat, Golden Hairpin, Gaia Gear, Demon's Mail, Ribbon
Cards	None
Enemies	Grenade, Red Vepal, Wraith, Worm Hydra, Red Dragon, Meltigemini (Boss)

Go into the house to the left, Climb up the ladder and search for an Ether, climb back down and search in the bottom right corner to get 9693 Gil. Continue heading to the left, climb down the ladder that you come to and search in the top right corner of the platform to find a Red Hat. You cannot go any further, so climb back up the ladder and head back outside. Go into the house to the right this time. Continue moving to the right until you come to a rope, move to the right side of the platform and press X when the '!' appears. Follow the trail and enter through the opening, follow to the end of the path until you come to a chest, open it to find a Golden Hairpin.

Head back to the last area and climb down the rope. Do not touch the lever just yet, head to the right of the well, talk to Moolan the moogle to save your game and you should also have a letter from Mogrika to him. Moolan also has a letter for you to deliver to Mogtaka. Search the bottom right corner of this area for a Wing Edge, then proceed to the right. Move up the steps around the houses and head outside. Move down the walkway and search for Gaia Gear.

Attempt to go back to the well, you will encounter a couple of Red Dragons. They are not that hard, but they do a lot of attacks that target the whole party, such as Twister. You can cast Reis's Wind if they are dealing too much damage, cast Water on both of them with Vivi, Amarant and Zidane can just attack normally. If Amarant has Add Status support ability equipped as well

as his Scissor Fangs, he has a chance of inflicting the Virus status effect on them. Continue your way back to the well, head to the left side of it this time.

Head into the house and search the bottom right for a chest, open it to find Demon's Mail. Exit this house and go through the opening next to it. Climb up the stairs and talk to Mogtaka, you probably have a letter from Moolan for him. Save your game and continue up the stairs. Head into the house to the right, another Red Dragon will attack you. Once it has been dealt with open the chest in this room to obtain an Elixir. Make your way back to the well, examine the lever on the right. Select the option to pull it down three times. Head towards the opening on the well and hop onto the rope, slide down to the bottom.

More Red Dragons will attack you, once they have been dealt with head through the newly created opening. Zorn and Thorn can be seen attempting to extract the Eidolons from Eiko. Watch the event and eventually a battle with Zorn and Thorn will begin. Eiko uses Terra Homing and completely owns Zorn and Thorn with one hit. Eiko receives the Mog's Ribbon, which allows her to summon the Madeen eidolon. Soon after, a boss battle begins.

****

Boss: Meltigemini

Type	Demon
Lvl	42
HP	24,348
MP	1,570
Steal	Vaccine, Golden Hairpin, Demon's Vest

This isn't a very difficult battle, Eiko will replace Vivi if you had him in your party. Start off the battle by casting Reis's Wind, then just continue attacking normally with Freya. Zidane can steal from Meltigemini, steal until you obtain the Demon's Vest. Amarant can throw his Wing Edges to deal a lot of damage. Eiko can cast Cura and other healing spells on the other characters.

Meltigemini likes to inflict status effects, Bio induces the Poison status effect. He also has an attack called Viral Smoke, which inflicts the Virus Status effect on the entire party, use Vaccines to remedy this. If one of your characters is still infected with the virus at the battle's end, they won't receive any AP, and Meltigemini gives a good amount of it.

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Watch all of the events and dialogue that take place. You will eventually appear in Lindblum.

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...Hilda Garde 3.....[WAL37]..

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Items	Tent, Elixir x2, Garnet, Sapphire, Topaz, Peridot, Opal, Running Shoes
Cards	Alexandria, Elixir

| Enemies | None |
| | |

Climb up the stairs and talk with Mogki, he has a letter for you to deliver. Save your game and head out of this room. Head to the left, down the stairs and ride the elevator to the Upper Level. Make your way to the conference room, Hilda will discuss Kuja's plan with the party. Zidane and the others plan to go to Ipsen's Castle, which is located on the Forgotten Continent. What the sequence of dialogue and events, eventually Beatrix will give Zidane a Garnet.

Eventually Zidane and his friends will be onboard the Hilda Garde 3. You will get the chance to form your party. I selected Freya, Vivi and Eiko, but choose whomever you'd like to. Once you are on the World map a list of controls for the airship is displayed. Take note of them, if you need a reference press select to open up the world map and then press Triangle to display the list again. Before you head off to Ipsen's Castle, there is a large list of optional things that you can do now that you have access to the airship. If you are not interested, feel free to skip to the Ipsen's Castle section, if you are interested, then read on. I suggest doing these, because they will benefit you with new items.

The first stop is Alexandria, there are a few optional items that can be found within the ruined city. Fly to Alexandria, if you can't find it open up the Large world map and press X on the white dot that is labeled as Alexandria, the ship will automatically take you there. Land outside of Alexandria and press circle to disembark, enter the city by pressing X. When you enter the town move to the left and search when the '!' appears to find a Sapphire. Proceed to the next screen and search the rubble to the left to find an Ether. Continue into the town square, talk to the little girl who is running around this area to receive an Alexandria Card. Head into the Alley and you can speak with the Synthesist and synth some items. Head into the bell tower area, you can talk with the little girls to play the jump rope mini-game if you have Vivi or Eiko in your party. Head out and search to the right of the bell tower to obtain a Tent.

Now head back to the square and move to the castle. Search by the stairs to the left to obtain a Topaz, search by the stairs to the right to obtain 4832 Gil. Ride the boat to the castle, head up the steps and around to the right, search to find a Peridot. Head down to the bottom left and search for an Opal. That's it for Alexandria, it's time to head back to the Hilda Garde 3. Board the ship and this time fly towards the South Gate. Head towards the airship gate and fly below it, land next to this south gate entrance. Enter and speak with Mosco the moogle to save your game. Open the chest to his left to obtain an Elixir. Head up to the gate and open the chest to the left of the door to get 3206 Gil. Open the chest to the right of the gate to find another Elixir.

Head out of this area and board the airship again. Fly up to the airship gate and land there, head through this South Gate entrance. Talk to the guards and they will let you through the gate. Head towards the ladder, climb up it and open the chest to retrieve an Elixir Card. Head back towards the ship and board it once again. You can do a few side quests from here, now is a good time to do the Chocobo Hot and Cold game and get it out of the way. You can always do it later, or even skip it completely, but I would suggest doing it eventually because it yields many cool items and also opens up other side quests. To learn more about Chocobo Hot and Cold check out the Side Quests section of this guide.

Go back to Quan's Dwelling, but first make sure that you have both Vivi and

Quina in the same party. Press Triangle to go back to the ship, talk to the male crew member to change your party. Land the airship outside of the Quan's dwelling entrance and step inside. Move through the area until you reach the next room. Watch the little scene that takes place, then move towards the clock and examine it to receive Running Shoes.

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...Daguerreo.....[WAL38]..

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Items	Elixir x2, Rank S Award*, Capricorn Stellazzio*
Cards	Flare, Meteor
Enemies	None

Another optional place that you can visit is Daguerreo, I recommend taking the trip here because there are good items to be found. Daguerreo is located on on an island, head south west from the Forgotten Continent and fly around until you see a cave with two waterfalls. This is Daguerreo, disembark and venture inside. Once you are inside, continue moving and exit at the first right turn that you can make. Search around here for the Capricorn Stellazzio. If you examine the statue in the middle of the first area, you can place ore here to receive Aquamarines. Every 5 ores nets you one.

Proceed into the room to the right, here you can speak with the Four-Armed Man and he will tell you what your Treasure Hunting Rank is. If you have managed to obtain the highest treasure hunting rank(S), the man will run out of the room. Follow him out and you can talk to him at the entrance. He will give you the Rank S Award and he will tell you his real name! He isn't such a bad guy after all. Your treasure hunter ranking is dependant on the amount amount of treasures that you have found up to that point, including the ones in the Chocobo Hot and Cold side quest.

Travel back into the room to the right and stand on the platform. Talk to Noggy and he will let you save your game. Talk to the man behind the counter and you can Synthesis some items, including Zidane's Sargatanas weapon. I suggest making that one. You can also make Thief Gloves, which teach Zidane the Master Thief support ability. Unfortunately, you will have to sacrifice your new Sargatanas in order to make it. Proceed to the right, talk to the man and woman who are arguing. If you agree with the man each time, he will give you a Flare Card. If you agree with the woman each time, she will give you a Meteor Card. You can speak with the woman to buy some medicinal items.

Approach the strange block to the left and activate it. Talk to the man to the left who is looking for a book. If you searched by the book pile to the right of the walkway, Zidane will tell him where it is. If you haven't head over there now and find it and then speak with him again. He will move out of the way, move behind the bookcase and press X when the '?' appears. Zidane will climb down the ladder and you will appear on the middle level. If you talk to the man on the left, if you have the Namingway Card in your inventory, he will allow you to change one of your character's names. If you search by the right of this area, you can find an Elixir, head to the left of this level and search

for another one.

Head out to the left and talk to the Weapon smith. He can't sell you anything yet, you have to help him out first. Go back to the entrance and follow the path to the left. You can talk with Oracle Kildea here, remember her from Cleyra? Anyway, continue searching this room, notice the three lifts and the levers to the right. Approach the levers and lower the left one until it is at the lowest it can go. Head over to the lift on the far left and examine it, approach the staff to the right of the levers. Zidane will take it and put it it in the hole. Head to the levers again and lower the left farthest to the right until it cannot be lowered anymore. Examine the platform and it will take Zidane to the second level. Now the weapon smith will sell you equipment!

He has a lot of good stuff, including another Zorlin Shape, this way you can forge a Sargatanas again if you made the thief gloves. He also has a new lance for Freya, a new set of armor for either her or Steiner as well. Vivi's Octagon Rod which teaches him the aga spells, get this while you can!

Once you are finished in here, it's time to get back to the main storyline. You can do some training outside if you want, the Grand Dragons offer 8802 exp to each of your party members with a successful kill. Be wary, they are quite strong. Beware the Gimme Cat, don't give him a diamond!

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================================================================================
...Ipsen's Castle.....................................................[WAL39]..
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Items	Dagger, Cat's Claws, Javelin, Broadsword, Rod, Barette, Maiden Prayer, Air Racket, Golem's Flute, Ancient Aroma, Fork, Mage Staff, Aquarius Stellazzio*
Cards	None
Enemies	Agares, Gargoyle, Cereberus, Veteran, Tonberry, Taharka(Boss)

Ipsen's Castle is marked on the map, it is on the northern region. of the Forgotten Continent. You can press select while in the airship, move the cursor and hover it over Ipsen's Castle on the world map. Press X and choose to go to Ipsen's Castle. The airship will take you there automatically! Land on the green patch just outside of Ipsen's Castle and then head inside. A short scene plays, Amarant decides to ditch the party and go in by himself, his reasoning is that working alone is more efficient than working in a team. Whatever... Whether you choose to let him go or not, he's going. You will then have the chance to set up your party. My party consisted of Zidane, Freya, Vivi and Eiko.

Before going inside, go into your menu and equip each of your characters with the weakest weapons in your inventory, the weaker the better! You might still have all of your old weapons, if not you can find the weakest weapons possible within Ipsen's Castle. When you are finished climb up the steps and head through the entrance. Move over to the left and search by the pillar for a chest containing a Dagger. Search over to the right by the pillars to find another chest, this one contains the Aquarius Stellazzio. Continue onwards, talk to Kumool to save your game, you may have a letter for him as well. He also has a Mogshop, note that he sells Vaccines. Stock up on them because they

are quite hard to come by.

Head through the pillars to the left and follow the path to the end, open the chest to obtain Cat's Claws. Approach to the pole to the right and slide down. Make your way to the ladder on the top left side of this room. Climb up to the top and follow the path to the door, proceed through it. Make your way into the next room, continue climbing the ladder until a '?' appears, then choose to jump off of the ladder to the left. Open the chest containing the Javelin, go back to the ladder and this time select to jump off to the right. Follow the path and open the chest at the end to obtain a Broadsword. Return to the ladder, climb down to the bottom. Follow the path up the stairs and jump onto the ladder. While climbing, choose to jump off when the '?' appears. Follow to the end of this past and open the chest to retrieve a Rod.

Return to the ladder, climb up to the very top, Zidane will hop off onto the balcony. Proceed through here, move down the steps and examine the wall to the right. Press X when the '?' appears. First select Examine, then Push, then Pound, then Think, Push again, Try something drastic, and finally Rest. Head to the right, open the chest to find a Barette. Return to the last room, head back up the steps and step onto the platform. In this room you will find Amarant, once he is gone approach the wall and remove the four mirrors. You will obtain the Wind Mirror, Water Mirror, Fire Mirror and the Earth Mirror. Attempt to leave the room, your party members will have a short chat, suddenly a boss battle ensues.

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 Boss: Taharka

Type	Flying
Lvl	46
HP	29,186
MP	1,176
Steal	Elixir, Mythril Claws, Orichalcon

This is an easy battle. He doesn't deal much damage, he uses some physical attacks and either Thundaga or Blizzaga. He will be down quite easily if your characters know some decent abilities. If Vivi knows Flare cast that, if Eiko has learnt Holy or can summon Madeen use that. Have Freya and Zidane just attack normally, Zidane should steal from him as with most of the bosses. Stealing is made much easier if Zidane has the Master Thief support ability equipped.

Just continue pummeling Taharka with spells and attacks, he will be down in no time.

****

Leave this room, head all the way back to the floor with Kumool the moogle. The trap doors are activated when you reach the top. Move around the floor the top left section, you should be able to see the trap door slightly, stand over it and Zidane will fall down to the level below. Open the chest to retrieve Maiden Prayer. Climb back up the pole, when moving around this area watch out for more trap doors, none of the other ones lead to treasure. Exit this area and go back to the first room. Take the stairs in beneath the balcony, follow the path until you reach the room with the pole. Run to the left and open the chest in the corner to the left to find an Air Racket.

Stand on the platform with the pole and it will take you down to the next

level. Open the chest to the left to retrieve a Golem's Flute. Move the two pots between the three platforms in a counter clockwise direction. When you hear the voice, place them on the two platforms on both sides of the sword. Pick up the pot to receive Ancient Aroma. Now it's time to leave Ipsen's Castle, so head back to the entrance. Before leaving you can climb the pole in the room with the moogle, open the two chests on the platform to find a Fork and a Mage Staff.

When Zidane and the others arrive back outside, Dagger informs him that Amarant hasn't come out of the castle yet. Zidane chooses to head inside to look for him, try to avoid the battles in here if you can. Return to the room containing Kumool the moogle, slide down the pole and into the area below. Amarant is in here, attempt to move down to the bottom of this area, Zidane finds Amarant. Return to the entrance of Ipsen's Castle, Zidane will go over the objects that were found within the castle. Don't forget to switch back to your powerful items when you have the chance!

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...The Four Shrines.....[WAL40]..
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Items	None
Cards	None
Enemies	Earth Guardian (Boss)

The party must now split into pairs and conquer each of the four shrines at the same time. You will have the chance to select your party, though it hardly matters who you choose at this point. The first stop is the Water Shrine, you need to drop off Eiko and Dagger. Fly over the Forgotten Continent, it is located east from Ipsen's Castle, it is in the water. Locate the swirling vortex and press circle to drop of the duo.

Freya and Amarant are going for the Fire Shrine. Fly over the Lost Continent and head north from Esto Gaza. Search the mountains for a volcano, this is the Fire Shrine. Press circle to drop Freya and Amarant off.

Vivi and Steiner are going to the Wind Shrine. Fly to the Forgotten Continent and fly south west from Oeilvert. Search within the canyons to find the Wind Shrine.

Lastly, Zidane and Quina are headed for the Earth Shrine. Yeah, you've gotta take Quina with you! If you have been teaching him/her some Blue Magic spells, s/he isn't totally useless, Mighty Guard will be useful for this next area. The Earth Shrine is located on the Outer Continent, fly around the eastern region until you come to a place where the ground is shaking, you should be able to spot the shrine on the ground.

Remember to reequip Zidane and Quina, if you have Feather Boots equip these to Zidane for now. If you have a second pair or Gaia Gear equip these to Quina. Follow the path and head into the next room. As you attempt to make your way down this hall, the ground begins to shake. Press X when the '!' appears to

jump over the platforms. Follow Quina up to the altar and place the Mirror. A string of scenes will take place, each one showing the progress of your other companions. You're going to have to battle the Earth Guardian, the other characters will handle the guardians on their own.

****

Boss: Earth Guardian

Type	Demon
Lvl	54
HP	20,756
MP	2,234
Steal	Avenger, Rubber Suit

This isn't a terribly hard battle, if Quina and Zidane are wearing a piece of equipment that absorbs Earth elemental attacks it is much easier. If Zidane is at a decent level and Quina knows a few good Blue Magic abilities, you shouldn't have a problem with this boss. Make sure to steal the two items he holds, this is made much easier if Zidane has the Master Thief ability equipped. Have Quina cast Mighty Guard if you have it, and also cast White Wind if the party needs healing.

Have Zidane steal and then start attacking physically, if Zidane reaches Trance perform Grand Lethal a couple of times to end the battle. If Quina achieves Trance, you can use the Cook command to eat this boss. Quina can learn Earth Shake from him.

****

All of the other characters made it past their shrine's Guardians as well. The party decides to head to the Shimmering Island next, you can use this chance to complete some Side Quests if you want, or you can just continue on with the story. It's really up to you.

You probably have some more of the Stellazzio coins, if you have been taking the ones I have been pointing out throughout this guide. Return to Treno and speak with Queen Stella to give her the coins. You can get a ton of Gil and some cool items.

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...Terra.....[WAL41]..

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Items	Remedy, Elixir, Coronet, Dragon Wrist, Mythril Racket, Demon's Vest, Minerva's Plate
Cards	None
Enemies	Hecteyes, Mover, Ring Leader, Malboro

Fly to the Shimmering Island, near Esto Gaza on the Lost Continent. Fly over the water and over the islands to find the Shimmering Island. Press circle to

enter while hovering over it. You can choose to continue moving forward or to pull back for now. Consider this decision while keeping this in mind: While on the fourth disc, you won't be able to visit all of the locations on the map. You may want to visit Esto Gaza and buy some stuff from the shop because once on disc 4 it is blocked off. Select the option to continue moving forward once you are sure that you are ready.

Zidane and the others meet Garland in Terra. After the brief scene you will be able to select your party members. Follow the path to the right to enter the next area. Head down the steps to the left once the blonde girl runs away. Hop onto the platforms and open the chest to obtain a Coronet. Jump back onto the previous platform and proceed to the end of the path. Open the chest to receive a Dragon Wrist. Return to the main path and follow the path that the girl took. Open the chest on the left to obtain an Elixir. Remember that your previous party members may still have their weapons from Ipsen's Castle equipped.

Cross the bridge and continue following the blond haired girl. Move to the end of this area and climb down the web. Move behind the web and climb down the one to the right of it, open the chest to find a Remedy. Climb back up the web and continue moving to the left. Jump over the ladder webbing and open the obstructed chest to retrieve a Mythril Racket. Hop back over the web and climb down the webbing. Open the chest that is below to find a Demon's Vest. Approach the Mysterious Girl, continue following the girl. Cross the bridge and climb up the first set of stairs. Move to the left and maneuver yourself around the bend. Open the chest at the end to find a Minerva's Plate. You can use the 'Here' icon by pressing the select button.

Continue walking up the steps, you will then find yourself in Bran Bal.

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================================================================================
...Bran Bal.....................................................[WAL42]..
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Items	Elixir, Wing Edge, Flash Hat, Angel Earrings
Cards	None
Enemies	None

Once you have gained control over Zidane again, take the path to the left. Head to the left and move next to the staircase. Move to the left in this area and press X when the '!' appears. Zidane will hop onto a platform with a chest that contains a Flash Hat. Open the chest and head back to the last area. Search by the pond near the top to find Angel Earrings. The inn is right behind the person standing by the pond. Head inside and Zidane goes to get Garnet. Zidane and the others discuss the mysterious red eye.

When Zidane leaves the inn, head back inside. Open the chest next to Steiner to obtain an Elixir. You can talk to Freya if you want to rest. Return back outside and go into the door way to the right of the Inn. Move through this room and enter the second doorway on the right. Once you are back outside move to the right and go inside the small door. Open the chest in this room to find a Wing Edge. Free Moorock the moogle from the basket, he has a letter for you

to deliver to Mozme. He also has a Mogshop open, if you missed the chance of stealing Zidane's Orichalcon from Taharka, buy this weapon now. He's also got some new armor for either Freya or Steiner.

Return to the room with the people standing around the crystal, head down the steps to the right. Talk with the girl in the bottom left corner. Once they are finished talking follow her up the stairs. You will eventually gain control of Eiko, she must go and search for Zidane. You can watch the ATEs if you wish. Move to the area to the right and talk to Amarant, head to the right again and talk to Vivi. Continue down the path, go into the room with Quina and talk to him/her. Head back to the green gate and walk through it. Follow the bridge and speak with the girl at the end.

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...Pandemonium.....[WAL43]..

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Items	Elixir, Holy Miter, Carabini Mail, Battle Boots
Cards	None
Enemies	Amdusias, Malboro, Shell Dragon, Mover, Abadon, Silver Dragon (Boss), Garland (Boss), Kuja (Boss)

Move through the area, Garland is waiting for Zidane in the next room. Follow him up the stairs and hop across the platforms to reach him. As the pair continues to converse, Zidane grows more and more frustrated. Zidane eventually collapses and attempts to leave his friends behind. Zidane is attacked by an Amudusias. Luckily, Freya and Amarant show up to assist Zidane with the fight. Zidane shuns them as well and moves on, Zidane runs into Quina and Steiner, he assists them with their fight against an Abadon. Once he has been dealt with Zidane continues off on his own.

A Shell Dragon attacks Zidane, all hope seems to be lost when suddenly Dagger joins the fight. She rejuvenates Zidane, summon either Odin if you have the Odin's Sword ability or another Eidolon if not. Dagger, Quina and Steiner convince Zidane to help them. After their reconciliation, they head back to find the others. Make your way back across the area and enter the room with your awaiting companions. You will have the chance to construct your party, I selected Freya, Vivi and Eiko as usual, but select whomever you'd like.

Moorock the moogle is here, you can switch your party members or purchase items at his Mogshop which almost is identical to the one in Bran Bal. Save your game and continue into the next room. Approach the throne and pick up the Holy Miter. Head back through the room and continue along the path that Zidane was following, you will find yourself in a room with many objects on the ground. Approach the mechanism on the wall and examine it, press it and a timer will begin to count down from 30 seconds. You have to make your way across this room to get to the other side before the time runs out. Avoid touching a light that is glowing or you will be forced to fight a monster. If your time runs out you will have to start from the beginning. Try to move by the sides rather than through the middle, it is easy to become caught between a glowing light if you just dash through the center.

Make your way through this room and cross the bridge. Ignore the object in this room for now, proceed through the door and into the next area. In this room you must use the mechanism in the last room to adjust the platform so that it travels in the direction that you want it to. Unless you are interested in the chest, which contains 20,007 gil, adjust the platform to number 4. Step onto the platform, move up to the highest you can go and press X to call the platform and ride it to the top. If you want the treasure, continue heading back and forth from room to room and adjusting the platform. Eventually the other half of the party will stay in that room and adjust the platforms while you ride the elevator.

Press select to activate the Elevator ATE, you will then have the chance to adjust the elevator with the other party. Adjust the elevator to 4 and then go back to controlling Zidane. Move up to the highest place that you can and switch back to the other party. Set the elevator at 3 and jump on the platform. It will take you up to the chest. Jump back onto the elevator and move towards the jump off point farthest to the left. Switch back to the other party and set the lift to 4. Hop onto the left and it will take you to the top. Head to the right and step onto the teleporter. Choose to go up one floor.

Move to the left and step onto the blue platform. Follow the path and open the chest at the end to retrieve Carabini Mail. Head back to the blue teleporter and teleport back to the previous. Step onto the blue teleporter to the right and open the chest to get an Elixir, then head back to the previous platform. Step onto the blue teleporter on the top and then move to the red one. Head back to the main platform and proceed to the red platform by moving down the lower path. From here head down the path and step onto the blue teleporter to the right. Step onto the next one and grab the chest for Battle Boots. Return back down to the base with the red teleporter.

Move up to the far right teleporter, step onto the next one and you will be on the platform with Mozme the moogle. Make sure that you use a tent and save your game, prepare your characters well because some boss battles are coming up. For the preparation, equip the Locomotion support ability to everyone. Also Man Eater to Zidane and Freya. Include Dragon Killer for Freya if she is in your party. You should also have a letter for Mozme.

When you are ready proceed to the right, a sequence of boss battle begins.

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Boss: Silver Dragon

Type	Dragon/Flying
Lvl	58
HP	24,055
MP	9,999
Steal	Elixir, Dragon Mail, Kaiser Knuckles

This is an easy battle, just attack Silver Dragon with all of Vivi's spells as well as physical attacks from Zidane and Freya. Use Flare on him and Holy with Eiko if you have it. Command Freya to jump and don't forget to steal with Zidane. Silver Dragon uses a variety of wind based attacks, so if you have characters that are equipped with Ribbon they will absorb the damage.

****

After the battle the party continues to converse with Garland, the conversation soon leads to a battle with him.

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Boss: Garland

Type	Human
Lvl	62
HP	40,728
MP	9,999
Steal	Battle Boots, Ninja Gear, Dark Gear

Garland uses a lot of higher level spells such as Flare and Wave. They deal a good amount of damage, usually to a single target. If you have Eiko in your party with the Carbuncle summon that can cast Ruby Light, you can counter these attacks by summoning him each turn. He will cast Reflect on the entire party and Garland will do some heavy damage to himself. Use the same strategy that you used for the Silver Dragon, pound him with a bunch of higher level spells and attacks. Steal with Zidane and Jump with Freya.

Garland has a high amount of HP, but he doesn't really deal a whole lot of damage, so it shouldn't be hard to see this battle to the end. Once you have dealt enough damage Garland will bow before you.

****

Watch the events that take place, a battle with Kuja begins soon after.

****

Boss: Kuja

Type	Human
Lvl	41
HP	42,382
MP	9,999
Steal	Light Robe, Carabini Mail, Ether

Kuja can be quite tough once you get him down to enough HP, at that point he starts casting the damaging attack Flare Star multiple times. At the beginning of the battle cast Ruby Light with Eiko if you have her in your party. This way all of the spells he casts at the beginning will be reflected of your party and hit him instead. Steal with Zidane and attack normally or Jump with Freya. Vivi can cast his high level spells such as Flare or Water. Eiko can heal and cast Ruby Light if needed, just don't use Curaga when your entire party has reflect on them! If any of your characters reach Trance, go all out with the attacks.

Once you have dealt enough damage, Kuja achieves Trance. He demonstrates his new powers by devastating your party.

****

Watch the events that takes place after the battle. Zidane decides to go back and save the Genomes. Run down the path and cross the bridge to the right, follow it to the end. Step onto the transporter and you will emerge back in Bran Bal. Zidane and Dagger will split up and evacuate the Genomes while your other party marvels at the size of the Invincible. Zidane heads into the lab to speak with the mysterious girl, she tells him that her name is Mikoto.

The party leaves Terra piloting the awesome airship, the Invincible! Watch the short scene that takes place, this is the end of the third disc.

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[FF907] \   - Walkthrough Disc Four -
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==
...Black Mage Village and Optional Stuff.............................[WAL44]..
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Items	Pisces Stellazzio*, Ophiuchus Stellazzio*, Robe of Lords, Hammer, Excalibur, Aloha T-Shirt, Circlet
Cards	None
Enemies	None

Zidane and the others are in the Black Mage Village. The Genomes now live a peaceful life among the Black Mages. Watch the sequence of short scenes that take place, you will have the chance to set up your party again. Your party will then leave the village piloting the Invincible. The Invincible can land almost anywhere, even on dirt. Fly outside of the forest and land the airship and then head through the forest and back to Black Mage's Village. You can forge some new items at the Black Cat Synthesis Shop, you can forge some new armor for Freya or Steiner and also you can make some new add-ons. If you don't have the materials required to make a certain item, you can visit the item shop in Daguerreo which has a good selection of items.

Leave the village once you are ready and you can fly to Daguerreo. While on the airship press triangle. You will appear on the airship, head out through the bottom door. Move to the left and open the chest for the Pisces Stellazzio. That should be your 12th Stellazzio coin. You should head back to Queen Stella and give her the coin before heading of to Daguerreo. Fly to Treno and go speak with Queen Stella. If you don't have twelve coins or haven't already given her eleven, head to the side quests section of this guide to find their locations.

You will receive the Robe of Lords for delivering the 12th Stellazzio. Speak to Queen Stella again, she will discover that there is actually a 13th Stellazzio Coin. Zidane mentions the writing on the Stellazzio must be the key to finding the final one. She gives you all of the Stellazzio coins so you can look for the last one. If you go into your key item menu and press X on the Stellazzio there will be a story that can lead you to the last one. Instead of trying to figure this out I'll just tell you where the last one is. Head back to Quan's Dwelling and search in the same place that you found the Scorpio Stellazzio. In Quan's Dwelling, search by the HP/MP restoring water, you will find the Ophiuchus Stellazzio. Bring this back to Queen Stella!

In return for the Stellazzio, Stella gives you a Hammer. Before leaving Treno you can visit the weapon and armor shop and fight the Monster, it is a Behemoth this time. Select your best character to fight him, He is pretty tough and he will sometimes use a Meteor Counter. Equip you character with Auto-Haste, Beast Killer, Auto-Regen, Counter, Eye 4 Eye. You probably don't have enough magic

stones to equip all of those, so remove previous abilities that you may have equipped such as Level Up or Ability Up. You will get a Circlet for beating him.

Now you can head for Daguerreo, Head to the Inn and speak with the Old Man standing by the table. He mentions that he is looking for an item called Magical Fingertip. You can bid for this in the auction house in Treno, if you bring it to him he will present you with the Excalibur sword for Steiner. You can buy some new items at the weapon and armor shop. If you want to you can fly back to Treno and get the Magical Fingertip. It may not appear to be up for bid, if it isn't check you key item list to see if you are holding any items that a sellable on the streets of Treno. Check out the side quest section to see a list of the items and the people you can sell them to. Return to the auction house and let the auctioneer announce the list of items. If he announces the Magical Fingertip, then your all set.

Be prepared to pay a large sum of cash, the stupid nobles apparently really want this item, I had to pay 54,400 for it... That old man had better be grateful. Head back to Daguerreo if you managed to obtain the item and give it to the old man. In return for your kindness he will give you the Excalibur sword. Now if you have a Kupo Nut in your inventory, take this to the moogle family in Gizamaluke's Grotto. Speak with the male moogle and give him the Kupo Nut. In return for this he will give you an Aloha T-shirt! Yeah, I know this is pretty useless, but if you found the Dead Pepper treasure with all of the other pieces of this set, you probably noticed you only received 7 Aloha T-Shirts. Well, you have 8 characters, so now they can all wear one!

Ok... If you have yet to complete the Chocobo Hot and Cold side quest, I highly recommend you take the time to do so. The items that you can get from the quest are well worth the time. You should also complete it if you want to get the most out of what the game has to offer.

Once you are ready, pilot the Invincible to the Iifa Tree. Notice that giant, glowing purple sphere of energy? How could you not. Before heading inside, press triangle while flying in the ship. Make sure to equip your characters properly. My party consisted of Zidane, Freya, Vivi and Eiko at this point, substitute them with whomever you want. Equip the Bird Killer and Dragon Killer abilities to the characters that can use them. If Vivi has the Reflectx2 ability, equip this to him as well. Equip your characters with their best equipment, you could land and call the moogle to save your game. Then head into the sphere. Don't worry, at certain points you will be able to return to Gaia.

==========

...Memoria.....[WAL45]..

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Items	None
Cards	None
Enemies	Ash, Chimera, Iron Man, Veteran, Stilva, Behemoth, Nova Dragon (Boss), Maliris (Boss), Tiamat (Boss), Kraken (Boss), Lich (Boss), Deathguise (Boss), Trance Kuja (Boss), Necron (Boss)

This can't be good... Watch the events that take place. After, right off the bat, a boss battle begins!

****

Boss: Nova Dragon

Type	Dragon/Flying
Lvl	67
HP	54,940
MP	9,999
Steal	Remedy, Dragon Wrist, Grand Armor

Nova Dragon is probably a little stronger than you're used to. He uses a lot of attacks that target the entire party, such as Tidal Wave and Aerial Slash. He does have a high amount of HP and he attacks quite frequently. Start off the battle by casting Reis's Wind with Freya, Have Eiko cast Reflect on herself. Use Vivi's Flare spell and target Eiko with it. This will cause it to bounce off of Eiko and hit Nova Dragon for double the normal damage! You can probably do 9,999 damage with this method. Once you have dealt enough damage, if you have Freya's Dragon Hair lance she can cast Dragon's Breath. This will deal 9,999 a turn, but at a hefty MP price.

Use White Wind if the party's MP level is getting to low. Zidane should just steal and attack like he normally does. Freya can Jump, attack or recast Reis's wind if needed. Just keep pounding Nova Dragon with high level spells and physical attacks until the battle ends.

****

After the battle, your party finds themselves in Memoria. Follow the long trail that leads up into the next area. When the '?' appears press X, you will be able to return to the Invincible if you wish. Move up and examine the glowing orb, this is a save point. It allows you to Save, use a tent and select your party members. Save your game and then move to the right. Hug the right wall until Zidane disappears into a little crevice. Examine the area when the '!' appears to get a weapon for Freya called Kain's Lance. If she is in your party and you do not have the Dragon's Hair, equip this to her now!

Proceed through the area, you will eventually reach a room with a pendulum swinging in the middle. Move through the area, the enemies in Memoria can be quite rough. Try to dispose of them as quickly as possible by hitting them with your strongest attacks. Once you are through with that area, you will find yourself in a new area with some sets of steps. You might want to equip you characters with the Body Temp support ability, one of the enemies in this area likes to Freeze your characters.

Move up the steps but before continuing on, search on the small platform by the right of it to find The Tower, a weapon for Zidane. Continue to the left, before moving on, make sure that all of your characters have the Body Temp ability equipped. As you attempt to follow the path, another boss battle begins.

****

Boss: Maliris

Type	Demon
Lvl	72

```
| HP   : 59,497                                  |
| MP   : 3,381                                   |
+------------------------------------------------+
| Steal: Genji Armor, Ultima Sword, Masamune     |
+------------------------------------------------+
```

Maliris can be kind of rough if you are unprepared. Make sure that your party has the Body Temp ability equipped, Maliris casts Mustard Bomb quite frequently and that skill inflicts the Heat status effect. Summon Madeen with Eiko and use Holy if she knows it. Have Vivi cast Blizzaga each turn to deal a large amount of damage. Freya can cast Reis's Wind and use Dragon's Breath. She can also just attack normally or Jump. Her Jump attack does more damage if she has the High Jump support ability equipped as well.

Maliris uses a variety of damaging attacks. It's Fire based attack 'Fire Slash' can deal quite a bit of damage. It also performs regular physical attacks that deal a fair bit of damage. Once you have dealt enough damage, Maliris will cast Raining Sword as a final attack. It may deal around 900 damage to each member, but if they are low on HP it can do enough damage to KO them.

****

Once the battle is over, continue along the path and into the next area. Watch the recreation of the attack on Alexandria and then proceed onto the platform. Search when the '?' appears to find an Angel's Flute. Move to the right and press X to find a save point. Use a tent and save your game, then continue on moving to the right. Proceed through this area and watch the scene that takes place. Before pressing onwards, equip your characters with pieces of armor that either absorb or reduce Wind damage such as Ribbon or Coronet. Equip the Dragon Killer ability to Freya and equip everyone with the Clear Headed ability. Keep the Body Temp ability equipped as well.

Make your way up the stairs, head to the left and search around for the Rune Claws. Proceed up the steps, as you attempt to make your way to the top, another boss battle begins.

****

Boss: Tiamat

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+------------------------------------------------+
| Type : Dragon                                  |
| Lvl  : 72                                      |
| HP   : 59,494                                  |
| MP   : 3,381                                   |
+------------------------------------------------+
| Steal: Blood Sword, Feather Boots, Grand Helm  |
+------------------------------------------------+
```

This isn't too hard of a battle. Tiamat uses a variety of attacks, some of them inflict status effects, Silent Claw causes Silence and Jet Fire causes Heat to the entire party. He uses Twister, but if your party is wearing equipment that absorbs or reduces Wind damage that won't be a problem. If Tiamat casts Float on a character, if they are a physical attacker do not attack Tiamat until the Float wears off! If you do, he will perform a Counter called Snort, he will blow your character out of the battle and there is not way you can get them back until the battle is over. You can recast Float on the infected character to bring them back down.

This is why you have to be careful, allow Tiamat to attack before you select your physical attacks. You never know when he will cast float, your character will then perform the attack and be taken out of the battle by the snort

counter. Tiamat also Absorbs MP and Strength, use White Wind if your party's MP is getting too low. Vivi should cast Flare each round, have Eiko summon Madeen or cast Holy each turn. Freya can start off by casting Reis's Wind, Zidane can alternate between attacking and stealing. Just hit Tiamat with the strongest spells and attacks you have in your arsenal.

****

Make your way up the stairs and move through this area. If you ever see an '!' in Memoria and you press X and Zidane looks around, you can press square to challenge the Card Master to a game of Tetra Master. Continue down this area and head up the stairs to the left. You will soon find yourself in a strange area that twists around. Follow this path to the end, touch the glowing orb, use a tent and save your game. Continue along this area and head into the next.

A brief scene with Quina will take place here. After it is over, there is an optional boss in here that you can fight. Hades, there is a strategy for him in the Side Quest section of this guide. To fight him, move to the right side of the screen. Continue searching around this area until you are prompted. Choose to not leave and the battle will begin. If you want to fight him check out the Side Quests section for the strategy.

Before you continue, equip your party with equipment that either absorbs or reduces it. Equip them with the Body Temp and also Devil Killer if they are able to use it. If Vivi is in your party, make sure that he does not have the Return Magic ability equipped to him.

Proceed through the Ocean area, as you attempt to climb the stairs another boss battle commences.

****

Boss: Kraken

Type	Demon
Lvl	72
HP	59,496
MP	3,380
Steal	Genji Helmet, Wizard Rod, Glutton's Robe

Kraken uses a variety of Water based attacks such as Water Gun. He can also Freeze a party member, but the Body Temp ability negates this. There are three targets on Kraken that you can attack: His body, his right tentacle and his left tentacle. Deal a bit of damage to his body, and then cast Dragon Breath with Freya. This will deal 9999 damage to all three targets, do this until his tentacles are rendered useless. He will cast Waterga on both your party and himself to restore HP. He uses Leg physical attack as well.

Have Eiko cast Holy or summon Madeen, Vivi can cast Flare each turn. Zidane can alternate between stealing and attacking. Freya can cast Reis's Wind and of course use Dragon's Breath to disposed of the tentacles.

****

Once the battle is over, continue up the steps and head into the next area. Move to the far right of the area and press X when the '?' appears to find another save spot. Use a tent to heal and save your game, then continue on. A brief scene will take place in the room with the ladder. Before climbing the ladder, equip your party with Locomotion ability and also the Devil Killer

ability on those who are able to use it.

Climb up the ladder and move to the top left corner of this platform to find the Mace of Zeus. Proceed up the ladder, in this room a brief scene will take place and then yet another boss battle.

****

Boss: Lich

Type	Demon
Lvl	71
HP	58,554
MP	9,999
Steal	Genji Gloves, Siren's Flute, Black Robe

Lich can inflict the Stop status effect on a character, luckily if you have the Locomotion support ability equipped it will have no effect. Lich can also cast Death, which has a chance of KOing a character. Eiko can deal 9999 damage a turn by casting Holy. Vivi should cast Flare each turn, Zidane can alternate between stealing or attacking. If he reaches Trance just perform Grand Lethal. Freya should use Dragon's Breath to deal 9999 damage a turn once enough damage has been dealt. Just continue hitting him with your most powerful attacks and he will go down in no time.

****

Once Lich has been defeated, search to the left by the doorway to find another place to save. Use a tent and save your game, then exit through the doorway. Zidane will be walking in space, just continue moving up while he floats. You should begin to see a light. There are still random battles here, they don't even give you a break in space! Once you have made it to the end, you will be in the Crystal World. Make your way down the twisted path, continue walking until you find yourself in the final area.

You can use the glowing orb to save your game, use a Tent or teleport back to the Memoria entrance. Once you teleport back to the entrance you will not be able to teleport back to this point. Use a tent, save your game and prepare your characters. Equip Freya, Zidane, or whomever you have in your party with the Bird Killer and Devil Killer abilities. Then proceed through to the next area.

A few scenes will eventually lead to a battle with Deathguise.

****

Boss: Deathguise

Type	Demon/Bug/Flying
Lvl	74
HP	55,535
MP	9,999
Steal	Elixir, Black Belt, Duel Claws

Deathguise casts Meteor which can deal quite a bit of damage. You need to be on top of healing your party with Eiko or Dagger. Zidane can just steal and attack like always, Freya can cast Reis's Wind to start things off and then cast Dragon's Breath each turn to deal 9999 damage. Eiko should cast Holy and also

heal the party when they are in need. Vivi should cast Flare each turn.

Deathguise isn't very tough, he has a lot of HP but besides Meteor, his attacks are lacking in the damage department.

****

Once the battle is over head back into the last room, use a tent and save your game before confronting Kuja. Prepare your party by equipping Zidane and Freya or another physical attacker with Man Eater. You can also equip Auto-Haste, Auto-Regen, Counter, Eye 4 Eye and High Tide. Your probably don't have enough magic stones for all of those, just select the most important ones, being Auto-Haste and Auto-Regen. Once you are ready continue on, approach Kuja and the battle will begin.

****

Boss: Trance Kuja

Type	Human
Lvl	76
HP	55,535
MP	9,999
Steal	Ether, White Robe

Kuja casts Flare on single targets, and he will eventually cast Flare Star. This is a very damaging attack, which he casts frequently. He will also cast Curaga on himself when he is getting low on HP. Also be aware, he sometimes casts Reflect on him self, don't cast anymore spells on him when he does. You can cast reflect on one of your party members and then bounce the spells off of them. Don't even bother stealing from Kuja, unless Eiko has yet to learn the Holy ability. In that case you can steal a White Robe and equip this to enable her to use Holy for the final battle. Concentrate with attacking for Zidane

Freya can start things of by casting Reis's Wind, and continuing to cast it when it wears off. She can use Dragon's Breath when enough damage has been dealt to Kuja. She should also Jump, this way she may be able to avoid the damage dealt by Flare Star. Eiko can cast Holy or summon Madeen, she also may need to cast Full-Life on a downed party member. Vivi can cast Flare, just be careful because Kuja will sometimes cast Reflect on himself. You don't want to be dealing damage to yourself!

Hit Kuja with everything you've got, he will cast the devastating Ultima attack once you have dealt enough damage.

****

The party has been wiped out by Kuja's Ultima attack. Zidane will hear a strange voice. You will get the chance to reorganize your party. Your other party members will use their energy to heal your characters. You will then be taken to the main menu. To prepare, equip your characters with the following abilities: Antibody, Jelly, Clear Headed and Loudmouth. Bird Killer for Freya and Zidane, Auto-Haste, Auto-Regen, Auto-Life, Counter are all good choices.

Of course, this being the final battle, you don't have to worry about leveling up or gaining AP, so make sure that you unequipped those abilities. You will not be able to save your game after this. Once you are ready exit the menu and the final battle will begin.

You're almost done, there's no turning back now!

****

Boss: Necron

Type	Flying
Lvl	??
HP	54,110
MP	9,999
Steal	Elixir

This guy is freaking insane! He's got a huge variety of devastating attacks in his arsenal and he attacks very frequently. He casts Holy, Flare, Thundaga, Firaga, and Waterga. You should be familiar with those attacks. He also casts Shell, Protect and Curaga to heal himself. His Blue Shockwave attack reduces a characters HP to one, though this seems to miss pretty often. Grand Cross deals a bunch of damage, complete with an overly long battle animation.

Neutron Ring is the one you want to look out for. This thing inflicts a bunch of different status effects including Mini, Trouble and Berserk. Of course, if you followed my advice before this battle the bulk of those status effects should be negated. To cure Mini you can either use a Remedy or cast Esuna. For Berserk you can use a Gysahl Green. Trouble can be cured with an Annoyntment.

Take care of these status effects quickly. Don't bother stealing, you know with this being the final battle and all. Don't be afraid to use all of the items available to you. Use Elixirs, throw all of your best items with Amarant, it doesn't matter. Now my party was Zidane, Freya, Eiko and Vivi. Just hit him with everything you've got! Use Holy with Eiko, this deals a nice chunk of damage. Attack normally with Zidane, Vivi can cast Flare. Make sure to cast Reis's Wind with Freya unless your entire party has Auto-Regen. You can use Dragon's Breath to deal 9999 damage a turn once enough damage has been dealt. You can also Jump, and possibly miss out on Necron's Neutron Ring.

He may be kind of hard to keep up with, but just keep pounding him with spells and physical attacks.

****

Once Necron is dead, the ending of the game will begin. This is it, you made it!

Now just sit back and enjoy the ending, you've earned it! Thanks for using my walkthrough!

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[FF908] \ - Side Quests -

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There are a variety of mini-games and side quests present in Final Fantasy IX that can be participated in. The rewards for some of these side quests are very rare and in some cases, cannot be obtained anywhere else in the game.

These mini-games and side quests are not required to complete the game or to understand the story, but some of them yield rare items and/or large amounts of Gil.

==========

...Jump Rope.....[SID01]..

Jump Rope is a mini-game that can be played very early on in the game, while you are playing as Vivi in Alexandria in Disc 1. To play this mini-game, approach the girls who are playing jump rope in the square with the ticket booth. The girls will ask Vivi if he wants to play. Jump Rope is an easy game to play, but you have to have quick reflexes to do well.

To play the game, press the circle button to begin. Press the X button each time the '!' appears over Vivi's head. You can't just continually mash the X button, this will cause Vivi to mess up and you will have to start all over again. Press the X button as soon as the '!' appears. The game starts off rather slow, but as you continue the speed will increase.

The speed increases at 20 jumps, then it increases again at 50. At 200 the speed decreases but the timing is different. After 300 the speed and timing remains the same through to the end. As I mentioned above, you can play this game in Disc 1 as you are playing as Vivi in the beginning of the game. You can also play at the beginning of Disc 3, you can find the girls next to the bell tower. You can only play during disc 3 and 4 if you have Eiko or Vivi in your party.

Of course, there are several awards that can be won if you do well enough in this mini-game. You can only win each award one time, you will not receive the reward again if you attain the same number of jumps.

+--- JUMP ROPE REWARDS ---+

- Number of Jumps -	- Reward -
Twenty Jumps	10 Gil
Fifty Jumps	Cactuar Card
One-Hundred Jumps	Genji Card
Two-Hundred Jumps	Alexandria Card
Three-Hundred Jumps	Tiger Racket Card
One-Thousand Jumps	King of Jump Rope (Key item)

As you can see, you can obtain some rare cards as well as a key item. I haven't gotten that many jumps myself, but I would imagine that it would be quite hard and frustrating to get all the way to 1000 jumps. Just keep practicing if you are really serious about it. You'll get it eventually.

...Chocobo Hot and Cold.....[SID02]..

You can start playing Chocobo Hot and Cold quite early in the game. Chocobo Hot and Cold is a mini-game that involves you riding a Chocobo and running around the world searching for treasure. Once you have passed through Lindblum's Dragon's Gate, head east to the Chocobo's Forest. When you enter you will meet a moogle named Mene and his friend Choco... the chocobo. Your goal is to get Choco to the Chocobo's Paradise, the place where all chocobos want to be.

This side quest is actually tied to some other ones, this is the biggest side quest in the game and it also gives the best rewards. To play Chocobo Hot and

Cold, you need to pay Mene 60 Gil and you will get 60 seconds to search the Chocobo Forest for items and gil. To search you need to ride Choco around the area and press the Square button to dig on the spot. To find a place to dig that has an item or gil, Choco will make various "Kweh" sounds to tell you how close you are to an item.

"Kweh" means there isn't any treasure nearby, "Kweh!?" means you are getting closer, Kwehhh!? means you are very close to the treasure. When Choco says "K-KWEHHH!!!" you have found a spot containing treasure. Once you have found the spot continuously press Square to dig. The deeper the item the better it will be. For each item and gil that you find you will get points depending on the value. If you find 4 items within the 60 seconds time limit, Mene will add 10 seconds to the remaining time. If you find two items within five seconds of each other you will get extra points. If you reach the maximum amount of items that can be dug up in one go, Mene will give you a Limit Bonus, usually a large amount of points in exchange for you to stop digging. Once you have saved up enough points from digging up items, Mene will allow you to exchange them for an item.

As you dig more, Choco's beak will gain levels. As it gains levels it will become easier to dig and find items. His beak will grow more levels as you get more points. The real reason to do this quest is to find the items called Chocographs that can be found and dug up. Chocographs are items that give you clues on where to find the treasure chests that you are looking for. Each Chocograph gives different clues for a different treasure chest. Just continue to pay Mene until you dig up a Chocograph.

To use a Chocograph, leave the Chocobo Forest while riding Choco. Press the Triangle button to open up the Chocograph menu and select the treasure that you want to search for from the list. You must have the Chocograph equipped or Choco won't look for the treasure. A picture will show the treasures location, go to the location and Choco will make sounds to indicate where how close the treasure is to you. Some of the Chocographs are not accessible until Choco has gained some certain abilities.

Eventually, Mene will explain that Choco says that he cannot find anymore chocographs in Chocobo's Forest at this time. When he says that, it is time to move on to the Chocobo's Lagoon. You first need the Reef ability, so you will need to dig up some of the treasures from the chocographs found in the Chocobo's Forest. To find the Chocobo's Lagoon, fly around the strip of islands to the west of the Forgotten Content. Disembark on a small island with chocobo tracks and call Choco. Get on him and move into the water, move around until you come across an island with a cave on the side, this is Chocobo's Lagoon. Things are different in Chocobo's Lagoon, its harder to dig up stuff and the space is very limited, for now Choco can only move on the shallow parts. Mene will offer to let you dig in this area for 30 Gil for 30 seconds.

Some of the Chocographs are unattainable if Choco doesn't know a certain ability. Choco can learn different abilities when he digs at a certain location directed by a Chocograph. When Choco finds one of these locations, he will fall asleep and he will be taken to the Chocobo's Dream World. Here, Fat Chocobo will grant Choco an ability. When Choco learns a new ability, his colour changes. If he gains an additional ability, his colour will change but he will still keep the ability he gained prior to the new one.

Light Blue Choco is the Reef ability, this allows Choco to walk on the reefs in the water. Red Choco is the Mountain ability, this allows Choco to climb up and over mountains. the Dark Blue Choco is the Ocean ability, this allows Choco to swim in the ocean. The Golden Choco is the Sky ability, this allows Choco to fly in the sky. To fly, stand over a forested area on the world map and press

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X to have Choco take off. To land, you need to hover over a forested area on
the world map and press X. To acquire the Golden Chocobo, you must first obtain
the six chocograph pieces, when put together they form a Chocograph that leads
you to the ability. You can find the Chocograph Pieces at any of the digging
locations.

The rest is explained within the next sections, search for the treasures in
the order that I have them in to have an easier time of finding them all.
Remember that you have to jump between the different locations before you can
continue digging. I am sorry if this is kind of hard to follow, I tried to
explain it as well as I could.

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
 - Chocobo's Forest Chocograph Treasure Locations
~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
Here is the list of the first 9 Chocographs that you find when digging in
Chocobo's Forest. Mene will tell you when it is time to move on. You should
search for these in the listed order.

Chocograph : Streamside
-----------------------
Ability    : Field
Treasure   : Elixir x2, Hi-Potion x3, Ether x4, Germinas Boots x2
Location   : Along the beach west of Chocobo's Forest

Chocograph : Between mountains
------------------------------
Ability    : Field
Treasure   : Potion x5, Hi-Potion x5, Tent x2, Cotton Robe x2
Location   : Between the two mountains on the south western side of the Mist
             Continent, west of Lindblum Harbor.

Chocograph : Uncultivated land
------------------------------
Ability    : Field
Treasure   : Antidote x10, Jade Armlet, Wing Edge x3, Cargo Ship Card
Location   : Dismount Choco, board the Hilda Garde 3, fly over the top right
             portion of the Mist Continent by the stream running through it.
             Disembark, find the Chocobo footprints and use a Gysahl Green
             to call Choco. Dig around the part where the stream bends on the
             right side.

Chocograph : Healing shore
--------------------------
Ability    : Field
Treasure   : Choco is taken to the Chocobo's Dream World, here the Choco God
             grants Choco the ability to cross shallow waters. Choco's colour
             changes into a light-blue.
Location   : Fly to the top western part of the Mist Continent, past Cleyra.
             Look for a stream with Chocobo tracks nearby, call Choco and
             search along this stream.

Chocograph : Abandoned beach
----------------------------
Ability    : Field
Treasure   : Phoenix Pinion x9, Phoenix Down x5, Peridot x12, Diamond Gloves
Location   : Fly to the Outer Continent, pilot the Airship around until you
             find some Chocobo tracks. You can find some close to Qu's Marsh.
             Call Choco and move to the shore just below the forest that leads
             to Black Mage Village. Search around here to find the treasure.
```

Chocograph : Cold field

Ability : Field
Treasure : Echo Screen x5, Hi-Potion x7, Tent x3, Theater Ship Card
Location : Fly to the Lost Continent and search for Chocobo tracks in the snow, call Choco and search by the shore in the south eastern section of the continent.

Chocograph : Faraway lagoon

Ability : Field, Reef
Treasure : Potion x37, Magic Tag x6, Shield Armor, Gaia Gear
Location : Fly to the Forgotten Continent, search along the south western section for a small green island with Chocobo Tracks on it. Call Choco and move off of the shore and into the water. Continue moving along the western side of the continent until you come to the outside of the place south of Oeilvert. Search around here in the water.

Chocograph : Bird's-eye lagoon

Ability : Field, Reef
Treasure : Potion x8, Phoenix Down x4, Ether x3, Magician Robe
Location : Fly to the western side of the Mist Continent, close to where you found the Streamside chocograph treasure. Find the chocobo tracks and call Choco. Move off the shore and find the island that resembles the one in the picture. Search by the bottom of it to find the treasure.

Chocograph : Small beach

Ability : Field, Reef
Treasure : Remedy x4, Elixir x2, Rising Sun x8, Oak Staff
Location : Search the south side of the Mist Continent, head off the shore and go into the water. Look for an small island with a beach on it. Search above the beach on the land to find the treasure.

Once you have received the Mountain Upgrade, you can head back to Chocobo's Forest and continue digging for more Chocographs. Mene will tell you when you have found all of them. You can now reach the little hills on the side of the forest, press X when the '!' appears to have Choco scale the hill. You can also now dig up Dead Peppers, which let you obtain some really good items. There is a list of all of the Dead Pepper treasure locations at the end of this section.

Once again, Mene will tell you when you have obtained all of the Chocographs that can be found at this time. When he tells you this, it is time for you to go treasure hunting again.

Chocograph : Forbidden forest

Ability : Field, Reef, Mt.
Treasure : Ether x7, Elixir x2, Wing Edge x10, High Mage Staff
Location : Move north from Chocobo's Forest, notice on the mini-map the large section of mountain. Move over there until you find a crevice filled with trees. Search here to find the treasure.

Chocograph : Green plains

Ability : Field, Reef, Mt.

Treasure   : Choco is taken to the Chocobo's Dream World, here the Choco God
             grants Choco the ability to cross over oceans, Choco's colour
             changes into a dark blue.
Location   : Head north from Chocobo's Forest until you reach a mountain with
             two trails running along side it. Move down to the northern trail
             and search along here for the chest.

Chocograph : Dusk Plains

Ability   : Field, Reef, Mt.
Treasure   : Phoenix Down x12, Ore x14, Kaiser Knuckles, Iron Man Card
Location   : Fly over the Forgotten Continent, fly near Oeilvert until you see
             the chocobo tracks, you will need to find a place to land that is
             is on grass, there is a place close to the entrance to the canyon.
             Call Choco, move towards the south western section of the
             continent, search around until you find a mountain with some trees
             to the side and an island with a beach close by. Search by the
             western side of this mountain for a crevice. Search in that area
             for the chest.

Chocograph : Forgotten plains

Ability   : Field, Reef, Mt., Sea
Treasure   : Ore x17, Ether x5, Opal x14, Demon's Mail
Location   : Search the Forgotten Continent by the top of the long stretch of
             islands, just outside of Ipsen's Castle. Search by the mountain to
             the west of Ipsen's Castle to find the chest.

Chocograph : Cold lagoon

Ability   : Field, Reef, Mt., Sea
Treasure   : Peridot x11, Opal x9, Sapphire x15, Topaz x19
Location   : Fly to the Lost Continent and land down next to the chocobo
             tracks. Move off the shore and into the water, move around the
             western side of the continent until you come to a formation of
             land that resembles that found in the picture. Search around the
             side of the land in the water to find the chest.

Now it is time to head back to Chocobo's Lagoon to continue digging for
chocographs. You will now be able to dig around the entire area now that you
have the Sea ability. You will also get 60 seconds to dig and have to pay 60
Gil as with the Chocobo's Forest. Return to the 'Chocobo's Lagoon Chocograph
Treasure Locations' section and continue from where you left off.

-~-
 - Chocobo's Lagoon Chocograph Treasure Locations
-~-
You can find the Chocobo's Lagoon by flying by the strip of islands on the
western side of the Forgotten Continent. Land on the island with the beach
and chocobo tracks, call Choco. You need the Reef ability before you can
proceed. Move off of the shore and move around until you find a cave in the
side of one of the islands, it is labeled as '?', that is Chocobo's Lagoon.
You need to dig here first before you will be able to continue digging in
the Chocobo's Forest.

Mene will tell you when you have all of the Chocographs that can be found
at that time. That is when you need to go looking for the treasures. Find
these chests in order, you need certain abilities to be able to find some
of them.

Chocograph : Forgotten lagoon

Ability : Field, Reef
Treasure : Gysahl Greens x8, Ether x5, Hi-Potion x7, Dragon's Claws
Location : Fly to the Lost Continent, search for the chocobo tracks in the snow and call Choco. Move off of the southern shore and move down towards the Forgotten Continent, Look for the piece of land that resembles the one in the picture, search around it in the water to find the treasure.

Chocograph : Dawn lagoon

Ability : Field, Reef
Treasure : Choco is taken to the Chocobo's Dream World, here the Choco God grants Choco the ability to climb mountains. Choco's colour changes to Red.
Location : Fly the airship along the south side of the Mist Continent and land once you come across the chocobo tracks. Call Choco and run all the way along the field until you reach the farthest beach, the one closest to Treno. Move off the shore and search around stretch of land to find the chest.

Chocograph : Abandoned lagoon

Ability : Field, Reef, Mt
Treasure : Soft x6, Ether x4, Feather Boots, N-Kai Armlet
Location : Fly to the Outer Continent, land next to Qu's Marsh and call Choco on the nearby chocobo tracks. Head to the shore south of the forest that leads you to Black Mage Village and climb the mountain to the side. Continue moving along to the west until you reach a shore. Move Choco to the south western stretch of land and search to the right of it to find the treasure.

Now it is time to head back to Chocobo's Forest and continue digging for Chocographs. Go back to the 'Chocobo's Forest Chocograph Locations' section and continue from where you left off.

Once you have the dark blue Chocobo you can continue digging in the Chocobo's Lagoon. Since Choco can now cross the ocean, he is free to move around the entire area this time, so Mene will give you 60 seconds to dig for the price of 60 gil.

Chocograph : Sea at Dusk

Ability : Field, Reef, Mt., Sea
Treasure : Phoenix Pinion x15, White Robe, Diamond, Masamune Card
Location : Search by the middle eastern side of the Forgotten Continent, while in the water swim around until the sky turns to dusk, swim around the formation of land that is shown in the picture and search to find the treasure.

Chocograph : Ocean

Ability : Field, Reef, Mt., Sea
Treasure : Ore x27, Light Robe, Whale Whisker, Alexander Card
Location : This one can be hard to find, head to the western side of the Forgotten Continent, head around the long island with the chocobo tracks on it. Move a little ways out until you are in the ocean, continue pressing square and eventually you should find it.

You can only go further if you have found all of the six Chocograph pieces. You can find them in either Chocobo's Lagoon or Chocobo's Forest. Continue digging until you find all six pieces, they form into one and lead you to the treasure chest that grants Choco the Sky ability.

Chocograph : Mist Ocean (Chocograph formed with the six Chocograph pieces)

Ability : Field, Reef, Mt., Sea
Treasure : Choco is taken to the Chocobo's Dream World, here the Choco God grants Choco the ability to fly in the sky. Choco's colour changes to Gold.
Location : Go to the north eastern waters by the Mist Continent, search a little ways out from the two islands, search around the water for the chest.

Chocograph : Outer island 2

Ability : Field, Reef, Mt., Sea, Sky
Treasure : Sapphire x11, Circlet, Pumice Piece, Hilda Garde 3 Card
Location : Go to the north eastern corner of the Outer Continent, move around until you find a island with trees on it. Move up the shore and approach the forest, press X while standing over it to make Choco fly. Fly to the island and search around it for the treasure.

Now it is time to find the Chocobo's Air Garden. You have to fly in the air with Choco and then find the spot where you can see a shadow. Hover over the shadow and use a dead pepper. Choco will fly into the sky and will enter the Chocobo's Air Garden. The Air Garden will change places, once you have found it once it will be marked on the world map. I can't tell you where it is, since it is in different places. Just fly around the map until you notice a shadow on the ground.

~~~~~~
- Chocobo's Air Garden Chocograph Treasure Locations
~~~~~~
The Chocobo's Air Garden is a floating platform in the sky. It is composed of two islands, you can move from each one by jumping down on the clouds and finding a place to enter the second part. The remaining three Chocographs are found here.

Chocograph : Outer island

Ability : Field, Sea, Mt., Sea, Sky
Treasure : Amethyst x21, Garnet x16, Genji Armor, Ragnarok
Location : Fly around the north eastern side of the Outer Continent, look for the small island with trees on it. Land here and search for the treasure.

Chocograph : Fairy island

Ability : Field, Sea, Mt., Sea, Sky
Treasure : Potion x33, Annoyntment x15, Holy Miter, Dark Matter Card
Location : Fly to the visible island on the world map, between the Outer Continent and the Forgotten Continent. Land by the trees and search by the mountain side to find the treasure.

Chocograph : Forgotten island

Ability : Field, Sea, Mt., Sea, Sky
Treasure : Ribbon, Rebirth Ring, Amethyst x13, Ark Card

Location   : Fly near the north side of the continent and look for an island.
It is an island with a hill on it, with some trees. Land on the
island and search by the hill to find the chest.

~~~~~~

- Dead Pepper Treasure Locations

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You can find some more treasures using the Dead Peppers. You have to find either a crack on the side of the mountain or bubbles in the water. Once you have found a place with these, use a Dead Pepper on it and you will find treasure.

Dead Pepper Treasure #1

Treasure : Eye Drops x19, Madain's Ring, Genji Helmet, Hilda Garde 1 Card
Location : Head north from Oeilvert, the west side of a mountain by here has a visible crack in it. Use a Dead Pepper to receive the treasure.

Dead Pepper Treasure #2

Treasure : Maiden Prayer, Dragon's Hair, Gauntlets, Odin Card
Location : Mountain side near Oeilvert, it is kind of hard to see. Head north from Oeilvert and search by the side of the mountain. It's the mountain side opposite of Oeilvert, just climb up and turn around, try to determine which part of the wall looks cracked and then use a Dead Pepper.

Dead Pepper Treasure #3

Treasure : Lapis Lazuli x41, Rosetta Ring, Protect Ring, Airship Card
Location : North eastern section of the Lost Continent. Search by the mountain to find the prominent crack between it.

Dead Pepper Treasure #4

Treasure : Potion x50, Hi-Potion x25, Ether x9, Elixir x7
Location : Swim in the water between the Outer Continent and the Lost Continent. Swim around between the top of them until you see bubbles in the water, use a Dead Pepper while swimming over the water to have Choco dive in and get the treasure.

Dead Treasure Pepper #5

Treasure : Straw Hat x8, Pearl Armlet x8, Aloha T-shirt x7, Sandals x8
Location : Swim near the south eastern side of the Outer Continent. Swim a little ways out until you see bubbles in the water. Use a Dead Pepper while swimming over it to get the treasure.

Dead Pepper Treasure #6

Treasure : Remedy x10, Black Robe, Genji Gloves, Blue Narciss Card
Location : Search around the south eastern part of the Forgotten Continent, swim around until you find a small narrow path leading to a dead end. The bubbles are surrounded by land, use a Dead Pepper over them to get the Treasure

Dead Pepper Treasure #7

Treasure : Ore x9, Topaz x15, Tiger Racket, Red Rose Card
Location : Go back to Quan's Dwelling, head inside and make your way to the

patio. Examine the ledge when the '?' appears. Use the dead pepper and you will appear on the world map with Choco. Press triangle to feed him another Dead Pepper. Choco will jump down and retrieve the treasure.

Dead Pepper Treasure #8

Treasure : Aquamarine x10, Ultima Weapon, Maximillian, Invincible Card
Location : Ride Choco in the water and take him over the exact location that the Shimmering Island used to be. Use a Dead Pepper to retrieve the treasure. There isn't an indication of the spot, you just have to use the world map.

==========
...Mognet Central.....[SID03]..
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The restoration of Mognet Central side quest requires that you have at least acquired the Reef Ability for your chocobo, though it is much easier to complete if you have the golden chocobo. To locate Mognet Central, fly above the Outer Continent and look for a small island with some mountains and trees on it. Land on the island and move towards the mountain, search around for a crack. Stand in front of it while riding Choco and feed him a Dead Pepper, this is the elusive Mognet Central!

Climb up the steps to the right and approach the super-glossy moogle, Artemicion. Speak with him to discover the situation. In between the sequence of letter delivering, you should deliver the Kupo Nuts to the mog family in Gizamaluke's Grotto.

When you deliver a letter to Mogrika in Esto Gaza, she will talk about the problems at Mognet Central. Head to Alexandria and speak with Kupo who is still at the bell tower. He should give you a letter to Atla, who is the moogle in Burmecia. Atla will in return give you a letter Mogryo, who is the moogle in Black Mage Village standing by the Chocobo house. Mogryo asks you to deliver a letter to Kumool, the moogle in Ipsen's Castle. Kumool in return gives you a letter for Mois. Mois is located in Qu's Marsh on the Mist Continent. He can be found standing by the entrance to Fossil Roo. He gives you a letter for Noggy, the moogle who resides in Daguerreo. Noggy gives you a letter for Kupo.

Return to Alexandria and give Kupo the letter. Visit Ruby at her theater located in the ally, speak with her and she will give you the Superslick. Head back to Mognet Central and give the Superslick to Artemicion. In return for restoring Mognet to it's former glory, you will receive a Protect Ring.

==========
...Feed the Moogle Family.....[SID04]..
==========
During the Mognet Central Side Quest, the moogles will give you Kupo nuts for delivering their mail to each other. When you get one, go back to Gizamaluke's Grotto and give the father of the moogle family the Kupo Nut. Continue doing this each time you get one to receive an item from the moogle.

Return to the Grotto in disc four and feed him a Kupo nut to receive an additional Aloha T-Shirt.

==========
...Stellazzio Coins.....[SID05]..
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The purpose of the Stellazzios is to collect them and bring them to Queen

Stella in Treno. There are 12 Stellazzio coins and also a 13th secret one. You can find these coins scattered around in different locations. Each time you find a coin and present it to Queen Stella she will give you a reward. Once you have all of the Stellazzio coins, Queen Stella discovers that there is a missing coin. You have to find the 13th coin, she will give you back all of the 12 so that you can read the clues on their backs to help you find the last one.

To find the 13th Stellazzio, leave Treno and head southeast to Quan's Dwelling. You will find the Ophiuchus in the spot that used to hold the Scorpio coin. Once you have it head back to Treno and present all of the coins to Queen Stella. She will give you a Hammer in return for your help. This Hammer is used later on in the game during the Hades side quest.

+--- STELLAZZIO LOCATIONS ----------+

- Coin -	- Location -
Aries	Dali's Windmill.
Taurus	Behind Treno's item shop in the slums
Gemini	Throw 10 gil into the fountain at Treno's entrance 13 times.
Cancer	Behind the overturned cart near the entrance of Burmecia.
Leo	Near the statue of Neptune that transports the party to Alexandria Harbor.
Virgo	In Black Mage Village's Inn.
Libra	Right side of Madain Sari's fountain.
Scorpio	Below the HP/MP restoring spring in Quan's Dwelling.
Sagittarius	Left of the Gysahl Pickle cart in Lindblum(during reconstruction).
Capricorn	In the waters to the right of the entrance to Daguerreo.
Aquarius	Right hand chest at the entrance of Ipsen's Castle.
Pisces	Chest inside the Invincible airship.
Ophiuchus	Collect all 12, then search where Scorpio was found.

You receive a reward for each coin you bring back to the Queen. It does not matter what order you bring the coins in.

+--- STELLAZZIO REWARDS ----------+

- Coin Number -	- Reward -
First Coin Delivered	1000 Gil
Second Coin Delivered	Phoenix Pinion
Third Coin Delivered	2000 Gil
Fourth Coin Delivered	Blood Sword

Fifth Coin Delivered	5000 Gil
Sixth Coin Delivered	Elixir
Seventh Coin Delivered	10,000 Gil
Eight Coin Delivered	Black Belt
Ninth Coin Delivered	20,000 Gil
Tenth Coin Delivered	Rosetta Ring
Eleventh Coin Delivered	30,000 Gil
Twelfth Coin Delivered	Robe of Lords
Thirteenth Coin Delivered	Hammer

...Treno Weapon Shop Monsters.....[SID06]..

When you visit the weapon shop in Treno, you can have a character fight different monsters at different times in the game. You don't receive any exp or AP, but the store owner will give you a for each monster you defeat.

+--- WEAPON SHOP MONSTER REWARDS ---+

- Monster -	- Reward -
Griffin (Disc 2)	Tonberry Card
Catoblepas (Disc 3)	15,000 Gil
Amdusias (Disc 3)	Running Shoes
Behemoth (Disc 4)	Circlet

...Frog Catching.....[SID07]..

If you go to the frog pond area in Qu's marsh with Quina in your party, he/she will ask to catch frogs. If you accept you will take control of Quina and have to catch frogs. As Quina catches more frogs Master Qu will give you different items. When you catch 99 frogs, you will be able to have a battle with Quale.

Check Quina's Character profile in this FAQ to see how catching frogs affects his/her Frog Drop ability. As you catch more frogs the ability becomes more powerful. This ability can be learnt by eating the Gigan Toad enemy found in the marsh. You have to leave an adult male frog and an adult female frog in the pond so that they frogs will respawn faster.

+--- FROG CATCHING PRIZES ---+

- Number of Frogs -	- Reward -
2 frogs	Ore

5 frogs	Ether
9 frogs	Silk Robe
15 frogs	Elixir
23 frogs	Silver Fork
24 frogs	Bistro Fork
45 frogs	Battle Boots
99 frogs	Gastro Fork

...Mr. Morrid's Coffee.....[SID08]..

Once you have left the Ice Cavern, go to the Observatory Mountain before going to the village of Dali. You will meet an old man named Morrid inside the hut, he wants you to bring him some coffee. You have to find the three coffees that are located in different locations around the world and bring them back to him before the end of Disc 3 to get the Mini-Prima Vista.

COFFEE LOCATIONS

- Coffee Brand -	- Location -
Moccha Coffee	At the South Gate entrance near Chocobo Forest.
Kirman Coffee	On Eiko's back porch in Madain Sari
Burman Coffee	Read below.

The Burmen coffee isn't as easy to find. During the Card tournament in Treno, on Disc 3, leave Treno and head through the South Gate and head to the village of Dali. The Mayor isn't home, so search his house for the key. You have to move slowly so that you don't awaken the mayor's son. If he awakens you will have to start over again. While you are here, go towards the Mayor's desk and get the Mini-Brahne. Search the desk until the boy says "Zzzzz." Head towards the stove and search to find the Mayor's Key. Leave the house and go to the windmill and into the locked door. Go to the treasure chest to get 30,000 Gil and the Burman Coffee can be found under the chest.

Morrid will send you the Mini-Prima Vista, though it is not an actual item that you can hold in your inventory. You can see it by visiting Lindblum and going to the Tantalus hideout once the quest has been completed. It's to the left by the ladder.

...Racing Hippaul.....[SID09]..

You can only participate in this quest in the beginning of Disc 3. While you are in Alexandria with Vivi, look for Hippaul and his mother, speak with his mother to start the mini game. Press the Circle and Square buttons until you reach the finish line. Continue racing Hippaul and he will gain levels the more you race him. Each 10 levels he gains his mother will give you a rare card. She will also give you a Key item once Hippaul gets to level 80. After level

80 there isn't any point to playing the mini game.

+--- RACING REWARDS ----------+

- Level -	- Reward -
Level 10	Wyerd Card
Level 20	Carrion Worm Card
Level 30	Tantarian Card
Level 40	Armstrong Card
Level 50	Ribbon Card
Level 60	Nova Dragon Card
Level 70	Genji Card
Level 80	Athlete Queen (Key Item)

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...Treno Auction House.....[SID10]..

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While you are in Treno, you can visit the Auction House where you can bid on some rare key items. As you enter the auction holder will list all of the items that are up for bid. To bid on an item approach the stage until a '?' appears over Zidane's head. The nobles in the audience have a lot of money to spend, so be prepared to spend a lot of money here.

Key items that can be purchased at the auction are: Mini-Cid, Griffin's Heart Doga's Artifact, Une's Mirror, Magical Fingertip and Rat Tail.

The point to most of these items is so that you can resell them on the streets and make a profit from them. Don't bid too high or you will not make a profit and will just end up losing out. Let the nobles bid amongst themselves for awhile, when it appears that the auctioneer is about to sell the item, bid for it at the last second, just slightly higher over the last bid. If you just continue bidding and beating each bid, the nobles will fake bids because they know you will just bid higher, so avoid doing this.

Once you have the items you can resell them on the streets for a higher amount of money, unless you bid too high, then you will not make a profit. Talk to some of the nobles on the street around Café Carta and you may have an item that they are interested in. Turn down their first offer to get more money for the item.

+--- EXPECTED RESALE VALUE ----------+

- Item -	- Noble -	- 1st Offer -	- 2nd Offer -
Une's Mirror	Nobleman by Café	12,000 Gil	15,000 Gil
Doga's Artifact	Scholar in Synth Shop	10,000 Gil	N/A
Griffin's Heart	Adventurer by Café	8,000 Gil	10,000 Gil
Rat Tail	Adventurer by Café	20,000 Gil	25,000 Gil

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NOTE: You have to sell Griffin's Heart to the Adventurer by the Café before he will have interest in the Rat Tail.

==========
...Excalibur.....[SID11]..
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This is a side quest to get a sword for Steiner. Go back to Daguerreo on Disc 4. There is an old man outside of the Library's Inn and he wants you to bring him an item called Magical Fingertip. To find this item you have to go Treno Auction house and bid on it. Be prepared to pay a hefty price for it.

If the Magical Fingertip doesn't appear in the auction house, sell all of the key items that you bought at the auction to the merchants outside. Then return to the auction house and bid on the Magical Fingertip.

Once you have it return to the old man in Daguerreo and he will present to you the Excalibur. This sword allows Steiner to learn Climhazzard.

==========
...Excalibur II.....[SID12]..
==========
To get this sword you need to get to Memoria in under 12 hours of game time. You have to go to the Terrace and you can find the sword in the corner to the right. This is Steiner's ultimate weapon and also the most powerful in the game.

==========
...Hades.....[SID13]..
==========
You have the chance to battle Hades in Memoria. When you reach the part where Quina is swimming in the "Ocean." After the short scene is over move towards the right side of the area. Search around this area until you are prompted, choose not to leave and the battle begins.

Make sure to prepare well before attempting to take him on. Equip your party with Antibody, Clear Headed, Body Temp and Devil Killer/Bird Killer to the characters that can equip them. If you defeat Hades, he will allow you to use his Synthesis Shop to forge some incredibly powerful items. If you have Pumice Pieces, equip these to two characters, it will allow them to absorb Shadow damage.

A strategy for Hades is below. My party was made up of Freya, Zidane, Eiko and Vivi.

****
 Boss: Hades
+---+
| Type : Demon/Flying |
| Lvl : 92 |
| HP   : 55,535 |
| MP   : 9,999 |
+---+
| Steal: Reflect Ring, Running Shoes, Battle Boots|
| Robe of Lords |
+---+

Hades is not that hard if you are prepared. Your party should be at a good level, my characters were around 60. Hades starts off the battle by using

Judgment Sword, which reduces a characters HP to 1. He then proceeds to power up his sword, a countdown from three begins. At the end of the countdown, Hades casts Curse, which inflicts a number of nasty status effects on your entire party. The trick to this is to just deal as much damage to him as quickly as possible. Eiko is very useful in this battle if she knows Holy, she can deal 9999 a turn. Zidane can steal and just attack normally, you may already have all of the items that Hades is carrying, but they are quite rare.

Freya can cast Dragon Breath once enough damage has been done to deal 9999 a turn. She can also jump into the air and possibly avoid Hades' Curse. You can also command her to cast Reis's Wind to inflict Regen on the entire party. Have Vivi cast Flare each turn. Your party should have Auto-Haste or Auto-Regen abilities equipped if they have the magic stones available

You will receive 16,383 EXP points per character and 30 AP for defeating him.

****

After the battle, Hades will reward you for besting him. He will tell you that if you bring two Pumice Pieces to him, he will forge you an item only he can create. You can get these items by defeating Ark in Oeilvert and by playing the Chocobo Hot and Cold mini-game. There are a bunch of other items you can make, there is a list of them at the end of the Synthesis Section of this guide. You can combine the two Pumice Pieces to form one Pumice, which allows Dagger to summon the Eidolon Ark.

You can even make Beatrix's Save the Queen, even though she is the only one who can use it. You can use the Hammer that you got from the Stellazzio side quest to forge Tin Armor for Steiner.

+--- Memoria - Hades' Synthesis Shop ----------+

- Item -	- Requires -	- Cost -
Robe of Lords	White Robe, Black Robe	30,000 Gil
Tin Armor	Hammer, Ore	40,000 Gil
Protect Ring	Dark Matter, Rebirth Ring	50,000 Gil
Pumice	Pumice Piece, Pumice Piece	30,000 Gil
Garnet	Ore, Remedy	350 Gil
Amethyst	Ore, Annoyntment	200 Gil
Peridot	Ore, Soft	100 Gil
Sapphire	Ore, Antidote	200 Gil
Opal	Ore, Potion	100 Gil
Topaz	Ore, Eye Drops	100 Gil
Lapis Lazuri	Ore, Dead Pepper	400 Gil
Pumice Piece	Hammer, Pumice	25,000 Gil
Save The Queen	Javelin, Silver Gloves	50,000 Gil

Phoenix Pinion	Phoenix Down, Gysahl Greens	300 Gil
Ether	Echo Screen, Vaccine	500 Gil

...Friendly Monsters.....[SID14]..

At certain points on the World Map, you will sometimes encounter "friendly" creatures. The music will change and they will not attack you. Instead they will ask that you give them a specific item. If you give them the jewel your party will receive a large amount of AP and possibly an item.

If you are searching for these creatures, it's a good idea if you have all of the equipment set that will allow them to learn new abilities. Also have the Ability Up support ability equipped on each character. This way it is almost certain that your characters will learn some new abilities.

The purpose of this quest is to make it easier for you to fight Ozma by enabling your party to be able to physically attack Ozma. Ozma is another side quest and also the hardest enemy in the game. You need to have at least obtained a red chocobo to be able to fully complete this quest.

Follow the order that the monsters are set in the table, some of them will give items that are needed to feed the next monster. The monsters will tell you who the next monster you should seek is, though they don't tell you where exactly to find them.

+--- FRIENDLY CREATURES ---

- Name -	- Location -	-Wants-	-Reward-
Brown Mu	Plains between the Ice Cavern and Dali.	1 Ore	10 AP, Potion
White Ghost	Plains around Treno.	1 Ore	10 AP, Hi-Potion
Color Ladybug	Forest around Black Mage Village.	2 Ores	20 AP, Ether
Green Yeti	Bigger forest outside Madain Sari.	2 Ores	20 AP, Elixir
Green Nymph	Forest near Iifa Tree.	3 Ores	30 AP, Emerald
Purple Jabberwock	Bigger forest directly east of Oeilvert.	Emerald	40 AP, Moonstone
Green Feather Circle	Lost Continent, near Esto Gaza.	Moon-Stone	30 AP, Lapis Lazuli
Rainbow Garuda	East forest on plateau above Gizamaluke's Grotto.	Lapis Lazuli	40 AP, Diamond
Friendly Yan	Forest on Vile Island.	Diamond	50 AP Rosetta Ring

o-------------o---o---------o----------o

Once you have met all of the other friendly creatures, it is time to head to Vile island to find a friendly Yan. Vile island is located to the south west of the Iifa Tree, you need to use a Golden Chocobo or the Invincible to get there. The enemies on this island are called Yans, they are very powerful. They attack fast and deal a lot of damage with Comet. If your characters aren't strong enough, you should probably just run from these battles. Continue searching in the forest until you find the ridiculously cute Friendly Yan. After you give him a Diamond he will say "Now you can reach the round guy!" He is of course, referring to Ozma. You are now able to attack him physically if you choose to fight him.

==========
...The Ragtime Mouse.....[SID15]..
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You can find the Ragtime Mouse by searching in most forest areas. As you are moving through the forest you will sometimes run into him. The music will change and he will appear. He will ask you a True or False question each time You encounter him. Attack the Circle to answer True and the X to answer False.

If you answer all 16 of his questions with the correct answer, you will receive 2,852 Exp and 59,630 Gil, as well as a Protect Ring

+--- QUESTIONS AND ANSWERS ---+

- Question -	- Answer -
"I Want to Be Your Canary" was written by Lord Afon.	X: False
The 15th Lindblum war started in 1600.	X: False
The theater ship Prima Vista was built in Artania Shipyards.	X: False
Lindblum Castle is larger than Alexandria Castle.	O: True
Some Mu's are friendly and won't attack.	O: True
Burkmea Cable Cars have been running for 8 years.	O: True
Only one desert exists in the entire world.	X: False
Conde Petie is a village of Goblins.	X: False
Prima Vista means love at first sight.	X: False
The Prima Vista airship uses mist as it's source of energy.	O: True
Treno's café, Card Carta, is members only.	O: True
Bobo Bird is a bird that brings you fortune.	X: False
You can defeat Ragtimer.	O: True
Chocobo Forest is located between Lindblum and South Gate.	O: True
Lindblum's Air Cabs operate around the clock.	O: True
Fossil Roo is a tunnel that connects Alexandria to Treno.	X: False

==========
...Ozma.....[SID16]..
==========

The TOUGHEST enemy in the game, Ozma. To fight Ozma you first have to have completed the Chocobo Hot and Cold side quest and have the golden chocobo. Go to the Chocobo's Air Garden. Examine the Eidolon grave and Mene will give you a warning. Only fight Ozma when you are ready, he is very tough so prepare well.

Make sure that you have completed the Friendly Monster side quest because completing that quest will allow your characters to physically attack Ozma. This makes it slightly easier because characters such as Zidane, Freya and Steiner are not useless in this battle. For this battle, my party consisted of Zidane, Freya, Eiko and Vivi. You may need to level up before facing Ozma, a good place to gain levels is Popos Heights, you can find this location above Gizamaluke's Grotto. The moogle down in Gizamaluke's Grotto will warn you of the dangers above. You can get there easier with either a gold chocobo or the Invincible airship. Here you can fight Grand Dragons, they are quite easy to kill if you are at a decent level and they give a lot of exp.

Before you fight Ozma, you have to prepare your characters by equipping support abilities and equipment to them. Equip the Clear Headed, Antibody and Bright Eyes support abilities to all of your characters. You can also equip the following abilities, they are in order of top priority: Auto-Haste, Auto-Regen, HP+20%, HP+10% and Auto-Life. Make sure to equip MP+20%, MP+10% and/or Half MP to Eiko so her MP will last longer. Also equip the Return Magic ability to Vivi.

If you still have those two Pumice Pieces, the ones you found by defeating Ark and playing the Chocobo Hot and Cold mini-game, you'll want to equip these to your characters. Equip both Freya and Eiko with a Pumice Piece as an Add-On and Equip Egoist's Armlets to Zidane and Vivi. Pumice Piece absorbs Shadow damage, while Egoist's Armlet reduces the damage by 100%. This will render Ozma's devastating Doomsday attack useless to him. Make sure that the characters are using their best weapons. I had Zidane with the Ultima Weapon, Freya with Dragon's Hair, Eiko with Tiger's Racket and Vivi with Zeus Staff. If you forged the Pumice with the two Pumice Pieces in Memoria, well then I'm afraid you're outta luck.

My characters were at the following levels when facing Ozma: Zidane 68, Freya 66, Vivi 62 and Eiko 64. Make sure that your character's levels are in the 65-70 range before facing him. Also make sure that none of your character's levels are a multiple of five. Ozma will sometimes cast Death Lvl 5, which will automatically kill any character whose level is a multiple of five. He also casts Holy Lvl 4, which deals Holy damage to all characters who have a level that is a multiple of four, though this isn't as devastating.

Below is the strategy that I used to defeat Ozma.

****

Boss: Ozma

```
+-----------------------------------------------+
| Type : Flying                                 |
| Lvl  : 99                                     |
| HP   : 55,535                                 |
| MP   : 9,999                                  |
+-----------------------------------------------+
| Steal : Elixir, Robe of Lords, Dark Matter,   |
|         Pumice Piece                          |
```

+---+

Ozma is a... Well, I don't know what the hell he is. Ozma has an arsenal of powerful skills at his disposal. Meteor being the most devastating, one hit with this spell can possibly KO each and every member in your party! He also casts Flare, Holy and Flare Star. Curse is also a troublesome attack, it deals a large amount of damage and also inflicts a bunch of nasty status effects on your characters. Of course, if you followed my advice above and equipped the abilities to your characters as I instructed, a good number of these status effects are prevented. Ozma can also cast Death, which will usually hit the character and KO them.

Doomsday is actually good if he uses it, only if all of your characters are protected against Shadow damage. When he casts Doomsday, it will deal shadow damage to everyone in the battle, including himself. If your characters are protected against shadow damage, this attack doesn't effect them and will also heal those with the Pumice Pieces. The attack will still damage Ozma, and it can do anywhere from 8000 to 9999 damage! As an added bonus, if Vivi has the Return Magic support ability then he will recast the spell right after Ozma casts it, dealing about 5000 to 9999 damage! Yeah, Doomsday is a good thing. Ozma also begins to cast Curaga once his HP begins to get lower. This can heal around 8000 HP a cast. You really have to act fast and continue attacking him to make up for the HP that he gained. Try not to let his HP climb back up to high.

Now for your characters, have Zidane just continuously attack Ozma normally. Zidane should be able to deal around 6,000 damage a hit depending on what level he is at. Once at least 9,999 damage has been dealt to Ozma, Freya should cast Dragon's Breath to deal 9,999 damage a turn. If you have killed enough Dragon type enemies, which you have probably killed a lot of if you trained your characters on the Grand Dragons before hand, Dragon's Crest can deal up to 9,999 damage for 16 MP. Dragon's Breath costs 78 MP a cast, so if your Dragon Crest does enough damage, use that instead of Dragon's Breath. Dragon's Breath costs a lot of MP, but if Dragon's Crest fails to deal 9,999 damage, use Dragon's Breath. Just keep an eye on Freya's MP so she is able to cast Dragon's Breath each turn. This is helpful to recover from a Curaga that Ozma uses, along with Zidane's physical attack. You can also equip the MP Attack support ability to Zidane. This allows him to spend his MP to add to his attack damage. This is ok because he is not dependant on his MP for this battle, unless he reaches Trance. If that's the case, then just use Grand Lethal until it wears off.

Eiko can cast Holy and Madeen to deal a ton of Holy damage to Ozma. Of course, you should have her cast Full-Life on downed allies and Curaga on the party if their HP is getting low. If the entire party has Auto-Regen, the HP isn't as big of a problem. With the long battle animations such as Doomsday, your character's HP should be able to climb back up fairly quickly. Vivi can cast Doomsday, since all of your characters should be protected against shadow damage in some way. This can even be used to heal the characters who have the Pumice pieces equipped. Vivi should also use Ethers or Elixirs on Freya and Eiko if their MP is getting low.

Ozma can also cast spells that will inflict status effects on your characters, such as Mini or Berserk. Mini can be cured with either Remedy or Esuna, and Berserk can be cured with Gysahl Greens. If Ozma casts Mini on the entire party then make sure that you cast Esuna or use a Remedy on Zidane. This is because Mini severely lowers his physical attacks which he is dependant on. Freya is busy casting Dragon's Breath or Crest, so she can wait to be healed. If she gets hit with Berserk however, then you will want to use a Gysahl Green on her right away. You want her to be able to cast Dragon's Breath or Crest each turn

so you can make up for the amount of HP Ozma is sure to heal with his Curaga spell.

Curse can inflict Mini and a bunch of other negative status effects as well as a lot of damage. This battle does kind of require a little luck, Ozma can sometimes even cast Meteor right of the bat and kill your whole party in one turn! The Meteor attack is absolutely devastating, and it could spell the end of the fight in Ozma's favor. Some characters may be able to survive this sometimes, but it will be hard for them to recover and revive all of the other party members. If you do die, there is a chance that Phoenix will cast Rebirth Flame and your party will be revived instead of going to a game over. Think of this as a second chance. The probability of Phoenix coming and reviving your party is dependant on the number of Phoenix Pinions in your inventory.

Ozma is tough, but the battle can be won. It may take a few tries, just be patient and keep on trying, you'll win eventually. Just keep hitting him with Dragon's Breath/Crest, Zidane's physical attacks and Vivi's Doomsday. You should keep Eiko on standby and maybe wait for Ozma to act. This way you can see if any healing needs to be done. Well, that's all I can really tell you.

Good Luck!

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Once Ozma has been defeated, he will explode! Ha, good riddance. Your entire party will receive 16,830 Exp and 100 AP! Mene the moogle will be so impressed that he will reward you with the Ozma Card and the Strategy Guide key item.

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...Tetra Master.....[SID17]..
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Tetra Master is a card game played by many people all over the world of Gaia. You can challenge someone to a game of Tetra Master by pressing square to talk to them. If they play, they will ask you if you want to play a game of cards. Accept their challenge, and the game begins. To play the game you of course need to have the cards first. You can find these all over the world, you can find them as treasure or you can find them by killing monsters. There will be several moments in the game where the rules of the game will be explained, so take the time read them.

It may be kind of hard to understand how to play the game from the explanations that are given. The best way to learn is to play a few games and experience it for yourself.

Once the game has begun, you must select five cards to put into play. Once the cards have been selected, the playing field will be set. A number of tiles fall onto the field, preventing you or your opponent from placing a card there. A coin toss will determine who will make their move first. You are blue and your opponent is red. Notice the yellow arrows on the sides of the cards, the object of the game is to have the most amount of cards on the field. You have to "Capture" an opponent's card to make it your own. To capture a card, place the card next to or diagonal to one of the cards that your opponent controls so that the arrow is pointing to the card.

If the card you are pointing to does not have an arrow, the colour of the card will change to blue. If the card DOES have an arrow, and the two tips of the arrows are pointing to each other, a card battle begins. If your card wins the opponents card will change to blue. If your opponent's card wins your card will change to red. You can only battle one card at a time. You can also perform a combo by capturing cards. If you win a card battle, you will capture the

opponent's cards that the captured card's arrows are pointing to.

Once both you and your opponent have played all of the cards, the game ends. The winner is determined by whoever has the most cards on the field. The winner gets to take on of the loser's cards that they have captured, meaning the cards that they had control of. If the winner managed to gain control of all of the cards on the field, a perfect game, they will get to keep all five of the opponents cards. If both you and your opponent control the same number of cards, then the match is a Draw.

The way the winner of a Card Battle is determined is based on the numbers on the bottom of the card. The numbers and letters represent the strength of the card in question. The first number represents the cards attack power, it ranges from O to E. E is the highest, O is the lowest. The second number represents the card's attack type. P is physical, M is Magic, X attacks the lowest defense number and A attacks the lowest number on the card. The third number is the card's physical defense, the fourth number is the cards magical defense.

You can only hold 100 cards in a deck, so if you would want to have all of the 100 different cards, you would only be able to hold one of each. Here is a list of all the one hundred cards in Tetra Master.

- Column 1 -	- Column 2 -	- Column 3 -	- Column 4 -
Goblin	Yeti	Carrion Worm	Blazer Beetle
Fang	Mimic	Cerberus	Abomination
Skeleton	Wyerd	Antlion	Zemzelett
Flan	Mandragora	Cactuar	Stroper
Zhagnol	Crawler	Gimme Cat	Tantarian
Lizard Man	Sand Scorpion	Ragtimer	Grand Dragon
Zombie	Nymph	Hedgehog Pie	Feather Circle
Bomb	Sand Golem	Ralvuimahgo	Hecteyes
Ironite	Zuu	Ochu	Ogre
Sahagin	Dragonfly	Troll	Armstrong
- Column 5 -	- Column 6 -	- Column 7 -	- Column 8 -
Ash	Abadon	Ifrit	Excalibur 2
Wraith	Behemoth	Ramuh	Ultima Weapon
Gargoyle	Iron Man	Atomos	Masamune
Vepal	Nova Dragon	Odin	Elixir
Grimlock	Ozma	Leviathan	Dark Matter
Tonberry	Hades	Bahamut	Ribbon
Veteran	Holy	Ark	Tiger Racket

Garuda	Meteor	Fenrir	Save the Queen
Malboro	Flare	Madeen	Genji
Mover	Shiva	Alexander	Mythril Sword

- Column 9 -	- Column 10 -		
Blue Narciss	Mog		
Hilda Garde 3	Frog		
Invincible	Oglop		
Cargo Ship	Alexandria		
Hilda Garde 1	Lindblum		
Red Rose	Two Moons		
Theater Ship	Gargant		
Viltgance	Namingway		
Chocobo	Boco		
Fat Chocobo	Airship		

If you go into the Card menu, you should notice your Collector's Rank. As you collect more cards, your rank goes up

...Secrets..[SID18]..

There are a few secrets in Final Fantasy IX and I decided to include them in the guide. Not all of these lead you to items, but they do provide you with some interesting information.

- Extra Scene With Ruby

At the beginning of the game when you are on the Theater Ship, while Baku is explaining the plan choose the incorrect option when prompted. Choose the option "...to kidnap Queen Brahne" 64 consecutive times, Ruby will come into the room and she will say something.

- Quan's Dwelling Reunion

After Alexandria is attacked, head back to Quan's Dwelling with both Vivi and Quina in your party. An extra scene will happen here. After it is over search the stopped clock on the patio to obtain Running Shoes.

- Final Fantasy III Music

After you get back to Gaia in Disc 4, purchase Doga's Artifact and Une's Mirror from the auction and head to Black Mage Village. Speak with the Black Mage to

the right inside the inn and the music will change to a Final Fantasy III song. It will continue until you leave the village.

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- Nero Bros. Gambling

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If you go into the weapon shop in the beginning of Disc 3 when you are controlling Zidane, you will run into the Nero brothers. You can then play a mini-game to earn some up to 25,600 Gil.

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- Renaming Characters

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You can find the Namingway card inside Kuja's room in the desert palace by looking behind the stack of books. You can also win one from Mario in the card tournament. Go to Daguerrero with one of the cards and talk to the man roaming the library and show him the card.

To get to the man you need to get on the mid-level of the library. First examine the strange block next to the medicine shop. Next, speak to the man near to the right of the room. You can find the book he is looking for by searching the book pile to the right of the room. Speak with him again and he will move, unblocking the hidden ladder that will take you to the middle level.

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- Identity of the Four-Armed Man

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If you talk to the four-armed man in Daguerreo while you have a hunting rank of 'S' he will tell you his true identity. To find out what your ranking is talk to either the four-armed man or the lady in the Treno Inn.

Treasure Hunting rank is determined by a point system. 1 point for every chest searched Field Icon and item gained. 1 point for every rare item purchased in the Treno Auction House. 2 points for every chest found while riding Choco on the world map.

When you have attained Rank S challenge the four-armed man to a card game and follow him when he runs out. Talk to him to learn his true identity and to obtain the Rank S Award item.

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- Secrets on the Eidolon Wall

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This can be done at the beginning of Disc 4. You can learn Garnet's true name by doing this. First have Dagger in your party and find Lani, you will find her on Eiko's back porch. When you arrive she will run away, exit the village with anyone in your party except for Amarant and Dagger and talk to Lani two times. Next go to the eidolon wall and walk clockwise from the entrance until you are back at the entrance.

Move past the '!' until you hear a sound, then walk counterclockwise back to the entrance and just past the '!'. Repeat this nine consecutive times going back and forth. On the ninth time your HP and MP will be restored. Now you can read the messages on the wall in any order you like. Once you have read them all go back to the Ifrit one for an additional message which tells you Dagger's real name.

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- Playing Blackjack

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Once you have finished the game, watch the credits and wait for the screen that says The End. Once it is up press R2, L1, R2, R2, Up, X, Right, Circle, Down, Triangle, L2, R1, R2, L1, Square, Square and Start. When the correct sequence has been entered you will be able to play Blackjack.

[FF909] - Shop Guide -

- Alexandria [SHP01]

Alexandria Item Shop

- Item -	- Cost -	- Description -
Potion	50 Gil	Recover 150 HP in battle, recover 100 HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Tent	800 Gil	Restore HP/MP at save point or world map.

Alexandria Item Shop (Disc 3)

- Item -	- Cost -	- Description -
Potion	50 Gil	Recover 150 HP in battle, recover 100 HP on the field.
Hi-Potion	200 Gil	Recover 450 HP in battle, recover 300 HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Echo Screen	50 Gil	Cures Silence.
Soft	100 Gil	Cures Petrify.
Annoyntment	150 Gil	Cures Trouble.
Remedy	300 Gil	Cures various status effects.
Tent	800 Gil	Restore HP/MP at save point or world map.

- Evil Forest [SHP02]

+--- Cinna's Item Shop ---+

- Item -	- Cost -	- Description -
Potion	50 Gil	Recover 150 HP in battle, recover 100 HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Tent	800 Gil	Restore HP/MP at save point or world map.

- Dali [SHP03]

+--- Dali Item Shop ---+

- Item -	- Cost -	- Description -
Potion	50 Gil	Recover 150 HP in battle, recover 100 HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Tent	800 Gil	Restore HP/MP at save point or world map.

+--- Dali Weapon/Armor Shop ---+

- Item -	- Cost -
Dagger	320 Gil
Mage Masher	500 Gil
Broad Sword	330 Gil
Iron Sword	660 Gil
Rod	260 Gil
Magic Wand	320 Gil
Wrist	130 Gil
Leather Wrist	200 Gil
Bronze Gloves	480 Gil
Leather Hat	150 Gil

Feather Hat	200 Gil
Rubber Helm	250 Gil
Bronze Helm	330 Gil
Leather Shirt	270 Gil
Silk Shirt	400 Gil
Bronze Armor	660 Gil

- Lindblum [SHP04]

Lindblum Item Shop

- Item -	- Cost -	- Description -
Potion	50 Gil	Recover 150 HP in battle, recover 100 HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Echo Screen	50 Gil	Cures Silence.
Soft	100 Gil	Cures Petrify.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Tent	800 Gil	Restore HP/MP at save point or world map.

Lindblum Weapon/Armor Shop

- Item -	- Cost -
Dagger	320 Gil
Mage Masher	500 Gil
Broad Sword	330 Gil
Iron Sword	660 Gil
Rod	260 Gil
Magic Wand	320 Gil
Wrist	130 Gil
Leather Wrist	200 Gil
Bronze Gloves	480 Gil
Leather Hat	150 Gil

Feather Hat	200 Gil
Rubber Helm	250 Gil
Bronze Helm	330 Gil
Leather Shirt	270 Gil
Silk Shirt	400 Gil
Bronze Armor	660 Gil

+--- Lindblum Item Shop (Disc 2, after attack ----------+

- Item -	- Cost -	- Description -
Potion	50 Gil	Recover 150 HP in battle, recover 100 HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Echo Screen	50 Gil	Cures Silence.
Soft	100 Gil	Cures Petrify.
Annoyntment	150 Gil	Cures Trouble.
Tent	800 Gil	Restore HP/MP at save point or world map.

+--- Lindblum Weapon/Armor Shop (Disc 2, after attack) ----------+

- Item -	- Cost -
Dagger	320 Gil
Mage Masher	400 Gil
Mythril Dagger	950 Gil
Ice Brand	3780 Gil
Partisan	1600 Gil
Multina Racket	750 Gil
Stardust Rod	760 Gil
Flame Staff	1100 Gil
Ice Staff	980 Gil
Lightning Staff	1200 Gil

Leather Wrist	200 Gil
Glass Armlet	250 Gil
Bone Wrist	330 Gil
Mythril Armlet	500 Gil
Mythril Gloves	980 Gil
Thunder Gloves	1200 Gil
Headgear	330 Gil
Magus Hat	400 Gil
Bandana	500 Gil
Mage's Hat	600 Gil
Mythril Helm	1000 Gil
Silk Shirt	400 Gil
Leather Plate	530 Gil
Bronze Vest	670 Gil
Chain Plate	810 Gil
Mythril Vest	1180 Gil
Chain Mail	1200 Gil
Mythril Armor	1830 Gil

+--- Lindblum Dragon Gate Shop ---+

- Item -	- Cost -	- Description -
Ice Brand	3780 Gil	Weapon with an Ice spirit dwelling inside.
Partisan	1600 Gil	Spear adorned with brilliant gems.
Multina Racket	750 Gil	Long range weapon that holds mysterious powers. Raises Wind Elem-Atk.
Stardust Rod	760 Gil	Rod adorned with beautiful stars.
Mythril Armlet	500 Gil	Armlet made of mythril.
Thunder Gloves	1200 Gil	Gloves with thunder god's power dwelling inside. Elem-Def: Thunder damage reduced by 50%. Raises Thunder Elem-Atk.
Bandana	500 Gil	Mysterious bandana that makes you light-footed.
Mage's Hat	600 Gil	Hat that holds magic powers.

Mythril Helm	1000 Gil	Helm made of mythril. Raises Holy Elem-Atk.
Chain Plate	810 Gil	Plate that provides brimming strength.
Mythril Vest	1180 Gil	Vest braided with mythril.
Adaman Vest	1600 Gil	Very durable vest. Elem-Def: Fire damage reduced by 50%.
Mythril Armor	1830 Gil	Armor made of mythril.
Potion	50 Gil	Recover 150HP in battle, recover 100HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Echo Screen	50 Gil	Cures Silence.
Soft	100 Gil	Cures Petrify.
Annoyntment	150 Gil	Cures Trouble.
Tent	800 Gil	Restore HP/MP at save point or world map.

+--- Lindblum Weapon/Armor Shop (Disc 3) ----------+

- Item -	- Cost -
Coral Sword	4000 Gil
Survival Vest	2900 Gil
Partisan	1600 Gil
Brigandine	4300 Gil
Ice Lance	2430 Gil
Mythril Armor	1830 Gil
Poison Knuckles	5000 Gil
Plate Mail	2320 Gil
Magic Racket	1350 Gil
Healing Rod	1770 Gil
Lamia's Flute	1800 Gil
Cypress Pile	3200 Gil
Mythril Fork	4700 Gil

Pinwheel	200 Gil
Chimera Armlet	1200 Gil
Thunder Gloves	1200 Gil
Twist Headband	1200 Gil
Mantra Band	1500 Gil
Dark Hat	1800 Gil
Gold Helm	1800 Gil
Magician Cloak	1850 Gil

- South Gate [SHP05]

South Gate Item Shop

- Item -	- Cost -	- Description -
Potion	50 Gil	Recover 150HP in battle, recover 100HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Echo Screen	50 Gil	Cures Silence.
Soft	100 Gil	Cures Petrify.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Tent	800 Gil	Restore HP/MP at save point or world map.

- Burmecia [SHP06]

Burmecia Mog Shop

- Item -	- Cost -	- Description -
Needle Fork	3100 Gil	Mysterious fork that causes the opposite effect of soft.
Glass Armlet	250 Gil	Armlet made of Glass. Elem-Def: Water damage reduced by 50%.
Mythril Gloves	980 Gil	Gloves made of mythril.
Steepled Hat	260 Gil	Hat worn by mages.

Headgear	300 Gil	Wearing it will make you popular. Elem-Def: Water damage reduced by 50%.
Magus Hat	400 Gil	Hat suited for mages. Raises Ice Elem-Atk.
Barbut	600 Gil	Headgear that raises spirit.
Bronze Vest	670 Gil	Plate made of bronze.
Linen Cuirass	800 Gil	Armor packed with magic.
Potion	50 Gil	Recover 150HP in battle, recover 100HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Echo Screen	50 Gil	Cures Silence.
Soft	100 Gil	Cures Petrify.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Tent	800 Gil	Restore HP/MP at save point or world map.

- Treno [SHP07]

Treno Item Shop

- Item -	- Cost -	- Description -
Potion	50 Gil	Recover 150HP in battle, recover 100HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Echo Screen	50 Gil	Cures Silence.
Soft	100 Gil	Cures Petrify.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Tent	800 Gil	Restore HP/MP at save point or world map.

Treno Item Shop (Disc 3)

- Item -	- Cost -	- Description -
Potion	50 Gil	Recover 150HP in battle, recover 100HP on the field.

Hi-Potion	200 Gil	Recover 450HP in battle, recover 300HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Echo Screen	50 Gil	Cures Silence.
Soft	100 Gil	Cures Petrify.
Annoyntment	150 Gil	Cures Trouble.
Remedy	300 Gil	Cures various status effects.
Tent	800 Gil	Restore HP/MP at save point or world map.

+--- Treno Weapon/Armor Shop ---+

- Item -	- Cost -
Dagger	320 Gil
Mage Masher	500 Gil
Mythril Dagger	950 Gil
Mythril Sword	1330 Gil
Mythril Spear	1100 Gil
Air Racket	400 Gil
Mythril Rod	560 Gil
Flame Staff	1100 Gil
Ice Staff	980 Gil
Lightning Staff	1200 Gil
Fork	1100 Gil
Needle Fork	3100 Gil
Leather Wrist	200 Gil
Glass Armlet	250 Gil
Bone Wrist	330 Gil
Mythril Gloves	980 Gil
Magus Hat	400 Gil
Bandana	500 Gil

Barbut	600 Gil
Silk Shirt	400 Gil
Leather Plate	530 Gil
Bronze Vest	670 Gil
Chain Plate	810 Gil
Linen Cuirass	800 Gil
Chain Mail	1200 Gil
Broad Sword	330 Gil

+--- Treno Weapon/Armor Shop (Disc 3) ---+

- Item -	- Cost -
Mythril Dagger	950 Gil
Gladius	2300 Gil
Ice Brand	3780 Gil
Partisan	1600 Gil
Ice Lance	2450 Gil
Cat's Claws	4000 Gil
Poison Knuckles	5000 Gil
Stardust Rod	760 Gil
Healing Rod	1770 Gil
Lamia's Flute	3800 Gil
Flame Staff	1100 Gil
Ice Staff	980 Gil
Lightning Staff	1200 Gil
Oak Staff	2400 Gil
Pinwheel	200 Gil
Glass Armlet	250 Gil
Bone Wrist	330 Gil
Mythril Armlet	500 Gil
Magic Armlet	1000 Gil
Mythril Gloves	980 Gil

Thunder Gloves	1200 Gil
Lamia's Tiara	800 Gil
Ritual Hat	1000 Gil
Twist Headband	1200 Gil
Barbut	600 Gil
Mythril Helm	1000 Gil
Gold Helm	1800 Gil
Magician Cloak	1850 Gil
Survival Vest	2900 Gil
Brigandine	4380 Gil
Mythril Armor	1830 Gil
Plate Mail	2320 Gil

- Cleyra [SHP08]

Cleyra Item Shop

- Item -	- Cost -	- Description -
Potion	50 Gil	Recover 150HP in battle, recover 100HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Echo Screen	50 Gil	Cures Silence.
Soft	100 Gil	Cures Petrify.
Annoyntment	150 Gil	Cures Trouble.
Tent	800 Gil	Restore HP/MP at save point or world map.

Cleyra Weapon/Armor Shop

- Item -	- Cost -
Partisan	1600 Gil
Multina Racket	700 Gil

Mythril Rod	560 Gil
Flame Staff	1100 Gil
Ice Staff	980 Gil
Lightning Staff	1200 Gil
Needle Fork	3100 Gil
Bone Wrist	330 Gil
Mythril Armlet	500 Gil
Mythril Gloves	980 Gil
Thunder Gloves	1200 Gil
Magus Hat	400 Gil
Bandana	500 Gil
Mage's Hat	600 Gil
Mythril Helm	1000 Gil
Chain Plate	810 Gil
Mythril Vest	1180 Gil
Chain Mail	1200 Gil
Mythril Armor	1830 Gil

- Fossil Roo [SHP09]

Fossil Roo Item/Equipment Shop

- Item -	- Cost -	- Description -
Ice Brand	3780 Gil	Weapon with an Ice spirit dwelling inside.
Partisan	1600 Gil	Spear adorned with brilliant gems.
Multina Racket	750 Gil	Long range weapon that holds mysterious powers. Raises Wind Elem-Atk.
Stardust Rod	760 Gil	Rod adorned with beautiful stars.
Mythril Armlet	500 Gil	Armlet made of mythril.
Thunder Gloves	1200 Gil	Gloves with thunder god's power dwelling inside. Elem-Def: Thunder damage reduced by 50%. Raises Thunder Elem-Atk.
Bandana	500 Gil	Mysterious bandana that makes you light-footed.

Mage's Hat	600 Gil	Hat that holds magic powers.
Mythril Helm	1000 Gil	Helm made of mythril. Raises Holy Elem-Atk.
Chain Plate	810 Gil	Plate that provides brimming strength.
Mythril Vest	1180 Gil	Vest braided with mythril.
Adaman Vest	1600 Gil	Very durable vest. Elem-Def: Fire damage reduced by 50%.
Mythril Armor	1830 Gil	Armor made of mythril.
Potion	50 Gil	Recover 150HP in battle, recover 100HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Echo Screen	50 Gil	Cures Silence.
Soft	100 Gil	Cures Petrify.
Annoyntment	150 Gil	Cures Trouble.
Tent	800 Gil	Restore HP/MP at save point or world map.

- Conde Petie [SHP10]

+--- Conde Petie Item Shop

- Item -	- Cost -	- Description -
Potion	50 Gil	Recover 150HP in battle, recover 100HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Echo Screen	50 Gil	Cures Silence.
Soft	100 Gil	Cures Petrify.
Annoyntment	150 Gil	Cures Trouble.
Tent	800 Gil	Restore HP/MP at save point or world map.

+--- Conde Petie Weapon/Armor Shop

- Item -	- Cost -
Poison Knuckles	5000 Gil
Multina Racket	700 Gil
Stardust Rod	760 Gil
Flame Staff	1100 Gil
Ice Staff	980 Gil
Lightning Staff	1200 Gil
Oak Staff	2400 Gil
Mythril Fork	4700 Gil
Magic Armlet	1000 Gil
Lamia's Tiara	800 Gil
Ritual Hat	1000 Gil
Adaman Vest	1600 Gil
Magician Cloak	2000 Gil
Mythril Armlet	500 Gil
Mythril Gloves	980 Gil
Thunder Gloves	1200 Gil
Headgear	330 Gil
Magus Hat	400 Gil
Bandana	500 Gil
Mage's Hat	600 Gil
Mythril Helm	1000 Gil
Silk Shirt	400 Gil
Leather Plate	530 Gil
Bronze Vest	670 Gil
Chain Plate	810 Gil
Mythril Vest	1180 Gil
Chain Mail	1200 Gil
Mythril Armor	1830 Gil

- Black Mage Village [SHP11]

Black Mage Village Item Shop

- Item -	- Cost -	- Description -
Potion	50 Gil	Recover 150HP in battle, recover 100HP on the field.
Hi-Potion	200 Gil	Recover 450HP in battle, recover 300HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Echo Screen	50 Gil	Cures Silence.
Soft	100 Gil	Cures Petrify.
Annoyntment	150 Gil	Cures Trouble.
Remedy	300 Gil	Cures various status effects.
Tent	800 Gil	Restore HP/MP at save point or world map.

Black Mage Village Weapon/Armor Shop

- Item -	- Cost -
Gladius	320 Gil
Mage Masher	400 Gil
Mythril Dagger	950 Gil
Ice Brand	3780 Gil
Stardust Rod	760 Gil
Flame Staff	1100 Gil
Ice Staff	980 Gil
Lightning Staff	1200 Gil
Oak Staff	2400 Gil
Mythril Fork	4700 Gil
Leather Wrist	200 Gil
Glass Armlet	250 Gil
Bone Wrist	330 Gil

Mythril Armlet	500 Gil
Magic Armlet	980 Gil
Leather Hat	150 Gil
Steepled Hat	260 Gil
Headgear	330 Gil
Magus Hat	400 Gil
Bandana	500 Gil
Mage's Hat	600 Gil
Lamia's Tiara	800 Gil
Ritual Hat	1000 Gil
Silk Shirt	400 Gil
Leather Plate	530 Gil
Bronze Vest	670 Gil
Chain Plate	810 Gil
Mythril Vest	1180 Gil
Adaman Vest	1600 Gil
Magician Cloak	1850 Gil
Survival Vest	2900 Gil

+--- Black Mage Village Item Shop (Disc 4) ---+

- Item -	- Cost -	- Description -
Potion	50 Gil	Recover 150HP in battle, recover 100HP on the field.
Hi-Potion	200 Gil	Recover 450HP in battle, recover 300HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Echo Screen	50 Gil	Cures Silence.
Soft	100 Gil	Cures Petrify.
Annoyntment	150 Gil	Cures Trouble.

Remedy	300 Gil	Cures various status effects.
Vaccine	100 Gil	Cures Virus.
Magic Tag	150 Gil	Cures Zombie.
Tent	800 Gil	Restore HP/MP at save point or world map.

+--- Black Mage Village Weapon/Armor Shop (Disc 4) ---+

- Item -	- Cost -
Wizard Rod	3900 Gil
Siren's Flute	7000 Gil
High Mage Staff	6000 Gil
Thief Hat	7100 Gil
Holy Miter	8300 Gil
Dark Gear	16300 Gil

- Esto Gaza [SHP12]

+--- Esto Gaza Item/Equipment Shop ---+

- Item -	- Cost -	- Description -
Gladius	2300 Gil	Light dagger that is easy to handle.
Zorlin Shape	6000 Gil	Popular weapon among thieves.
Diamond Sword	4750 Gil	Sword made of diamond.
Flame Saber	5190 Gil	Weapon with a fire spirit dwelling inside.
Heavy Lance	4700 Gil	Heavy weapon that can deal massive damage.
Scissor Fangs	8000 Gil	Weapon with deadly venom on the tip.
Magic Racket	1350 Gil	Long range weapon that holds magic powers.
Asura's Rod	3180 Gil	Holy rod.
Hamelin	5700 Gil	Flute that holds magic powers
Cypress Pile	3200 Gil	Weapon that radiates a mysterious light.
Octagon Rod	4500 Gil	Staff with water god dwelling inside.
Silver Fork	7400 Gil	Fork made of silver.

Rising Sun	500 Gil	Throwing item.
Egoist's Armlet	2000 Gil	Armlet made in the dark world. Elem-Def: Shadow damage reduced by 100%.
N-Kai Armlet	3000 Gil	Armlet formally worn by a ninja.
Jade Armlet	3400 Gil	Armlet made of jade. Raises Holy Elem-Atk.
Diamond Gloves	2000 Gil	Gloves made of diamond. Elem-Def: Water damage reduced by 100%.
Venetia Shield	2800 Gil	Popular shield among soldiers.
Black Hood	2550 Gil	Hood from a foreign land. Elem-Def: Fire/Thunder/Water damage reduced by 50%.
Red Hat	3000 Gil	Dark red hat. Raises Fire Elem-Atk.
Cross Helm	2200 Gil	Helm that raises strength.
Judo Uniform	5000 Gil	Clothes from a foreign land.
Power Vest	7200 Gil	Raises Strength.
Gold Armor	2950 Gil	Armor made of gold.
Shield Armor	4300 Gil	Armor that provides excellent protection. Elem Def: Fire/Ice/Thunder damage reduced by 50%.
Hi-Potion	200 Gil	Recover 450HP in battle, recover 300HP on the field.
Annoyntment	150 Gil	Cures Trouble.
Remedy	300 Gil	Cures various status effects.
Vaccine	100 Gil	Cures Virus.
Magic Tag	150 Gil	Cures Zombie.
Tent	800 Gil	Restore HP/MP at save point or world map.

- Mount Gulug [SHP13]

+--- Mount Gulug Mog Shop ---+

- Item -	- Cost -	- Description -
Potion	50 Gil	Recover 150HP in battle, recover 100HP on the field.
Hi-Potion	200 Gil	Recover 450HP in battle, recover 300HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.

Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Echo Screen	50 Gil	Cures Silence.
Soft	100 Gil	Cures Petrify.
Annoyntment	150 Gil	Cures Trouble.
Remedy	300 Gil	Cures various status effects.
Vaccine	100 Gil	Cures Virus.
Magic Tag	150 Gil	Cures Zombie.
Tent	800 Gil	Restore HP/MP at save point or world map.

- Ipsen's Castle [SHP14]

Ipsen's Castle Mog Shop

- Item -	- Cost -	- Description -
Mage Masher	300 Gil	Weapon originally used for combating mages.
Iron Sword	660 Gil	Sword made of Iron.
Mythril Spear	1100 Gil	Spear made of mythril.
Poison Knuckles	5000 Gil	Combat knuckles.
Multina Racket	750 Gil	Long range weapon that holds mysterious powers.
Mythril Rod	560 Gil	Rod made of mythril.
Lamia's Flute	3800 Gil	Flute with a lamia's power dwelling inside.
Oak Staff	2400 Gil	Staff made from a legendary tree.
Needle Fork	3100 Gil	Mysterious fork that causes the opposite effect of soft.
Rising Sun	500 Gil	Throwing weapon more powerful than the pinwheel.
N-Kai Armlet	3000 Gil	Armlet formally worn by a ninja.
Jade Armlet	3400 Gil	Armlet made of jade. Raises Holy Elem-Atk.
Venetia Shield	2800 Gil	Shield popular among soldiers.

Red Hat	3000 Gil	Dark red hat. Raises Fire Elem-Atk.
Golden Hairpin	3700 Gil	Hairpin that holds magic power. Raises Water Elem-Atk.
Cross Helm	2200 Gil	Helm that raises strength.
Diamond Helm	3000 Gil	Helm made of diamond.
Power Vest	7200 Gil	Raises strength.
Gaia Gear	8700 Gil	Robe blessed by the earth god. Absorbs Earth attacks. Raises Earth Elem-Atk.
Potion	50 Gil	Recover 150HP in battle, recover 100HP on the field.
Hi-Potion	200 Gil	Recover 450HP in battle, recover 300HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Echo Screen	50 Gil	Cures Silence.
Soft	100 Gil	Cures Petrify.
Annoyntment	150 Gil	Cures Trouble.
Remedy	300 Gil	Cures various status effects.
Vaccine	100 Gil	Cures Virus.
Magic Tag	150 Gil	Cures Zombie.
Tent	800 Gil	Restore HP/MP at save point or world map.

- Bran Bal [SHP15]

Bran Bal Mog Shop

- Item -	- Cost -	- Description -
Dagger	320 Gil	Weapon used by thieves.
Mage Masher	500 Gil	Weapon originally used for combating mages.
Gladius	2300 Gil	Light dagger that is easy to handle.
Zorlin Shape	6000 Gil	Popular weapon among thieves.
Orichalcon	17000 Gil	The most powerful thief's sword.
Defender	9340 Gil	Sword possessing a guardian angel.

Holy Lance	11000 Gil	Holy spear.
Avenger	16000 Gil	Powerful claws that can kill opponents with one hit.
Mythril Racket	2250 Gil	Long range weapon made of mythril.
Bistro Fork	10300 Gil	popular fork among gourmands.
Rising Sun	500 Gil	More powerful than a pinwheel. Throwing weapon.
Dragon Wrist	4800 Gil	Wristlet made from dragon bones.
Defense Gloves	6000 Gil	Protects you from various attacks.
Coronet	4400 Gil	Coronet that radiates a mysterious light.
Flash Hat	5200 Gil	Holy hat.
Adaman Helm	6100 Gil	Extremely durable hat.
Platinum Helm	4600 Gil	Helm made of platinum.
Demon's Vest	7200 Gil	Supposedly, A vest that belonged to a demon.
Minerva's Plate	12200 Gil	Plate worn by women.
Platina Armor	10500 Gil	Armor made of platinum. Elem-Def: Ice damage reduced by 100%.
Hi-Potion	200 Gil	Recover 450HP in battle, recover 300HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Annoyntment	150 Gil	Cures Trouble.
Remedy	300 Gil	Cures various status effects.
Vaccine	100 Gil	Cures Virus.
Magic Tag	150 Gil	Cures Zombie.
Tent	800 Gil	Restore HP/MP at save point or world map.

- Daguerreo [SHP16]

Daguerreo Item Shop

- Item -	- Cost -	- Description -
Potion	50 Gil	Recover 150HP in battle, recover 100HP on the

		field.
Hi-Potion	200 Gil	Recover 450HP in battle, recover 300HP on the field.
Phoenix Down	150 Gil	Revive a fallen Ally, Cures KO.
Antidote	50 Gil	Cures Poison.
Eye Drops	50 Gil	Cures Darkness.
Echo Screen	50 Gil	Cures Silence.
Soft	100 Gil	Cures Petrify.
Annoyntment	150 Gil	Cures Trouble.
Remedy	300 Gil	Cures various status effects.
Magic Tag	150 Gil	Cures Zombie.
Tent	800 Gil	Restore HP/MP at save point or world map.

+--- Daguerreo Weapon/Armor Shop ----------+

- Item -	- Cost -
Mage Masher	500 Gil
Mythril Dagger	950 Gil
Gladius	2300 Gil
Zorlin Shape	6000 Gil
Rune Blade	8900 Gil
Obelisk	6000 Gil
Mythril Racket	2250 Gil
Asura's Rod	3180 Gil
Tiger Fangs	13500 Gil
Hamelin	5700 Gil
Octagon rod	4500 Gil
Holy Lance	11000 Gil
Rising Sun	500 Gil
Bone Wrist	220 Gil
Mythril Armlet	500 Gil
Magic Armlet	1000 Gil

Chimera Armlet	1200 Gil
Egoist's Armlet	2000 Gil
N-Kai Armlet	3000 Gil
Venetia Shield	2800 Gil
Defense Gloves	6000 Gil
Jade Armlet	3400 Gil
Lamia's Tiara	800 Gil
Twist Headband	1200 Gil
Golden Hairpin	3700 Gil
Coronet	4400 Gil
Diamond Helm	3000 Gil
Demon's Vest	10250 Gil
Demon's Mail	5900 Gil
Diamond Armor	8800 Gil
Gaia Gear	8700 Gil

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- Alexandria [SYN01]

Alexandria Synthesis Shop (Disc 3)

- Item -	- Requires -	- Cost -
Butterfly Sword	Dagger, Mage Masher	300 Gil
The Ogre	Mage Masher, Mage Masher	700 Gil
Exploda	Mage Masher, Mythril Dagger	1000 Gil
Rune Tooth	Mythril Dagger, Mythril Dagger	2000 Gil
Angel Bless	Mythril Dagger, Gladius	9000 Gil
Cotton Robe	Wrist, Steepled Hat	1000 Gil
Silk Robe	Silk Shirt, Bandana	2000 Gil
Magician Robe	Mage Staff, Magician Cloak	3000 Gil

Germinas Boots	Desert Boots, Fork	900 Gil
Cachusha	Magus Hat, Rubber Helm	1000 Gil
Coral Ring	Lightning Staff, Rod	1200 Gil
Desert Boots	Leather Hat, Leather Shirt	300 Gil
Yellow Scarf	Feather Hat, Steepled Hat	400 Gil
Glass Buckle	Glass Armlet, Leather Wrist	500 Gil
Gold Choker	Linen Cuirass, Soft	1300 Gil
Magician Shoes	Germinas Boots, Bone Wrist	1500 Gil
Barette	Needle Fork, Barbut	1800 Gil
Extension	Lamia's Tiara, Multina Racket	3500 Gil
Reflect Ring	Anklet, Madain's Ring	7000 Gil
Power Belt	Glass Buckle, Chain Mail	2000 Gil
Madain's Ring	Bone Wrist, Stardust Rod	3000 Gil
Fairy Earrings	Magic Armlet, Soft	3200 Gil
Anklet	Gold Choker, Peridot	4000 Gil
Black Belt	Twist Headband, Survival Vest	4000 Gil
Feather Boots	Magician Shoes, Phoenix Pinion	4000 Gil
Pearl Rouge	Moonstone, Elixir	5000 Gil

- Lindblum [SYN02]

+--- Lindblum Synthesis Shop ---+

- Item -	- Requires -	- Cost -
Butterfly Sword	Dagger, Mage Masher	300 Gil
The Ogre	Mage Masher, Mage Masher	700 Gil
Cotton Robe	Wrist, Steepled Hat	1000 Gil
Desert Boots	Leather Hat, Leather Shirt	300 Gil
Yellow Scarf	Feather Hat, Steepled Hat	400 Gil
Glass Buckle	Glass Armlet, Leather Wrist	500 Gil

+--- Lindblum Synthesis Shop (Disc 2) ---+

- Item -	- Requires -	- Cost -
Butterfly Sword	Dagger, Mage Masher	300 Gil
The Ogre	Mage Masher, Mage Masher	700 Gil
Exploda	Mage Masher, Mythril Dagger	1000 Gil
Rune Tooth	Mythril Dagger, Mythril Dagger	2000 Gil
Angel Bless	Mythril Dagger, Gladius	9000 Gil
Cotton Robe	Wrist, Steepled Hat	1000 Gil
Silk Robe	Silk Shirt, Bandana	2000 Gil
Magician Robe	Mage Staff, Magician Cloak	3000 Gil
Germinas Boots	Desert Boots, Fork	900 Gil
Cachusha	Magus Hat, Rubber Helm	1000 Gil
Coral Ring	Lightning Staff, Rod	1200 Gil
Desert Boots	Leather Hat, Leather Shirt	300 Gil
Yellow Scarf	Feather Hat, Steepled Hat	400 Gil
Glass Buckle	Glass Armlet, Leather Wrist	500 Gil

+--- Lindblum Synthesis Shop (Disc 3) ----------+

- Item -	- Requires -	- Cost -
Butterfly Sword	Dagger, Mage Masher	300 Gil
The Ogre	Mage Masher, Mage Masher	700 Gil
Exploda	Mage Masher, Mythril Dagger	1000 Gil
Rune Tooth	Mythril Dagger, Mythril Dagger	2000 Gil
Angel Bless	Mythril Dagger, Gladius	9000 Gil
Cotton Robe	Wrist, Steepled Hat	1000 Gil
Silk Robe	Silk Shirt, Bandana	2000 Gil
Magician Robe	Mage Staff, Magician Cloak	3000 Gil
Germinas Boots	Desert Boots, Fork	900 Gil
Cachusha	Magus Hat, Rubber Helm	1000 Gil
Coral Ring	Lightning Staff, Rod	1200 Gil

Desert Boots	Leather Hat, Leather Shirt	300 Gil
Yellow Scarf	Feather Hat, Steepled Hat	400 Gil
Glass Buckle	Glass Armlet, Leather Wrist	500 Gil
Gold Choker	Linen Cuirass, Soft	1300 Gil
Magician Shoes	Germinas Boots, Bone Wrist	1500 Gil
Barette	Needle Fork, Barbut	1800 Gil
Extension	Lamia's Tiara, Multina Racket	3500 Gil
Reflect Ring	Anklet, Madain's Ring	7000 Gil
Power Belt	Glass Buckle, Chain Mail	2000 Gil
Madain's Ring	Bone Wrist, Stardust Rod	3000 Gil
Fairy Earrings	Magic Armlet, Soft	3200 Gil
Anklet	Gold Choker, Peridot	4000 Gil
Black Belt	Twist Headband, Survival Vest	4000 Gil
Feather Boots	Magician Shoes, Phoenix Pinion	4000 Gil
Pearl Rouge	Moonstone, Elixir	5000 Gil

- Treno [SYN03]

+--- Treno Synthesis Shop ---+

- Item -	- Requires -	- Cost -
Butterfly Sword	Dagger, Mage Masher	300 Gil
The Ogre	Mage Masher, Mage Masher	700 Gil
Cotton Robe	Wrist, Steepled Hat	1000 Gil
Germinas Boots	Desert Boots, Fork	900 Gil
Cachusha	Magus Hat, Rubber Helm	1000 Gil
Coral Ring	Lightning Staff, Rod	1200 Gil
Desert Boots	Leather Hat, Leather Shirt	300 Gil
Yellow Scarf	Feather Hat, Steepled Hat	400 Gil
Glass Buckle	Glass Armlet, Leather Wrist	500 Gil
Gold Choker	Linen Cuirass, Soft	1300 Gil

Treno Synthesis Shop (Disc 3)

- Item -	- Requires -	- Cost -
Butterfly Sword	Dagger, Mage Masher	300 Gil
The Ogre	Mage Masher, Mage Masher	700 Gil
Exploda	Mage Masher, Mythril Dagger	1000 Gil
Rune Tooth	Mythril Dagger, Mythril Dagger	2000 Gil
Angel Bless	Mythril Dagger, Gladius	9000 Gil
Cotton Robe	Wrist, Steepled Hat	1000 Gil
Silk Robe	Silk Shirt, Bandana	2000 Gil
Magician Robe	Mage Staff, Magician Cloak	3000 Gil
Germinas Boots	Desert Boots, Fork	900 Gil
Cachusha	Magus Hat, Rubber Helm	1000 Gil
Coral Ring	Lightning Staff, Rod	1200 Gil
Desert Boots	Leather Hat, Leather Shirt	300 Gil
Yellow Scarf	Feather Hat, Steepled Hat	400 Gil
Glass Buckle	Glass Armlet, Leather Wrist	500 Gil
Gold Choker	Linen Cuirass, Soft	1300 Gil
Magician Shoes	Germinas Boots, Bone Wrist	1500 Gil
Barette	Needle Fork, Barbut	1800 Gil
Extension	Lamia's Tiara, Multina Racket	3500 Gil
Reflect Ring	Anklet, Madain's Ring	7000 Gil
Power Belt	Glass Buckle, Chain Mail	2000 Gil
Madain's Ring	Bone Wrist, Stardust Rod	3000 Gil
Fairy Earrings	Magic Armlet, Soft	3200 Gil
Anklet	Gold Choker, Peridot	4000 Gil
Black Belt	Twist Headband, Survival Vest	4000 Gil
Feather Boots	Magician Shoes, Phoenix Pinion	4000 Gil
Pearl Rouge	Moonstone, Elixir	5000 Gil

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+--- Black Mage Village Synthesis Shop ---+

- Item -	- Requires -	- Cost -
Butterfly Sword	Dagger, Mage Masher	300 Gil
The Ogre	Mage Masher, Mage Masher	700 Gil
Exploda	Mage Masher, Mythril Dagger	1000 Gil
Rune Tooth	Mythril Dagger, Mythril Dagger	2,000 Gil
Cotton Robe	Wrist, Steepled Hat	1000 Gil
Silk Robe	Silk Shirt, Bandana	2000 Gil
Germinas Boot	Desert Boots, Fork	900 Gil
Cachusha	Magus Hat, Rubber Helm	1000 Gil
Coral Ring	Lightning Staff, Rod	1200 Gil
Desert Boots	Leather Hat, Leather Shirt	300 Gil
Yellow Scarf	Feather Hat, Steepled Hat	400 Gil
Glass Buckle	Glass Armlet, Leather Wrist	500 Gil
Gold Choker	Linen Cuirass, Soft	1300 Gil
Magician Shoes	Germinas Boots, Bone Wrist	1500 Gil
Barette	Needle Fork, Barbut	1800 Gil
Extension	Lamia's Tiara, Multina Racket	3500 Gil
Reflect Ring	Anklet, Madain's Ring	7000 Gil
Power Belt	Glass Buckle, Chain Mail	2000 Gil
Madain's Ring	Bone Wrist, Stardust Rod	3000 Gil
Fairy Earrings	Magic Armlet, Soft	3200 Gil

+--- Black Mage Village Synthesis Shop (Disc 4) ---+

- Item -	- Requires -	- Cost -
Butterfly Sword	Dagger, Mage Masher	300 Gil
The Ogre	Mage Masher, Mage Masher	700 Gil
Exploda	Mage Masher, Mythril Dagger	1000 Gil

Rune Tooth	Mythril Dagger, Mythril Dagger	2000 Gil
Angel Bless	Mythril Dagger, Gladius	9000 Gil
Sargatanas	Gladius, Zorlin Shape	12,000 Gil
Masamune	Zorlin Shape, Orichalcon	16,000 Gil
Duel Claws	Dragon's Claws, Tiger Fangs	16,000 Gil
Priest's Racket	Air Racket, Cachusha	11,000 Gil
Bracer	Battle Boots, Venetia Shield	24,000 Gil
Gauntlets	Mythril Gloves, Dragon Wrist	8000 Gil
Golden Skullcap	Gold Helm, Golden Hairpin	15,000 Gil
Circlet	Coronet, Rosetta Ring	20,000 Gil
Grand Helm	Cross Helm, Power Wrist	20,000 Gil
Rubber Suit	Minerva's Plate, Egoist's Armlet	20,000 Gil
Brave Suit	Mythril Vest, Mythril Rod	26,000 Gil
Light Robe	Magician's Robe, Glass Armlet	20,000 Gil
Grand Armor	Mythril Armlet, Mythril Sword	45,000 Gil
Desert Boots	Leather Hat, Leather Shirt	300 Gil
Yellow Scarf	Feather Hat, Steepled Hat	400 Gil
Glass Buckle	Glass Armlet, Leather Wrist	500 Gil
Gold Choker	Linen Cuirass, Soft	1300 Gil
Germinas Boots	Desert Boots, Fork	900 Gil
Running Shoes	Battle Boots, Emerald	12,000 Gil
Rosetta's Ring	Madain's Ring, Holy Lance	24,000 Gil
Garnet	Ore, Remedy	350 Gil
Amethyst	Ore, Annoyntment	200 Gil
Peridot	Ore, Soft	100 Gil
Sapphire	Ore, Antidote	200 Gil
Opal	Ore, Potion	100 Gil
Topaz	Ore, Eye Drops	100 Gil
Lapis Lazuri	Ore, Dead Pepper	400 Gil

+--- Daguerreo Synthesis Shop ---+

- Item -	- Requires -	- Cost -
Angel Bless	Mythril Dagger, Gladius	9000 Gil
Sargatanas	Gladius, Zorlin Shape	12,000 Gil
Cotton Robe	Wrist, Steepled Hat	1000 Gil
Silk Robe	Silk Shirt, Bandana	2000 Gil
Magician Robe	Mage Staff, Magician Cloak	3000 Gil
Glutton's Robe	Mythril Fork, Cotton Robe	6000 Gil
White Robe	Gaia Gear, Jade Armlet	8000 Gil
Black Robe	Gaia Gear, N-Kai Armlet	8000 Gil
Cachusha	Magus Hat, Rubber Helm	1000 Gil
Coral Ring	Lightning Staff, Rod	1200 Gil
Yellow Scarf	Feather Hat, Steepled Hat	400 Gil
Glass Buckle	Glass Armlet, Leather Wrist	500 Gil
Gold Choker	Linen Cuirass, Soft	1300 Gil
Magician Shoes	Germinas Boots, Bone Wrist	1500 Gil
Barette	Needle Fork, Barbut	1800 Gil
Extension	Lamia's Tiara, Multina Racket	3500 Gil
Power Belt	Glass Buckle, Chain Mail	2000 Gil
Madain's Ring	Bone Wrist, Stardust Rod	3000 Gil
Anklet	Gold Choker, Peridot	4000 Gil
Black Belt	Twist Headband, Survival Vest	4000 Gil
Feather Boots	Magician Shoes, Phoenix Pinion	4000 Gil
Pearl Rouge	Moonstone, Elixir	5000 Gil
Promist Ring	Chimera Armlet, Ruby	6000 Gil
Battle Boots	Feather Boots, Wing Edge	6500 Gil
Magician's Shoes	Germinas Boots, Bone Wrist	1500 Gil

Rebirth Ring	Diamond, Anklet	7000 Gil
Angel Earrings	Fairy Earrings, Barrette	8000 Gil
Garnet	Ore, Remedy	350 Gil
Amethyst	Ore, Annoyntment	200 Gil
Peridot	Ore, Soft	100 Gil
Sapphire	Ore, Antidote	200 Gil
Opal	Ore, Potion	100 Gil
Topaz	Ore, Eye Drops	100 Gil
Thief Gloves	Mythril Armlet, Sargatanas	400 Gil

- Memoria [SYN06]

Memoria - Hades' Synthesis Shop

- Item -	- Requires -	- Cost -
Robe of Lords	White Robe, Black Robe	30,000 Gil
Tin Armor	Hammer, Ore	40,000 Gil
Protect Ring	Dark Matter, Rebirth Ring	50,000 Gil
Pumice	Pumice Piece, Pumice Piece	30,000 Gil
Garnet	Ore, Remedy	350 Gil
Amethyst	Ore, Annoyntment	200 Gil
Peridot	Ore, Soft	100 Gil
Sapphire	Ore, Antidote	200 Gil
Opal	Ore, Potion	100 Gil
Topaz	Ore, Eye Drops	100 Gil
Lapis Lazuri	Ore, Dead Pepper	400 Gil
Pumice Piece	Hammer, Pumice	25,000 Gil
Save The Queen	Javelin, Silver Gloves	50,000 Gil
Phoenix Pinion	Phoenix Down, Gysahl Greens	300 Gil
Ether	Echo Screen, Vaccine	500 Gil

[FF911] \ - Weapon List -

- Thief Swords [WEP01]

Dagger

Attack Power	Abilities	Buy	Sell
12	Flee	320 Gil	160 Gil
Description	Weapon used by thieves.		
Usable By	Zidane		

Mage Masher

Attack Power	Abilities	Buy	Sell
14	Flee, Detect	200 Gil	250 Gil
Description	Weapon originally used for combating mages. Add ST: Silence		
Usable By	Zidane		

Mythril Dagger

Attack Power	Abilities	Buy	Sell
18	Flee	950 Gil	475 Gil
Description	Thief's dagger made of mythril.		
Usable By	Zidane		

Butterfly Sword

Attack Power	Abilities	Buy	Sell
21	What's That!?, Protect Girls	300 Gil	650 Gil
Description	Standard thief's sword Add ST: Silence		
Usable By	Zidane		

The Ogre

Attack Power	Abilities	Buy	Sell
24	Soul Blade	700 Gil	650 Gil
Description	Standard thief's sword. Add ST: Darkness		
Usable By	Zidane		

+--- Gladius ----------+

Attack Power	Abilities	Buy	Sell
30	Annoy, Lucky Seven	2300 Gil	1150 Gil
Description	Light dagger that is easy to handle. Add ST: Slow		
Usable By	Zidane		

+--- Exploda ----------+

Attack Power	Abilities	Buy	Sell
31	Sacrifice, Lucky Seven	1000 Gil	1400 Gil
Description	Sword made by processing trouble knife. Add ST: Trouble		
Usable By	Zidane		

+--- Rune Tooth ----------+

Attack Power	Abilities	Buy	Sell
37	Flee	2000 Gil	1900 Gil
Description	Also known as 'The Viper.' Add ST: Poison		
Usable By	Zidane		

+--- Zorlin Shape ----------+

Attack Power	Abilities	Buy	Sell
42	Flee	6000 Gil	3000 Gil
Description	Popular weapon among thieves.		
Usable By	Zidane		

+--- Angel Bless ----------+

Attack Power	Abilities	Buy	Sell
42	Thievery	9000 Gil	3500 Gil
Description	Weapon with an angel's spirit dwelling inside. Add ST: Confuse		
Usable By	Zidane		

+--- Sargatanas ----------+

Attack Power	Abilities	Buy	Sell

```
O==============O=========================================O==========O==========O
|     53       | Flee                                    |12000 Gil | 4750 Gil |
|--------------+-----------------------------------------+----------+----------|
| Description  | Sword made by processing 'Epitaph's Fragment.'                |
|              | Add ST: Petrify                                               |
|--------------+---------------------------------------------------------------|
| Usable By    | Zidane                                                        |
+--------------+---------------------------------------------------------------+

+--- Masamune -----------------------------------------------------------------+
O==============O=========================================O==========O==========O
| Attack Power |                Abilities                |   Buy    |   Sell   |
O==============O=========================================O==========O==========O
|     62       | Sacrifice                               |16000 Gil | 6500 Gil |
|--------------+-----------------------------------------+----------+----------|
| Description  | Sword from a foreign land. Add ST: Doom                       |
|--------------+---------------------------------------------------------------|
| Usable By    | Zidane                                                        |
+--------------+---------------------------------------------------------------+

+--- Orichalcon ---------------------------------------------------------------+
O==============O=========================================O==========O==========O
| Attack Power |                Abilities                |   Buy    |   Sell   |
O==============O=========================================O==========O==========O
|     71       | Detect                                  |17000 Gil | 8500 Gil |
|--------------+-----------------------------------------+----------+----------|
| Description  | The most powerful thief's dagger.                             |
|--------------+---------------------------------------------------------------|
| Usable By    | Zidane                                                        |
+--------------+---------------------------------------------------------------+

+--- The Tower ----------------------------------------------------------------+
O==============O=========================================O==========O==========O
| Attack Power |                Abilities                |   Buy    |   Sell   |
O==============O=========================================O==========O==========O
|     86       | Lucky Seven, Thievery                   |   N/A    |15000 Gil |
|--------------+-----------------------------------------+----------+----------|
| Description  | Weapon that defines a great thief. Add ST: Mini               |
|--------------+---------------------------------------------------------------|
| Usable By    | Zidane                                                        |
+--------------+---------------------------------------------------------------+

+--- Ultima Weapon ------------------------------------------------------------+
O==============O=========================================O==========O==========O
| Attack Power |                Abilities                |   Buy    |   Sell   |
O==============O=========================================O==========O==========O
|     100      | Flee                                    |   N/A    |20000 Gil |
|--------------+-----------------------------------------+----------+----------|
| Description  | Considered the most powerful weapon in the world.             |
|              | Add ST: Sleep                                                 |
|--------------+---------------------------------------------------------------|
| Usable By    | Zidane                                                        |
+--------------+---------------------------------------------------------------+

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 - Rods                                                                [WEP02]
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+--- Rod ----------------------------------------------------------------------+
O==============O=========================================O==========O==========O
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Attack Power	Abilities	Buy	Sell
11	Cure, Panancea, Protect	260 Gil	130 Gil
Description	Combat Rod.		
Usable By	Dagger		

Attack Power	Abilities	Buy	Sell
16	Life, Silence, Shell	760 Gil	380 Gil
Description	Rod made of mythril.		
Usable By	Dagger		

Attack Power	Abilities	Buy	Sell
16	Ability Up, Reflect, Float	760 Gil	380 Gil
Description	Rod adorned with beautiful stars. Elem-Def: Shadow damage reduced by 50%		
Usable By	Dagger		

Attack Power	Abilities	Buy	Sell
23	Healer, Cura, Life	1770 Gil	855 Gil
Description	Weapon that can restore target's HP.		
Usable By	Dagger		

Attack Power	Abilities	Buy	Sell
27	Mini, Confuse, Silence	3180 Gil	1590 Gil
Description	Holy Rod.		
Usable By	Dagger		

Attack Power	Abilities	Buy	Sell
31	Curaga, Protect, Shell	4000 Gil	2000 Gil

Description	Rod used by mages.
Usable By	Dagger

+--- Whale Whisker

Attack Power	Abilities	Buy	Sell
36	Cure, Panancea, Protect	N/A	5140 Gil
Description	Legendary weapon that holds powerful magic.		
Usable By	Dagger		

- Rackets [WEP03]

+--- Air Racket

Attack Power	Abilities	Buy	Sell
13	Scan, Panancea	400 Gil	200 Gil
Description	Long-range combat racket. Add Elem-Atk: Wind		
Usable By	Dagger, Eiko		

+--- Multina Racket

Attack Power	Abilities	Buy	Sell
17	Blind, Stona, Shell	750 Gil	375 Gil
Description	Long-range weapon that holds mysterious powers. Add Elem-Atk: Wind		
Usable By	Dagger, Eiko		

+--- Magic Racket

Attack Power	Abilities	Buy	Sell
23	Berserk, Mini, Cure	1350 Gil	675 Gil
Description	Long-range weapon that holds magic powers. Elem-Atk: Wind. Raises Holy Elem-Atk		
Usable By	Dagger, Eiko		

+--- Mythril Racket

Attack Power	Abilities	Buy	Sell
27	Reflect, Shell, Protect	2250 Gil	1125 Gil

|-------------+--+----------+----------|
| Description | Long-range weapon made of mythril. Elem Atk: Wind |
|-------------+---|
| Usable By | Dagger, Eiko |
+-------------+---+

+--- Priest's Racket --+
O=============O==O==========O==========O
| Attack Power | Abilities | Buy | Sell |
O=============O==O==========O==========O
| 35 | Silence, Might |11000 Gil | 4000 Gil |
|-------------+--+----------+----------|
| Description | Long-range holy racket. Elem-Atk: Wind |
|-------------+---|
| Usable By | Dagger, Eiko |
+-------------+---+

+--- Tiger Racket ---+
O=============O==O==========O==========O
| Attack Power | Abilities | Buy | Sell |
O=============O==O==========O==========O
| 45 | Dispel | N/A | 2900 Gil |
|-------------+--+----------+----------|
| Description | The most powerful long-range racket. Elem-Atk: Wind |
|-------------+---|
| Usable By | Dagger, Eiko |
+-------------+---+

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 - Staves   [WEP04]
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+--- Mage Staff ---+
O=============O==O==========O==========O
| Attack Power | Abilities | Buy | Sell |
O=============O==O==========O==========O
| 12 | Fire | 320 Gil | 160 Gil |
|-------------+--+----------+----------|
| Description | Staff used by black mages. |
|-------------+---|
| Usable By | Vivi |
+-------------+---+

+--- Flame Staff --+
O=============O==O==========O==========O
| Attack Power | Abilities | Buy | Sell |
O=============O==O==========O==========O
| 16 | Fire, Sleep | 1100 Gil | 550 Gil |
|-------------+--+----------+----------|
| Description | Staff with a divine fire spirit dwelling inside. |
| | Elem-Atk: Fire |
|-------------+---|
| Usable By | Vivi |
+-------------+---+

+--- Ice Staff --+
O=============O==O==========O==========O
| Attack Power | Abilities | Buy | Sell |
O=============O==O==========O==========O
| 16 | Blizzara, Slow | 980 Gil | 490 Gil |

Description	Staff used by black mages. Elem-Atk: Ice
Usable By	Vivi

+--- Lightning Staff ---

Attack Power	Abilities	Buy	Sell
16	Thundara, Poison	1200 Gil	600 Gil
Description	Staff with a divine thunder power inside. Elem-Atk: Thunder
Usable By	Vivi

+--- Oak Staff ---

Attack Power	Abilities	Buy	Sell
23	Stop, Bio, Drain	2400 Gil	1200 Gil
Description	Staff made from a legendary tree. Add ST: Slow
Usable By	Vivi

+--- Cypress Pile ---

Attack Power	Abilities	Buy	Sell
27	Demi, Break, Comet	3200 Gil	1600 Gil
Description	Weapon that radiates a mysterious light.
Usable By	Vivi

+--- Octagon Rod ---

Attack Power	Abilities	Buy	Sell
29	Firaga, Blizzaga, Thundaga	4500 Gil	2250 Gil
Description	Staff with water god dwelling inside. Absorbs Water Wind Elem-Atk.
Usable By	Vivi

+--- High Mage Staff ---

Attack Power	Abilities	Buy	Sell
32	Meteor, Osmose	6000 Gil	3000 Gil
Description	Staff that holds powerful magic. Add ST: Silence
Usable By	Vivi

+--- Mace of Zeus ----------+

Attack Power	Abilities	Buy	Sell
35	Doomsday	N/A	5000 Gil
Description	Legendary Staff that once belonged to a grand magician. Add ST: Mini		
Usable By	Vivi		

- Swords [WEP05]

+--- Broadsword ----------+

Attack Power	Abilities	Buy	Sell
12	Beast Killer	330 Gil	165 Gil
Description	Ordinary sword used in combat.		
Usable By	Steiner		

+--- Iron Sword ----------+

Attack Power	Abilities	Buy	Sell
16	Minus Strike	660 Gil	330 Gil
Description	Sword made of Iron.		
Usable By	Steiner		

+--- Mythril Sword ----------+

Attack Power	Abilities	Buy	Sell
20	Armor Break	1330 Gil	650 Gil
Description	Sword made out of mythril.		
Usable By	Steiner		

+--- Blood Sword ----------+

Attack Power	Abilities	Buy	Sell
24	Darkside	N/A	950 Gil
Description	Half damage to enemy, half HP restored to bearer.		
Usable By	Steiner		

+--- Ice Brand ---

Attack Power	Abilities	Buy	Sell
35	Mental Break	3780 Gil	1890 Gil
Description	Weapon with an Ice spirit dwelling inside. Elem-Atk: Ice		
Usable By	Steiner		

+--- Coral Sword ---

Attack Power	Abilities	Buy	Sell
38	Charge!	4000 Gil	2000 Gil
Description	Sword made of coral. Elem-Atk: Thunder		
Usable By	Steiner		

+--- Diamond Sword ---

Attack Power	Abilities	Buy	Sell
42	Power Break	4700 Gil	2350 Gil
Description	Sword made of Diamond.		
Usable By	Steiner		

+--- Flame Saber ---

Attack Power	Abilities	Buy	Sell
46	Magic Break	5190 Gil	2595 Gil
Description	Weapon with a fire spirit dwelling inside. Add ST: Heat Elem-Atk: Fire		
Usable By	Steiner		

+--- Rune Blade ---

Attack Power	Abilities	Buy	Sell
57	Iai Strike	N/A	4450 Gil
Description	Weapon that has rune inscriptions. Add ST: Darkness		
Usable By	Steiner		

+--- Defender ---

```
| Attack Power |                 Abilities                  |   Buy    |   Sell   |
O==============O============================================O==========O==========O
|     65       | Thunder Slash                              | 9340 Gil |  165 Gil |
|--------------+--------------------------------------------+----------+----------|
| Description  | Sword possessing a guardian angel.                                 |
|              | Elem-Def: Ice/Thunder damage reduced by 50%                        |
|--------------+--------------------------------------------------------------------|
| Usable By    | Steiner                                                            |
+--------------+--------------------------------------------------------------------+

+--- Ultima Sword ------------------------------------------------------------------+
O==============O============================================O==========O==========O
| Attack Power |                 Abilities                  |   Buy    |   Sell   |
O==============O============================================O==========O==========O
|     74       | Stock Break                                | 14000 Gil| 7000 Gil |
|--------------+--------------------------------------------+----------+----------|
| Description  | Sword that can only be used by chosen knights. Add ST: Sleep |
|--------------+--------------------------------------------------------------------|
| Usable By    | Steiner                                                            |
+--------------+--------------------------------------------------------------------+

+--- Excalibur ---------------------------------------------------------------------+
O==============O============================================O==========O==========O
| Attack Power |                 Abilities                  |   Buy    |   Sell   |
O==============O============================================O==========O==========O
|     77       | Climhazzard                                |   N/A    | 9500 Gil |
|--------------+--------------------------------------------+----------+----------|
| Description  | Light Sword used by holy knights. Add ST: Holy                     |
|--------------+--------------------------------------------------------------------|
| Usable By    | Steiner                                                            |
+--------------+--------------------------------------------------------------------+

+--- Ragnarok ----------------------------------------------------------------------+
O==============O============================================O==========O==========O
| Attack Power |                 Abilities                  |   Buy    |   Sell   |
O==============O============================================O==========O==========O
|     87       | Shock, Thunder Slash                       |   N/A    |14000 Gil |
|--------------+--------------------------------------------+----------+----------|
| Description  | Knight Sword bearing divine inscriptions. Add ST: Slow             |
|--------------+--------------------------------------------------------------------|
| Usable By    | Steiner                                                            |
+--------------+--------------------------------------------------------------------+

+--- Excalibur 2 -------------------------------------------------------------------+
O==============O============================================O==========O==========O
| Attack Power |                 Abilities                  |   Buy    |   Sell   |
O==============O============================================O==========O==========O
|    108       | Minus Strike, Climhazzard, Stock Break     |   N/A    |19500 Gil |
|--------------+--------------------------------------------+----------+----------|
| Description  | The ultimate sword, used by a legendary king. it was forged        |
|              | in another world.                                                  |
|--------------+--------------------------------------------------------------------|
| Usable By    | Steiner                                                            |
+--------------+--------------------------------------------------------------------+

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 - Polearms                                                                 [WEP06]
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+--- Javelin -----------------------------------------------------------------------+
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Attack Power	Abilities	Buy	Sell
18	Dragon Killer	880 Gil	440 Gil
Description	Spear used by Dragon Knights.		
Usable By	Freya		

Mythril Spear

Attack Power	Abilities	Buy	Sell
20	Reis's Wind	1100 Gil	550 Gil
Description	Spear made of mythril.		
Usable By	Freya		

Partisan

Attack Power	Abilities	Buy	Sell
25	Lancer, High Tide	1600 Gil	800 Gil
Description	Spear adorned with brilliant gems.		
Usable By	Freya		

Ice Lance

Attack Power	Abilities	Buy	Sell
31	White Draw	2430 Gil	1215 Gil
Description	Spear made of Ice. Elem-Atk: Ice. Add ST: Freeze		
Usable By	Freya		

Trident

Attack Power	Abilities	Buy	Sell
37	Reis's Wind, Luna	3580 Gil	1790 Gil
Description	Also known as 'The Spear of Enchantment.' Add ST: Darkness		
Usable By	Freya		

Heavy Lance

Attack Power	Abilities	Buy	Sell
42	Six Dragons	4700 Gil	2355 Gil

Description	Heavy weapon that can deal massive damage. Add ST: Stop
Usable By	Freya

Obelisk

Attack Power	Abilities	Buy	Sell
52	Cherry Blossom, Initiative	6000 Gil	3000 Gil
Description	Spear made from a magic stone. Add ST: Petrify		
Usable By	Freya		

Holy Lance

Attack Power	Abilities	Buy	Sell
62	Dragon's Crest, Reis's Wind	11000 Gil	5500 Gil
Description	Holy spear. Elem-Atk: Holy		
Usable By	Freya		

Kain's Lance

Attack Power	Abilities	Buy	Sell
71	Dragon's Crest, Cherry Blossom, White Draw	N/A	7500 Gil
Description	Spear from a distant past. Add ST: Confuse		
Usable By	Freya		

Dragon's Hair

Attack Power	Abilities	Buy	Sell
77	Dragon Breath	N/A	11750 Gil
Description	Legendary spear made from the dragon king's hair.		
Usable By	Freya		

- Forks [WEP07]

Fork

Attack Power	Abilities	Buy	Sell
21	High Tide	1100 Gil	550 Gil

Description	Combat fork used by the Qu Clan.
Usable By	Quina

+--- Needle Fork ---

Attack Power	Abilities	Buy	Sell
34	High Tide	3100 Gil	1550 Gil
Description	Mysterious fork that cause the opposite effect of "Soft." Add ST: Petrify		
Usable By	Quina		

+--- Mythril Fork ---

Attack Power	Abilities	Buy	Sell
42	High Tide	4700 Gil	2350 Gil
Description	Fork made of Mythril.		
Usable By	Quina		

+--- Silver Fork ---

Attack Power	Abilities	Buy	Sell
53	High Tide	7400 Gil	3700 Gil
Description	Fork made of Silver. Add ST: Slow		
Usable By	Quina		

+--- Bistro Fork ---

Attack Power	Abilities	Buy	Sell
68	High Tide	10300 Gil	5150 Gil
Description	Popular fork among gourmands. Add ST: Sleep		
Usable By	Quina		

+--- Gastro Fork ---

Attack Power	Abilities	Buy	Sell
77	High Tide	N/A	6650 Gil
Description	Legendary fork known for it's ability to crush anything. Add ST: Stop		
Usable By	Quina		

+--------------+---+

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Flutes [WEP08]
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- Flutes [WEP08]

+--- Golem's Flute ----------+

Attack Power	Abilities	Buy	Sell
17	Auto-Regen, Cura, Life	2700 Gil	1350 Gil
Description	Flute with a golem's power dwelling inside.		
Usable By	Eiko		

+--- Lamia's Flute ----------+

Attack Power	Abilities	Buy	Sell
21	Float, Stone, Silence	3800 Gil	1900 Gil
Description	Flute with Lamia's power dwelling inside.		
Usable By	Eiko		

+--- Fairy Flute ----------+

Attack Power	Abilities	Buy	Sell
24	Esuna, Haste, Regen	4500 Gil	2250 Gil
Description	Flute with an angel's power dwelling inside.		
Usable By	Eiko		

+--- Hamelin ----------+

Attack Power	Abilities	Buy	Sell
27	Curaga, Might, Jewel	5700 Gil	2850 Gil
Description	Flute that holds magic powers.		
Usable By	Eiko		

+--- Siren's Flute ----------+

Attack Power	Abilities	Buy	Sell
30	Full-Life, Dispel, Esuna	7000 Gil	3500 Gil
Description	Flute with Siren's power dwelling inside.		

|--------------+---|
| Usable By | Eiko |
+--------------+---+

+--- Angel Flute --+
O==============O===O==========O==========O
| Attack Power | Abilities | Buy | Sell |
O==============O===O==========O==========O
| 33 | Holy, Esuna, Curaga | N/A | 4150 Gil |
|--------------+---+----------+----------|
| Description | Legendary flute that is said to enchant anyone who hears |
| | it's tune. |
|--------------+---|
| Usable By | Eiko |
+--------------+---+

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 - Fist   [WEP09]
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+--- Cat's Claws --+
O==============O===O==========O==========O
| Attack Power | Abilities | Buy | Sell |
O==============O===O==========O==========O
| 23 | Chakra, Counter | 4000 Gil | 2000 Gil |
|--------------+---+----------+----------|
| Description | Ordinary claws used for combat. |
|--------------+---|
| Usable By | Amarant |
+--------------+---+

+--- Poison Knuckles ---+
O==============O===O==========O==========O
| Attack Power | Abilities | Buy | Sell |
O==============O===O==========O==========O
| 33 | Spare Change, Counter | 5000 Gil | 2500 Gil |
|--------------+---+----------+----------|
| Description | Combat Knuckles. Add ST: Poison |
|--------------+---|
| Usable By | Amarant |
+--------------+---+

+--- Mythril Claws --+
O==============O===O==========O==========O
| Attack Power | Abilities | Buy | Sell |
O==============O===O==========O==========O
| 39 | Curse, Counter | 6500 Gil | 3250 Gil |
|--------------+---+----------+----------|
| Description | Claws made of mythril. |
|--------------+---|
| Usable By | Amarant |
+--------------+---+

+--- Scissor Fangs ---+
O==============O===O==========O==========O
| Attack Power | Abilities | Buy | Sell |
O==============O===O==========O==========O
| 45 | Aura, Counter | 8000 Gil | 4000 Gil |
|--------------+---+----------+----------|
| Description | Weapon with deadly venom on the tip. Add ST: Venom |

Usable By	Amarant

Dragon's Claws

Attack Power	Abilities	Buy	Sell
53	No Mercy, Counter	N/A	5180 Gil
Description	Weapon made from a Dragon's Claw.		
Usable By	Amarant		

Tiger Fangs

Attack Power	Abilities	Buy	Sell
62	Revive, Counter	13500 Gil	6750 Gil
Description	Long, sharp claws.		
Usable By	Amarant		

Avenger

Attack Power	Abilities	Buy	Sell
70	Demi Shock, Counter	16000 Gil	8000 Gil
Description	Powerful claws that can kill an opponent with one hit. Add ST: Death Blow		
Usable By	Amarant		

Kaiser Knuckles

Attack Power	Abilities	Buy	Sell
75	Countdown, Curse, Counter	18000 Gil	9000 Gil
Description	Claws with a wind spirit dwelling inside. Add ST: Trouble		
Usable By	Amarant		

Duel Claws

Attack Power	Abilities	Buy	Sell
75	Aura, No Mercy, Counter	16000 Gil	17050 Gil
Description	Weapon once used by a legendary hero. Add ST: Berserk		
Usable By	Amarant		

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+--- Rune Claws ----------------------------------------------------------+
O=============O=========================================O==========O==========O
| Attack Power |               Abilities                 |   Buy    |   Sell   |
O=============O=========================================O==========O==========O
|     83       | Spare Change, Demi Shock, Revive        |   N/A    |14400 Gil |
|--------------+-----------------------------------------+----------+----------|
| Description  | Legendary combat claws that possess tremendous powers.       |
|              | Add ST: Darkness                                               |
|--------------+--------------------------------------------------------------|
| Usable By    | Amarant                                                        |
+--------------+--------------------------------------------------------------+

-------\======================================================================
[FF912] \                      - Armor List -
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                            O-~-~-~-~-~-~-~-~-~-~-~-~O
                            |       - LEGEND -       |
                            O-~-~-~-~-~-~-~-~-~-~-~-~O
                            | DEF - Defense          |
                           -+------------------------+-
                            | STR - Strength         |
                           -+------------------------+-
                            | SPR - Spirit           |
                           -+------------------------+-
                            | MDE - Magic Defense    |
                           -+------------------------+-
                            | MAG - Magic            |
                           -+------------------------+-
                            | SPE - Speed            |
                           -+------------------------+-
                            | MEV - Magic Evade      |
                           -+------------------------+-
                            | EVA - Evade            |
                            o------------------------o

-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-~-
 - Body Armor                                                           [ARM01]
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+--- Leather Shirt -------------------------------------------------------+
O=======================O================================O==========O==========O
|       Abilities       |         Stat Bonuses           |   Buy    |   Sell   |
O=======================O================================O==========O==========O
| Protect Girls         | DEF +6                         | 270 Gil  | 135 Gil  |
|-------------+---------+--------------------------------+----------+----------|
| Description | Clothes made of leather.                                        |
+-------------+----------------------------------------------------------------+

+--- Silk Shirt ----------------------------------------------------------+
O=======================O================================O==========O==========O
|       Abilities       |         Stat Bonuses           |   Buy    |   Sell   |
O=======================O================================O==========O==========O
| Cure, Thunder         | DEF +7                         | 400 Gil  | 200 Gil  |
|-------------+---------+--------------------------------+----------+----------|
| Description | Silk burns easily. Elem-Def: Thunder damage reduced by 50%.   |
+-------------+----------------------------------------------------------------+

+--- Leather Plate -------------------------------------------------------+
O=======================O================================O==========O==========O
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Abilities	Stat Bonuses	Buy	Sell
Chakra	DEF +8	530 Gil	265 Gil
Description	Plate worn for combat. Elem-Def: Ice damage reduced by 50%.		

Bronze Plate

Abilities	Stat Bonuses	Buy	Sell
Jelly	SPR +1 DEF +9 MDEF +1	670 Gil	335 Gil
Description	Plate made of bronze.		

Chain Plate

Abilities	Stat Bonuses	Buy	Sell
Devil Killer	STR +1 DEF +10	670 Gil	335 Gil
Description	Plate that provides brimming strength.		

Cotton Robe

Abilities	Stat Bonuses	Buy	Sell
Chemist, Shell	STR +1 MAG +1 DEF +10 MDE +2	2000 Gil	1000 Gil
Description	Ordinary robe.		

Mythril Vest

Abilities	Stat Bonuses	Buy	Sell
Auto-Potion	DEF +12	1180 Gil	590 Gil
Description	Vest braided with mythril. Elem-Def: Water damage reduced by 50%.		

Adaman Vest

Abilities	Stat Bonuses	Buy	Sell
Stone Killer, Bird Killer	DEF +14, MDE +2	1600 Gil	800 Gil
Description	Very durable vest. Elem-Def: Fire damage reduced by 50%.		

Magician Cloak

Abilities	Stat Bonuses	Buy	Sell
Insomniac, MP+10%	MAG +1, DEF +15, MDE +2	1850 Gil	925 Gil

Description	Cloak that holds magic powers. Raises Ice Elem-Atk

+--- Silk Robe ---+

Abilities	Stat Bonuses	Buy	Sell
Ability Up, Loudmouth	STR +1 MAG +1 DEF +16 MDE +2	2900 Gil	2000 Gil
Description	Robe made of silk.		

+--- Survival Vest ---+

Abilities	Stat Bonuses	Buy	Sell
Locomotion, Antibody, Mug	SPR +2, DEF +17	2900 Gil	1450 Gil
Description	Vest that raises spirit.		

+--- Brigandine ---+

Abilities	Stat Bonuses	Buy	Sell
Ability Up, Return Magic	STR +6 DEF +20	4300 Gil	2150 Gil
Description	Clothes that raise strength.		

+--- Magician Robe ---+

Abilities	Stat Bonuses	Buy	Sell
Auto-Potion, MP+10%	MAG +10, DEF +21, MDE +3	4000 Gil	3000 Gil
Description	Robe made for mages.		

+--- Judo Unifrom ---+

Abilities	Stat Bonuses	Buy	Sell
Distract, HP+10%	STR +1, SPR +1, DEF +23	5000 Gil	2500 Gil
Description	Clothes from a foreign land		

+--- Gaia Gear ---+

Abilities	Stat Bonuses	Buy	Sell
Insomniac, High Tide, Osmose	DEF +25, MDE +2	8700 Gil	4350 Gil
Description	Robe blessed by the earth god. Absorbs Earth Elem-Atk. Raises Earth Elem-Atk		

+--- Power Vest ---+

Abilities	Stat Bonuses	Buy	Sell
Stone Killer, Gamble Defense, Counter	STR +2, DEF +27	7200 Gil	3600 Gil
Description	Raises Strength.		

+--- Demon's Vest ---

Abilities	Stat Bonuses	Buy	Sell
Devil Killer, Auto-Potion, Locomotion	MAG +1, DEF +31	10250 Gil	5125 Gil
Description	Supposedly, a vest that belonged to a demon. Elem-Def: Shadow damage reduced by 50%		

+--- Ninja Gear ---

Abilities	Stat Bonuses	Buy	Sell
Alert, Locomotion, Eye 4 Eye	DEF +35 SPE +1	14000 Gil	7000 Gil
Description	Gear that makes you light-footed. Absorbs Shadow Elem-Atk.		

+--- Dark Gear ---

Abilities	Stat Bonuses	Buy	Sell
Clear Headed, Jelly	DEF +37, SPR +3	16300 Gil	8150 Gil
Description	Gear that raises spirit.		

+--- Rubber Suit ---

Abilities	Stat Bonuses	Buy	Sell
Eye 4 Eye, Esuna	DEF +39 EVA +2 MDE +1 MEV +3	20000 Gil	10000 Gil
Description	Suit worn by women. Elem-Def: Thunder damage reduced by 100%.		

+--- Light Robe ---

Abilities	Stat Bonuses	Synth	Sell
Half MP, Auto-Regen, Full-Life	STR +1 MAG +1 SPR +1 DEF +41 MDE +6	20000 Gil	20000 Gil
Description	Robe possessed by the spirit of light. Raises Holy/Shadow Elem-Atk.		

+--- Glutton's Robe ---

Abilities	Stat Bonuses	Synth	Sell

Antibody, Body Temp, Auto-Remedy	MDE +4, DEF +41	6000 Gil	14500 Gil
Description	Robe worn by Qus.		

+--- Dark Gear ---

Abilities	Stat Bonuses	Synth	Sell
Loudmouth, Holy, Auto-Potion	MAG +2 DEF +42 MDE +4	8000 Gil	14500 Gil
Description	Robe made for white mages. Raises Holy Elem-Atk.		

+--- Black Robe ---

Abilities	Stat Bonuses	Synth	Sell
MP +20%, Flare, Reflect	MAG +2 DEF +42 MDE +4	8000 Gil	14500 Gil
Description	Robe made for black mages. Raises Shadow Elem-Atk.		

+--- Robe of Lords ---

Abilities	Stat Bonuses	Buy	Sell
Reflect-Null, Concentrate	SPE +1 STR +1 MAG +1 SPR +1 DEF +46 MDE +5	30000 Gil	26000 Gil
Description	The greatest robe. Elem-Def: Wind damage reduced by 100%.		

+--- Aloha T-Shirt ---

Abilities	Stat Bonuses	Buy	Sell
Bird Killer	None	N/A	9500 Gil
Description	Provides a southern, tropical feel.		

+--- Bronze Armor ---

Abilities	Stat Bonuses	Buy	Sell
Bird Killer	DEF +9	650 Gil	325 Gil
Description	Armor made of bronze. Elem-Def: Wind damage reduced by 50%.		

+--- Linen Cuirass ---

Abilities	Stat Bonuses	Buy	Sell
Cover	DEF +10 MAG +1	800 Gil	400 Gil
Description	Armor packed with magic.		

+--- Chain Mail ----------+

Abilities	Stat Bonuses	Buy	Sell
HP+10%, Bird Killer	DEF +12	1200 Gil	600 Gil

Description	Armor made with chains. Elem-Def: Earth damage reduced by 50%

+--- Plate Mail ----------+

Abilities	Stat Bonuses	Buy	Sell
Locomotion, Undead Killer	DEF +17, SPR +1, MDE +1	2320 Gil	1160 Gil

Description	Armor that raises spirit.

+--- Gold Armor ----------+

Abilities	Stat Bonuses	Buy	Sell
Stone Killer	DEF +19, MAG +1	2950 Gil	1450 Gil

Description	Armor made of gold.

+--- Shield Armor ----------+

Abilities	Stat Bonuses	Buy	Sell
Distract	DEF +23, MDE +5	4300 Gil	2150 Gil

Description	Armor that provides excellent protection. Elem-Def: Fire/Ice/Thunder damage reduced by 50%.

+--- Demon's Mail ----------+

Abilities	Stat Bonuses	Buy	Sell
High Tide	DEF +27	5900 Gil	2950 Gil

Description	Armor made in the dark world. Absorbs Shadow Elem-Atk. Raises Shadow Elem-Atk.

+--- Diamond Armor ----------+

Abilities	Stat Bonuses	Buy	Sell
Ability Up	STR +1 MAG +1 DEF +33 MDE +2	8800 Gil	4400 Gil

Description	Armor made of diamond.

+--- Minerva's Plate ----------+

Abilities	Stat Bonuses	Buy	Sell

Restore HP, High Tide	STR +1 MAG +2 DEF +34 MDE +1	12200 Gil	6100 Gil
Description	Plate worn by women.		

+--- Platina Armor ---+

Abilities	Stat Bonuses	Buy	Sell
Beast Killer	DEF +36	10500 Gil	5250 Gil
Description	Armor made of platinum. Elem-Def: Ice damage reduced by 100%.		

+--- Carabini Mail---+

Abilities	Stat Bonuses	Buy	Sell
Auto-Regen	SPE +1 SPR +1 DEF +39 MDE +1	12300 Gil	6150 Gil
Description	Armor protected by extraordinary powers.		

+--- Dragon Mail ---+

Abilities	Stat Bonuses	Buy	Sell
High Jump	STR +1 MAG +1 DEF +42	14000 Gil	7000 Gil
Description	Armor made from a dragon's scales		

+--- Genji Armor ---+

Abilities	Stat Bonuses	Buy	Sell
Body Temp, Accuracy+	MAG +1 DEF +45 MDE +1	N/A	1 Gil
Description	Very famous brand of armor.		

+--- Maximillion ---+

Abilities	Stat Bonuses	Buy	Sell
HP +20%	SPR +3, DEF +54	N/A	11300 Gil
Description	Armor worn exclusively by knights.		

+--- Grand Armor ---+

Abilities	Stat Bonuses	Buy	Sell
Chemist, Restore HP	STR +1, DEF +59	45000 Gil	14000 Gil
Description	The greatest armor. Elem-Def: Shadow damage reduced by 50%.		

+--- Tin Armor ---+

Abilities	Stat Bonuses	Buy	Sell
None	DEF +62, EVA +32, MDE +27 MEV +17	50000 Gil	10 Gil
Description	Tin armor that looks like a toy.		

- Head Gear [ARM02]

Leather Hat

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Fire	0 / 0	6 / 0	75 Gil
Description	Not a suitable item to wear in combat.		
Useable by	Zidane, Vivi, Steiner, Amarant, Freya, Eiko, Dagger, Quina		

Headgear

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Bird Killer	2 / 0	6 / 0	165 Gil
Description	Wearing it will make you popular. Elem-Def Water damage reduced by 50%		
Useable by	Zidane, Vivi, Steiner, Amarant, Freya, Eiko, Dagger, Quina		

Feather Hat

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Bright Eyes Add Status	0 / 0	7 / 0	100 Gil
Description	Hat that raises spirit. Raises wind Elem-Atk.		
Useable by	Zidane, Vivi, Eiko, Dagger, Quina		

Steepled Hat

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Protect	0 / 0	9 / 0	130 Gil
Description	Hats worn by mages.		
Useable by	Zidane, Vivi, Eiko, Dagger, Quina		

Magus Hat

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Slow	0 / 0	10 / 0	200 Gil
Description	Hat worn by mages.		
Useable by	Zidane, Vivi, Eiko, Dagger, Quina		

Bandana

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Man Eater, Insomniac	0 / 2	12 / 0	250 Gil
Description	Mysterious bandana that makes you light-footed.		
Useable by	Zidane, Vivi, Eiko, Dagger, Quina		

Mage's Hat

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Fira, Loudmouth	0 / 0	14 / 0	300 Gil
Description	Hat that holds magic powers. Raises Holy/Shadow Elem-Atk		
Useable by	Vivi, Eiko, Dagger, Quina		

Ritual Hat

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Counter, Bright Eyes, Undead Killer	1 / 0	16 / 0	500 Gil
Description	Hat worn for ceremonies and festivals in Conde Petie. Elem-Def: Holy damage reduced by 100%.		
Useable by	Zidane, Vivi, Eiko, Dagger, Quina		

Lamia's Tiara

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Clear Headed, Confuse, Float	0 / 0	14 / 0	400 Gil
Description	Tiara worn by Lamia. Elem-Def: Wind damage reduced by 50%.		
Useable by	Freya, Eiko, Dagger, Quina		

Twist Headband

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell

Gamble Defense, Add Status	0 / 0	0 / 0	600 Gil
Description	Headband that raises strength. Raises Earth Elem-Atk.		
Useable by	Zidane, Vivi, Amarant, Eiko, Dagger, Quina		

Mantra Band

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
HP+20%, Antibody	1 / 0	19 / 0	750 Gil
Description	Draws on hidden strength.		
Useable by	Zidane, Vivi, Amarant, Eiko, Dagger, Quina		

Dark Hat

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
High Tide, Jelly	0 / 0	21 / 0	900 Gil
Description	Old hat, steeped in legend. Elem-Def: Ice damage reduced by 100%.		
Useable by	Zidane, Vivi, Amarant, Eiko, Dagger, Quina		

Green Beret

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Ability Up, Clear Headed	0 / 0	23 / 0	1090 Gil
Description	Improves movement.		
Useable by	Zidane, Vivi, Amarant, Eiko, Dagger, Quina		

Black Hood

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Accuracy+, Locomotion, Death	0 / 0	27 / 0	1275 Gil
Description	Hood from a foreign land. Elem-Def: Fire/Thunder/Water damage reduced by 50%.		
Useable by	Zidane, Vivi, Amarant, Eiko, Dagger, Quina		

Red Hat

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell

MP Attack, Cover	0 / 0	26 / 0	1500 Gil
Description	Dark red hat. Raises Fire Elem-Atk.		
Useable by	Zidane, Vivi, Amarant, Eiko, Dagger, Quina		

+--- Golden Hairpin ---

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Auto-Regen, Loudmouth	0 / 0	32 / 2	1850 Gil
Description	Hairpin that holds magic powers. Raises Water Elem-Atk.		
Useable by	Zidane, Vivi, Amarant, Eiko, Dagger, Quina		

+--- Coronet ---

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Man Eater Return Magic	1 / 0	35 / 0	2200 Gil
Description	Coronet that radiates a mysterious light. Elem-Def: Wind damage reduced by 100%.		
Useable by	Zidane, Vivi, Amarant, Eiko, Dagger, Quina		

+--- Flash Hat ---

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Eye 4 Eye Beast Killer	0 / 2	37 / 0	2600 Gil
Description	Holy hat. Raises Thunder/Holy Elem-Atk.		
Useable by	Zidane, Vivi, Amarant, Eiko, Dagger, Quina		

+--- Adaman Hat ---

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
HP+20%, Gamble Defense	3 / 0	33 / 0	3050 Gil
Description	Extremely durable hat. Elem-Def: Thunder damage reduced by 100%.		
Useable by	Zidane, Vivi, Amarant, Eiko, Dagger, Quina		

+--- Thief Hat ---

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Long Reach, Mug, Lucky Seven	0 / 3	38 / 0	3550 Gil

Description	Hat for thieves.
Useable by	Zidane

Holy Miter

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Insomniac, Body Temp	0 / 0	39 / 0	4150 Gil
Description	Holy hat.		
Useable by	Vivi, Amarant, Eiko, Dagger, Quina		

Golden Skullcap

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Power Up, Locomotion	2 / 0	47 / 0	6000 Gil
Description	Known for providing great defense. Elem-Def: Earth damage reduced by 50%. Raises Water Elem-Atk.		
Useable by	Zidane, Vivi, Amarant, Eiko, Dagger, Quina		

Circlet

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Jelly, Clear Headed	0 / 0	51 / 0	6500 Gil
Description	Circlet protected by magic. Elem-Def: Earth damage reduced by 100%.		
Useable by	Zidane, Vivi, Amarant, Eiko, Dagger, Quina		

Straw Hat

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Fire	0 / 0	0 / 0	750 Gil
Description	Provides a southern, Tropical feel.		
Useable by	Zidane, Vivi, Steiner, Amarant, Freya, Eiko, Dagger, Quina		

Rubber Helm

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Minus Strike	0 / 0	5 / 0	125 Gil
Description	Helm worn by soldier trainees. Elem-Def: Thunder damage reduced by 50%.		

Useable by	Steiner, Freya

Bronze Helm

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Bug Killer	0 / 0	6 / 0	125 Gil
Description	Helm made of bronze. Elem-Def: Water damage reduced by 50%.		
Useable by	Steiner, Freya		

Iron Helm

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Bright Eyes, Level Up	0 / 0	7 / 0	225 Gil
Description	Helm made of iron.		
Useable by	Steiner, Freya		

Barbut

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Alert, Dragon Killer	0 / 0	9 / 0	300 Gil
Description	Headgear that raises spirit.		
Useable by	Steiner, Freya		

Mythril Helm

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Insomniac, Antibody	0 / 0	11 / 0	500 Gil
Description	Helm made of mythril. Raises Holy Elem-Atk.		
Useable by	Steiner, Freya		

Gold Helm

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Mental Break, Reis's Wind, Clear Headed	0 / 0	13 / 0	900 Gil
Description	Helm made of gold.		
Useable by	Steiner, Freya		

Cross Helm

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
MP Attack Devil Killer	0 / 0	16 / 0	1100 Gil
Description	Helm that raises strength.		
Useable by	Steiner, Freya		

Diamond Helm

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Accuracy+, Insomniac	0 / 0	20 / 0	1500 Gil
Description	Helm made of diamond.		
Useable by	Steiner, Freya		

Platinum Helm

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Restore HP Stone Killer	0 / 0	23 / 0	2300 Gil
Description	Helm made of platinum. Elem-Def: Ice damage reduced by 50%.		
Useable by	Steiner, Freya		

Genji Helm

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
HP+20%	2 / 0	29 / 0	1 Gil
Description	Very famous brand of helmet.		
Useable by	Steiner, Freya		

Kaiser Helm

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
Eye 4 Eye	0 / 0	26 / 0	3560 Gil
Description	Helm that raises strength and magic.		
Useable by	Steiner, Freya		

Grand Helm

Abilities	Physical DEF / EVA	Magic DEF / EVA	Sell
High Tide	0 / 0	33 / 0	7000 Gil

Description	The greatest helmet.
Useable by	Steiner, Freya

- Arm Gear [ARM03]

+--- Wristlet

Abilities	Stat Bonuses	Buy	Sell
Flee-Gil	EVA +5, MEV +3	130 Gil	65 Gil
Description	Regular wristlet.		
Useable by	Zidane, Vivi, Dagger, Quina, Amarant, Eiko		

+--- Leather Wrist

Abilities	Stat Bonuses	Buy	Sell
Beast Killer, Blizzard	SPR +1, EVA +7, MEV +5	200 Gil	100 Gil
Description	Wristlet that raises spirit when equipped		
Useable by	Zidane, Vivi, Dagger, Quina, Amarant, Eiko		

+--- Glass Armlet

Abilities	Stat Bonuses	Buy	Sell
Steal-Gil, Antibody	EVA +10, MEV +7	250 Gil	125 Gil
Description	Armlet made of glass. Elem-Def: Water damage reduced by 50%.		
Useable by	Zidane, Vivi, Dagger, Quina, Amarant, Eiko		

+--- Bone Wrist

Abilities	Stat Bonuses	Buy	Sell
Add Status	EVA +13, MEV +9, STR	330 Gil	165 Gil
Description	Wristlet made from bones. Raises Earth Elem-Atk.		
Useable by	Zidane, Vivi, Dagger, Quina, Amarant, Eiko		

+--- Mythril Armlet

Abilities	Stat Bonuses	Buy	Sell
Bug Killer	EVA +17, MEV +11, SPR +1	500 Gil	250 Gil
Description	Armlet made of mythril.		

Useable by	Zidane, Vivi, Dagger, Quina, Amarant, Eiko

N-Kai Armlet

Abilities	Stat Bonuses	Buy	Sell
Bandit, Water, Undead Killer	SPR +2, DEF +2, EVA +27	3000 Gil	1500 Gil
Description	Armlet formally worn by a ninja.		
Useable by	Zidane, Vivi, Dagger, Quina, Amarant, Eiko		

Jade Armlet

Abilities	Stat Bonuses	Buy	Sell
Body Temp, High Tide	MDE +2, MEV +27	3400 Gil	1700 Gil
Description	Armlet made of jade. Raises Holy Elem-Atk.		
Useable by	Zidane, Vivi, Dagger, Quina, Amarant, Eiko		

Magic Armlet

Abilities	Stat Bonuses	Buy	Sell
Clear Headed, Silence	MAG +2 MDE +1 EVA +16 MEV +16	1000 Gil	500 Gil
Description	Armlet packed with magic.		
Useable by	Vivi, Dagger, Quina, Eiko		

Chimera Armlet

Abilities	Stat Bonuses	Buy	Sell
Mug, Add Status	EVA +22, MEV +14	1200 Gil	600 Gil
Description	Armlet adorned by chimera wings. Elem-Def: Holy damage reduced by 100%.		
Useable by	Zidane, Vivi, Dagger, Quina, Amarant, Eiko		

Egoist's Armlet

Abilities	Stat Bonuses	Buy	Sell
Beast Killer, LevelUp	EVA +20, MEV +20	2000 Gil	1000 Gil
Description	Armlet made in the dark world. Elem-Def: Shadow damage reduced by 100%.		
Useable by	Zidane, Vivi, Dagger, Quina, Amarant, Eiko		

+--- Dragon Wrist ----------+

Abilities	Stat Bonuses	Buy	Sell
Jelly, Lancer	EVA +28 MEV +12 SPR +1 MDE +1	4800 Gil	2400 Gil
Description	Wristlet made from dragon bones. Elem-Def: Shadow damage reduced by 50%.		
Useable by	Zidane, Freya, Vivi, Dagger, Quina, Amarant, Eiko		

+--- Thief Gloves ----------+

Abilities	Stat Bonuses	Buy	Sell
Master Thief	EVA +26, MEV +13, SPE +1	50000 Gil	25000 Gil
Description	Gloves used by thieves.		
Useable by	Zidane, Amarant		

+--- Power Wrist ----------+

Abilities	Stat Bonuses	Buy	Sell
Accuracy+	STR +3, EVA +30, MEV +10	5150 Gil	2550 Gil
Description	Wristlet guard that raises strength.		
Useable by	Zidane, Vivi, Dagger, Quina, Amarant, Eiko		

+--- Bracer ----------+

Abilities	Stat Bonuses	Buy	Sell
Add Status, Power Throw	STR +1, EVA +35, MEV +18	24000 Gil	4000 Gil
Description	Bracer used by gamblers.		
Useable by	Zidane, Vivi, Dagger, Quina, Amarant, Eiko		

+--- Pearl Armlet ----------+

Abilities	Stat Bonuses	Buy	Sell
Flee-Gil	None	N/A	490 Gil
Description	Provides a southern, tropical feel.		
Useable by	Zidane, Vivi, Dagger, Freya, Steiner, Quina, Amarant, Eiko		

+--- Bronze Gloves ----------+

Abilities	Stat Bonuses	Buy	Sell
Antibody	SPR +1, EVA +8, MEV +2	480 Gil	240 Gil
Description	Gloves made of bronze.		
Useable by	Freya, Steiner		

Mythril Gloves

Abilities	Stat Bonuses	Buy	Sell
Man Eater, Bug Killer	SPR +1, EVA +13, MEV +7	980 Gil	490 Gil
Description	Gloves made of mythril.		
Useable by	Freya, Steiner		

Thunder Gloves

Abilities	Stat Bonuses	Buy	Sell
Devil Killer, Add Status	EVA +16, MEV +10	1200 Gil	600 Gil
Description	Gloves with a thunder god's spirit dwelling inside. Elem-Def: Thunder damage reduced by 50%. Raises Thunder Elem-Atk.		
Useable by	Freya, Steiner		

Diamond Gloves

Abilities	Stat Bonuses	Buy	Sell
Ability Up, Jelly	EVA +19, MEV +13	2000 Gil	1000 Gil
Description	Gloves made of diamond. Elem-Def: Water damage reduced by 100%.		
Useable by	Freya, Steiner		

Aegis Gloves

Abilities	Stat Bonuses	Buy	Sell
Charge!	DEF +1, EVA +30, MEV +10	7000 Gil	1 Gil
Description	Gloves worn exclusively by knights.		
Useable by	Steiner		

Genji Gloves

Abilities	Stat Bonuses	Buy	Sell

Abilities	Stat Bonuses	Buy	Sell
High Tide	MAG +2, EVA +27, MEV +17	N/A	1 Gil
Description	Very famous brand of gloves.		
Useable by	Freya, Steiner		

Gauntlets

Abilities	Stat Bonuses	Buy	Sell
Counter	SPE +1, EVA +36, MEV +7	8000 Gil	4400 Gil
Description	Gloves worn by swordsmen. Elem-Def: Fire/Earth/Water/Wind damage reduced by 50%.		
Useable by	Freya, Steiner		

Defense Gloves

Abilities	Stat Bonuses	Buy	Sell
HP+20%	DEF +1 MDE +1 EVA +25 MEV +20	6000 Gil	3000 Gil
Description	Protects you from various attacks. Elem-Def: Fire/Earth/Water/Wind damage reduced by 50%		
Useable by	Freya, Steiner		

Venetia Shield

Abilities	Stat Bonuses	Buy	Sell
Auto-Float, Counter	STR +1 EVA +17 MAG +1 MEV +27	2800 Gil	1400 Gil
Description	Popular shield among soldiers.		
Useable by	Steiner, Freya		

Silver Gloves

Abilities	Stat Bonuses	Buy	Sell
Undead Killer	EVA +10, MEV +5	720 Gil	360 Gil
Description	Combat Gloves. Elem-Def: Ice damage reduced by 50%.		
Useable by	Freya, Steiner		

- Add-Ons [ARM04]

Anklet

Abilities	Stat Bonuses	Synth.	Sell

Locomotion Counter Healer	MAG +3, SPR +1, EVA +5	4000 Gil	1600 Gil
Description	Anklet adorned with a four-leaf clover that raises spirit.		

Power Belt

Abilities	Stat Bonuses	Synth.	Sell
MP Attack, Counter, Fira	DEF +2, STR +2	2000 Gil	3500 Gil
Description	Belt that raises strength.		

Black Belt

Abilities	Stat Bonuses	Synth.	Sell
HP+20%, Demi, BeastKiller	MAG +3, SPR +1, EVA +5	4000 Gil	5500 Gil
Description	Belt that raises strength. Raises Wind Elem-Atk.		

Glass Buckle

Abilities	Stat Bonuses	Synth.	Sell
Antibody, Add ST, Thunder	MEV+5, SPR+2, MAG+1, STR+1	500 Gil	800 Gil
Description	Buckle protected by mysterious powers.		

Madain's Ring

Abilities	Stat Bonuses	Synth.	Sell
Body Temp, Chemist, Guardian Mog	SPR +1, MDE +2	3000 Gil	3750 Gil
Description	Ring used as a charm since ancient times. Absorbs Ice Elem-Atk		

Rosetta Ring

Abilities	Stat Bonuses	Synth.	Sell
Level Up, Concentrate, Reflect	DEF +1, EVA +2, MAG +1, MDE +3, MEV +2	24000 Gil	18000 Gil
Description	A fire god's power dwells inside. Absorbs Fire Elem-Atk.		

Reflect Ring

Abilities	Stat Bonuses	Synth.	Sell
Auto-Reflect, Destract	MDE +1, SPR +1, STR +1	7000 Gil	3500 Gil
Description	Ring enchanted with the spell Reflect.		

+--- Coral Ring ---

Abilities	Stat Bonuses	Synth.	Sell
Insomniac ManEater Lancer	MEV +3, SPR +2	1200 Gil	2000 Gil
Description	Ring adorned by Corals. Absorbs Thunder Elem-Atk.		

+--- Promist Ring ---

Abilities	Stat Bonuses	Synth.	Sell
Restore HP, Absorb MP, Mag Elem Null	STR +2, EVA +3	6000 Gil	4500 Gil
Description	Ring that raises strength.		

+--- Rebirth Ring ---

Abilities	Stat Bonuses	Synth.	Sell
Auto-Life, Life, Revive	MDE +2, SPR +4	7000 Gil	5000 Gil
Description	Ring with a phoenix's power dwelling inside. Raises Holy Elem-Atk.		

+--- Protect Ring ---

Abilities	Stat Bonuses	Synth.	Sell
Long Reach, Half MP, Mag Elem Null	DEF +2, EVA +4, MEV +6 MDE + 3	40000 Gil	20000 Gil
Description	Protects you from various attacks. Elem-Def: All elemental damage reduced by 50%.		

+--- Pumice Piece ---

Abilities	Stat Bonuses	Synth.	Sell
Boost	MAG +2 MDE +1 EVA +5 STR +2	25000 Gil	1 Gil
Description	Put it together with the other piece. Absorbs Holy/Shadow Elem-Atk.		

+--- Pumice ---

Abilities	Stat Bonuses	Synth.	Sell
Ark	SPE +1, DEF +1, MAG +1, MDE +1	50000 Gil	1 Gil
Description	Summon the beast from the dark.		

+--- Yellow Scarf ----------+

Abilities	Stat Bonuses	Synth.	Sell
Bird Killer, Millionaire, Steal Gil	STR +2, MDE +1	400 Gil	900 Gil
Description	Scarf that raises strength.		

+--- Gold Choker ----------+

Abilities	Stat Bonuses	Synth.	Sell
Auto-Potion Flee-Gil Shell	EVA +2, MAG +2, MDE +1	1300 Gil	2000 Gil
Description	Magic choker. Elem-Def: Wind damage reduced by 50%. Raises Shadow Elem-Atk.		

+--- Fairy Earrings ----------+

Abilities	Stat Bonuses	Synth.	Sell
Level Up, Body Temp, Regen	EVA +4, SPR +2, MEV +2	3200 Gil	3000 Gil
Description	Earrings that raises spirit. Raises Wind Elem-Atk.		

+--- Angel Earrings ----------+

Abilities	Stat Bonuses	Synth.	Sell
Auto-Regen, Reis's Wind, MP+20%	STR +2, DEF +2	80000 Gil	10000 Gil
Description	Holy earrings worn by women. Raises Holy Elem-Atk.		

+--- Pearl Rouge ----------+

Abilities	Stat Bonuses	Synth.	Sell
Level Up, Reflect-Null, Loudmouth	MEV +4, SPR +4, MAG +2	5000 Gil	2000 Gil
Description	Rouge used by women that draws out Holy power. Elem-Def: Holy damage reduced by 50%. Raises Water Elem-Atk		

+--- Cachusha ----------+

Abilities	Stat Bonuses	Synth.	Sell
Bright Eyes, Ability Up Life	SPE +1, MAG +2, SPR +1 MDE +1	1000 Gil	1500 Gil
Description	Hair ornament enchanted with various powers, worn by women. Raises Fire Elem-Atk.		

+--- Barette ----------+

Abilities	Stat Bonuses	Synth.	Sell
Chemist, Gamble Defense, Cura	STR +3, MAG +1, SPR +1 MDE +1	1800 Gil	3500 Gil
Description	Hair ornament enchanted with various powers, worn by women. Raises Ice Elem-Atk.		

+--- Extension ----------+

Abilities	Stat Bonuses	Synth.	Sell
Auto-Potion, MP+10% Level Up	STR +1, SPR +1, DEF +1 MAG +2, MDE +1	3500 Gil	5000 Gil
Description	Hair ornament enchanted with various powers, worn by women Raises Thunder Elem-Atk.		

+--- Ribbon ----------+

Abilities	Stat Bonuses	Synth.	Sell
Madeen, Ability Up, Guardian Mog	STR +1, SPR +1, DEF +1 EVA +5 MAG +3 MAG +1 MDE +4	N/A	1 Gil
Description	Item that always keeps Mog beside you. Absorbs Water/Wind Elem-Atk. Elem-Def: Fire/Ice/Thunder/Holy damage reduced by 50%.		

+--- Maiden Prayer ----------+

Abilities	Stat Bonuses	Synth.	Sell
Auto-Regen	MAG +1, MDE +1, EVA +3	N/A	1 Gil
Description	Item that has a nice fragrance. Raises Holy Elem-Atk.		

+--- Ancient Aroma ----------+

Abilities	Stat Bonuses	Synth.	Sell
Odin's Sword	STR +2, EVA +4	N/A	1 Gil
Description	Item that radiates a mysterious light. Raises Shadow Elem-Atk.		

+--- Garnet ----------+

Abilities	Stat Bonuses	Synth.	Sell
Bahamut, Healer	None	350 Gil	1 Gil

Description	Restores HP. It cannot be used in field. Equip as an Add-On.

+--- Amethyst ---

Abilities	Stat Bonuses	Synth.	Sell
Atomos, Demi	None	200 Gil	1 Gil
Description	Restores HP. It cannot be used in field. Equip as an Add-On.		

+--- Aquamarine ---

Abilities	Stat Bonuses	Synth.	Sell
Leviathan, HP+10%	None	N/A	1 Gil
Description	Restores HP. It cannot be used in field. Equip as an Add-On.		

+--- Diamond ---

Abilities	Stat Bonuses	Synth.	Sell
Bahamut, Healer	None	N/A	1 Gil
Description	Restores HP. It cannot be used in field. Equip as an Add-On.		

+--- Emerald ---

Abilities	Stat Bonuses	Synth.	Sell
Haste, MP+10%, White Draw	None	N/A	1 Gil
Description	Restores HP. It cannot be used in field. Equip as an Add-On.		

+--- Moonstone ---

Abilities	Stat Bonuses	Synth.	Sell
Shell, Beast Killer	None	N/A	1 Gil
Description	Restores HP. It cannot be used in field. Equip as an Add-On.		

+--- Ruby ---

Abilities	Stat Bonuses	Synth.	Sell
Carbuncle, Reflect	None	N/A	1 Gil
Description	Restores HP. It cannot be used in field. Equip as an Add-On.		

+--- Peridot ---

Abilities	Stat Bonuses	Synth.	Sell

Ramuh, Thundara	None	100 Gil	1 Gil
Description	Restores HP. It cannot be used in field. Equip as an Add-On.		

Sapphire

Abilities	Stat Bonuses	Synth.	Sell
Fenrir, High Tide	None	200 Gil	1 Gil
Description	Restores HP. It cannot be used in field. Equip as an Add-On.		

Opal

Abilities	Stat Bonuses	Synth.	Sell
Shiva, Blizzara	None	100 Gil	1 Gil
Description	Restores HP. It cannot be used in field. Equip as an Add-On.		

Topaz

Abilities	Stat Bonuses	Synth	Sell
Ifrit, Fira	None	100 Gil	1 Gil
Description	Restores HP. It cannot be used in field. Equip as an Add-On.		

Lapis Lazuli

Abilities	Stat Bonuses	Synth	Sell
Ability Up, Accuracy+	None	400 Gil	1 Gil
Description	Restores HP. It cannot be used in field. Equip as an Add-On.		

Phoenix Pinion

Abilities	Stat Bonuses	Synth	Sell
Phoenix	None	300 Gil	1000 Gil
Description	Cures KO. It cannot be used in the field.		

Dark Matter

Abilities	Stat Bonuses	Synth	Sell
Bahamut, Healer	STR +3, MAG +2	N/A	1 Gil
Description	Deals damage to the target. Equip as Add-On.		

- Zidane [SKI00]

+--- THIEF SKILLS

- Skill -	MP	- Effect -
Flee	00	Escape from battle with high probability.
Detect	00	See an enemy's items.
What's That!?	02	Allows back attack.
Soul Blade	06	Draws out the hidden power of thief swords.
Annoy	04	Inflicts trouble on the target.
Sacrifice	32	Sacrifice yourself to restore HP and MP to the party members.
Lucky Seven	06	Deals physical damage by luck.
Thievery	08	Deals physical damage to the target.

+--- DYNE SKILLS (TRANCE)

- Skill -	MP	- Effect -
Free Energy	10	Deals physical damage to the enemy.
Tidal Flame	12	Deals physical damage to all enemies.
Scoop Art	14	Deals physical damage to the enemy.
Shift Break	16	Deals physical damage to all enemies.
Stellar Circle 5	24	Deals physical damage to the enemy.
Meo Twister	32	Deals physical damage to all enemies.
Solution 9	48	Deals physical damage to the enemy.
Grand Lethal	60	Deals physical damage to all enemies.

- Dagger [SKI01]

+--- SUMMONS

Eidolon	MP	Effect
Shiva	24	Causes Ice damage to all enemies.
Ifrit	26	Causes Fire damage to all enemies.
Ramuh	22	Causes Thunder damage to all enemies.
Atomos	32	Reduces all enemies' HP by a percentage.
Odin	28	Causes KO to all enemies.
Leviathan	42	Causes Water damage to all enemies.
Bahamut	56	Causes non-elemental damage to all enemies.
Ark	80	Causes Shadow damage to all enemies.

WHITE MAGIC

Spell	MP	Effect
Cure	06	Restores HP of single/multiple targets.
Cura	10	Restores a lot of HP of single/multiple targets.
Curaga	22	Restores big-time HP of single/multiple targets.
Life	08	Recovers character from KO. Restores some HP.
Scan	04	Determines HP, MP and weakness of an enemy.
Panacea	04	Cures venom and poison status.
Stona	08	Cures Petrify and Gradual Petrify.
Shell	06	Reduces damage from magic attacks.
Protect	06	Reduces damage from physical attacks.
Silence	08	Prevents target from casting magic.
Mini	08	Shrinks, lowers defense and attack power.
Reflect	06	Reflects magic attacks back onto caster.
Confuse	08	Makes target erratic.
Berserk	06	Raises attack strength, attacks uncontrollably.
Blind	06	Causes darkness.
Float	06	Causes levitation, prevents earth damage.

- Vivi [SKI02]

BLACK MAGIC

- Spell -	MP	- Effect -
Fire	06	Causes fire damage to single/multiple targets.
Fira	12	Causes a lot of Fire damage to single/multiple target.
Firaga	24	Causes big time Fire damage to single/multiple targets.
Blizzard	06	Causes Ice damage to single/multiple targets.
Blizzara	12	Causes a lot of Ice damage to single/multiple targets.
Blizzaga	24	Causes big time Ice damage to single/multiple targets.
Thunder	06	Causes Thunder damage to single/multiple targets.
Thundara	12	Causes a lot of Thunder damage to target(s).
Thundaga	24	Causes big time Thunder damage to target(s).
Sleep	10	Puts single/multiple targets to sleep
Slow	06	Slows down ATB gauge.
Stop	08	Stops target from taking any action.
Poison	08	Causes Poison to single/multiple targets
Bio	18	Causes non-elemental damage and poison to target(s).
Osmose	02	Absorbs MP from the target and transfers to caster.
Drain	14	Drains HP from target and transfers to caster.
Demi	18	Amount of damage depends on the target's HP .
Comet	16	Causes non-elemental damage.
Death	20	KO's the target.
Break	18	Causes petrify.
Water	22	Causes water damage to single/multiple targets.
Meteor	42	Causes non-elemental damage to all enemies.
Flare	40	Causes non-elemental damage.
Doomsday	72	Causes Shadow damage to all targets.

- Steiner [SKI03]

SWORD ART

- Skill -	MP	- Effect -

Dark Side	00	Reduces HP and causes shadow damage to the enemy.
Minus Strike	08	Damages with difference between Max HP and Current HP.
Iai Strike	16	KO's the target.
Power Break	08	Reduces the enemy's Attack Power.
Armor Break	04	Reduces the enemy's Defense.
Mental Break	08	Reduces the enemy's Magic Defense.
Magic Break	04	Reduces the enemy's Magic.
Charge!	10	Makes all Near Death party members attack.
Thunder Slash	24	Causes Thunder damage to the enemy.
Stock Break	26	Causes non-elemental damage to all enemies.
Climhazzard	32	Causes non-elemental damage to all enemies.
Shock	46	Deals physical damage to the enemy.

+--- SWORD MAGIC ---+

- Skill -	MP	- Effect -
Fire	06	Strikes the enemy with Fire sword.
Fira	12	Strikes the enemy with Fira sword.
Firaga	30	Strikes the enemy with Firaga sword.
Blizzard	06	Strikes the enemy with Blizzard sword.
Blizzara	12	Strikes the enemy with Blizzara sword.
Blizzaga	30	Strikes the enemy with Blizzaga sword.
Thunder	06	Strikes the enemy with Thunder sword.
Thundara	12	Strikes the enemy with Thundara sword.
Thundaga	30	Strikes the enemy with Thundaga sword.
Bio	20	Strikes the enemy with Bio sword.
Water	26	Strikes the enemy with Water sword.
Flare	60	Strikes the enemy with Flare sword.
Doomsday	50	Strikes the enemy with Doomsday sword.

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- Freya [SKI04]

+--- DRAGON KNIGHT SKILLS ----------+

- Skill -	MP	- Effect -
Lancer	10	Reduces the enemy's HP and MP.
Reis's Wind	12	Casts Regen on entire party.
Dragon Breath	78	Reduces HP of all enemies.
White Draw	36	Restores MP of all party members.
Luna	12	Causes Berserk to all targets.
Six Dragons	28	Fully restores HP and/or MP, Reduces HP and/or MP to 1, No change at all.
Cherry Blossom	48	Causes non-elemental damage to all enemies.
Dragon's Crest	16	Deals physical damage to the enemy, based on the amount of dragon type enemies the party has killed.

- Quina [SKI05]

+--- BLUE MAGIC ----------+

- Skill -	MP	- Effect -
Goblin Punch	04	Causes non-elemental damage to enemy.
LV5 Death	20	KO's all enemies whose levels are multiples of 5.
LV4 Holy	22	Causes Holy damage to enemies whose levels are multiples of 4.
LV3 Def-less	12	Reduces defense of enemies whose levels are multiples of 3.
Doom	12	Target's life ends after a 10 count.
Roulette	18	Randomly KO's a target.
Aqua Breath	14	Causes Water damage to all enemies.
Mighty Guard	64	Casts Shell and Protect on all party members.
Matra Magic	08	Switches around targets MP and HP.
Bad Breath	16	Causes Confuse, Darkness, Poison, Slow and mini to the enemy

Limit Glove	10	Causes non-elemental damage to target when your HP is 1.
1,000 Needles	08	Reduces the enemy's HP by 1,000.
Pumpkin Head	12	Damages with the difference between your max HP and current HP.
Night	14	Causes Sleep to all targets.
Twister	22	Causes Wind damage to all enemies.
Earth Shake	20	Causes Earth damage to all enemies.
Angel's Snack	04	Uses Remedy on all party members.
Frog Drop	10	Amount of damage depends on the number of frogs you have caught.
White Wind	14	Restores HP of all party members.
Vanish	08	Makes a party member disappear.
Frost	08	Causes Freeze to the enemy.
Mustard Bomb	10	Causes Heat to the enemy.
Magic Hammer	02	Reduces the enemy's MP.
Auto-Life	14	Casts Life on target when KO'd.

- Eiko [SKI06]

SUMMONS

- Eidolon -	MP	- Effect -
Carbuncle	24	Casts Reflect, Haste, Shell, or Vanish on party.
Fenrir	30	Causes Earth or wind damage to all enemies.
Phoenix	32	Causes Fire damage to all enemies, revives KO'd party members.
Madeen	54	Causes Holy damage to all enemies.

ALTERNATE SUMMONS

Eidolon	Learned From	- Skill -	- Effect -
Carbun-cle	None	Ruby Light	Casts Reflect on entire party.

	Emerald	Emerald Light	Casts Haste on entire party.
	Moonstone	Pearl Light	Casts Shell on entire party.
	Diamond	Diamond Light	Casts Vanish on entire party.
Fenrir	None	Terrestrial Rage	Deals Earth damage to all enemies.
	Maiden Prayer	Millennial Decay	Deals Wind damage to all enemies.

WHITE MAGIC

- Spell -	MP	- Effect -
Cure	6	Restores HP of single/multiple targets.
Cura	10	Restores a lot of HP of single/multiple targets.
Curaga	22	Restores big-time HP of single/multiple targets.
Regen	14	Gradually restores HP.
Life	8	Recovers character from KO, restores some HP.
Full-Life	24	Recover from KO with full HP.
Panancea	4	Cures Venom and Poison status.
Stona	8	Cures Petrify and Gradual Petrify.
Esuna	20	Removes various abnormal status effects.
Shell	6	Reduces damage from magic attacks.
Protect	6	Reduces damage from physical attacks.
Haste	8	Speeds up ATB Gauge.
Silence	8	Prevents single/multiple targets from casting magic.
Mini	8	Shrinks, lowers defense and attack power.
Reflect	6	Reflects magic attacks back onto caster.
Float	6	Causes levitation, prevents earth damage.
Dispel	16	Removes abnormal status caused by magic attacks.
Might	14	Raises physical attack power.
Jewel	4	Extracts Ore from a target.
Holy	36	Causes Holy Damage.

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 - Amarant   [SKI07]
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+--- FLAIR ---+
O=============O======O===O
| - Skill - | MP | - Effect - |
O=============O======O===O
| Chakra | 04 | Restores HP and MP of one party member. |
|-------------+------+---|
| Spare | 00 | Causes non-elemental damage to an enemy using Gil. |
| Change | | |
|-------------+------+---|
| No Mercy | 12 | Causes non-elemental damage to an enemy. |
|-------------+------+---|
| Aura | 12 | Casts Auto-Life and Regen on one party member. |
|-------------+------+---|
| Curse | 12 | Makes the enemy weak against elemental attacks. |
|-------------+------+---|
| Revive | 20 | Recover from KO. |
|-------------+------+---|
| Demi Shock | 20 | Amount of damage depends on the enemy's HP. |
|-------------+------+---|
| Countdown | 16 | Casts Doom on the enemy. |
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[FF914] \   - Support Ability List -
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 - Learnable Support Abilities   [SUP01]
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O====================O===O
| - Skill - | - Learned From - |
O====================O===O
| Auto-Reflect | Reflect Ring |
|--------------------+---|
| Auto-Float | Feather Boots |
|--------------------+---|
| Auto-Haste | Running Shoes. |
|--------------------+---|
| Auto-Regen | Golden Hairpin, Brave Suit |
|--------------------+---|
| Auto-Life | Rebirth Ring |
|--------------------+---|
| HP+20% | Mantra Band, Adaman Hat, Black Belt, Battle Boots |
|--------------------+---|
| Accuracy+ | Power Wrist, Black Hood, Lapis Lazuli |
|--------------------+---|
| Distract | Judo Uniform, Reflect Ring, Diamond |
|--------------------+---|
| Long Reach | Thief Hat, Protect Ring |
|--------------------+---|
| MP Attack | Red Hat, Battle Boots, Power Belt |
|--------------------+---|
| Bird Killer | Adaman Vest, Yellow Scarf |

Bug Killer	Mythril Armlet
Stone Killer	Adaman Vest, Power Vest
Undead Killer	N-Kai Armlet, Headgear, Ritual Hat
Devil Killer	Chain Plate, Demon's Vest
Beast Killer	Leather Wrist, Egoist's Armlet, Flash Hat, Black Belt, Moonstone
Man Eater	Bandana, Coronet, Coral Ring
Master Thief	Thief Gloves
Steal Gil	Glass Armlet, Yellow Scarf
Add Status	Bone Wrist, Chimera Armlet, Bracer, Feather Hat, Twist Headband, Glass Buckle.
Gamble Defense	Twist Headband, Adaman Hat, Power Vest
High Tide	Jade Armlet, Dark Hat, Gaia Gear, Sapphire
Counter	Ritual Hat, Power Vest, Power Belt
Protect Girls	Butterfly Sword, Leather Shirt
Eye 4 Eye	Flash Hat, Ninja Gear
Body Temp	Jade Armlet, Madain's Ring, Fairy Earrings, Diamond
Alert	Ninja Gear, Germinas Boots
Level Up	Egoist's Armlet, Rosetta Ring, Fairy Earrings
Ability Up	Green Beret, Brigandine, Ribbon, Ribbon, Lapis Lazuli
Flee-Gil	Wrist, Desert Boots, Gold Choker
Insomniac	Bandana, Gaia Gear, Coral Ring
Antibody	Glass Armlet, Mantra Band, Survival Vest, Glass Buckle
Bright Eyes	Feather Hat, Ritual Hat
Restore HP	Brave Suit, Promist Ring
Jelly	Dragon Wrist, Dark Hat, Circlet, Bronze Vest, Dark Gear
Auto-Potion	Mythril Vest, Demon's Vest, Running Shoes, Gold Choker
Locomotion	Black Hood, Golden Skullcap, Survival Vest, Demon's Vest, Ninja Gear.
Clear Headed	Green Beret, Circlet, Dark Gear, Magician Shoes
Mug	Chimera Armlet, Thief Hat, Survival Vest

Bandit	Mythril Dagger, N-Kai Armlet

- Support Ability Functions [SUP02]

- Ability -	Stones	- Function -
Auto-Reflect	15	Automatically casts Reflect in battle
Auto-Float	06	Automatically casts Float in battle
Auto-Haste	09	Automatically casts Haste in battle
Auto-Regen	10	Automatically casts Regen in battle
Auto-Life	12	Automatically casts Life in battle(once)
Auto-Potion	03	Automatically uses potion when damaged
HP +10%	04	Increases HP by 10%
HP +20%	08	Increases HP by 20%
MP +10%	04	Increases MP by 10%
MP +20%	08	Increases MP by 20%
Bird Killer	03	Deals lethal damage to flying enemies
Bug Killer	02	Deals lethal damage to insects
Stone Killer	04	Deals lethal damage to stone enemies
Undead Killer	02	Deals lethal damage to undead enemies
Devil Killer	02	Deals lethal damage to demons
Beast Killer	04	Deals lethal damage to beasts
Man Eater	02	Deals lethal damage to humans
Ability Up	03	Character learns abilities faster
Level Up	07	Character levels up faster
Accuracy+	02	Raises physical attack accuracy
Add Status	03	Adds weapon's status effect when you attack
Alert	04	Prevents back attacks
Antibody	04	Prevents Poison and Venom
Body Temp	04	Prevents Freeze and Heat
Bright Eyes	04	Prevents Darkness

Clear Headed	05	Prevents Confusion
Insomniac	05	Prevents Sleep
Jelly	04	Prevents Petrify and Gradual Petrify
Locomotion	04	Prevents Stop
Loudmouth	04	Prevents Silence
Absorb MP	06	Absorbs MP used by enemy
Bandit	05	Raises success rate of Steal
Boost	12	Raises strength of eidolons
Chemist	04	Doubles the potency of medicinal items
Concentrate	10	Raises the strength of spells
Counter	08	Counterattacks when physically attacked
Cover	06	You take damage in place of an ally
Distract	05	Lowers enemy's physical attack accuracy
Eye 4 Eye	05	Raises Counter activation rate
Flee-Gil	03	Receive Gil even when running from battle
Gamble Defense	01	Raises Defense occasionally
Guardian Mog	03	Mog protects you from unseen forces
Half MP	11	Cuts MP use by half in battle
Healer	02	Restores physical attack target's HP
High Jump	04	Jump higher to raise jump attack power
High Tide	08	Allows you to trance faster
Initiative	05	Raises chance of a Preemptive Strike
Long Reach	16	Back row attacks with same power as front row
MP Attack	05	Character uses MP to raise Attack Power
Mag Elem Null	13	Nullifies magic element
Master Thief	05	Steal better items first
Millionaire	05	Receive more Gil after battle
Mug	03	Damages enemy when you steal
Odin's Sword	05	Attacks with eidolon Odin
Protect Girls	04	You take damage in place of a girl

Power Throw	19	Raises the strength of throw
Reflectx2	17	Doubles the strength of spells by using Reflect
Reflect-Null	07	Nullifies Reflect and attacks
Return Magic	09	Returns magic used by enemy
Restore HP	08	Restores HP automatically when Near Death
Steal Gil	05	Steal Gil along with items

[FF915] \ - Bestiary -

This section covers all of the enemies that you will encounter in the game. First, I will explain what each field means.

Name: The enemy's name.

Found: The location where this enemy can be encountered.

Type: The monster's type, damage can be increased to certain types of enemies depending on the support abilities that you have equipped.

Gil: The amount of Gil that you receive on the reward screen.

Exp: The amount of Exp that your party receives for defeating the enemy.

AP : The amount of AP that your party receives on the reward screen.

Eat: Ability that can be learnt by Quina upon a successful Eat command.

Steal: The item(s) that the enemy is holding that can be stolen. From left to right is the rarity of the item. The more to the right an item is, the less your chances are of stealing it.

Spoils: The items that you have a chance of receiving as a reward. From left to right, is the rarity of the item. The more to the right an item is, the less your chances are of receiving it.

Card: The card that you can possibly get as a reward for defeating the enemy.

Lvl: The enemy's combat level.

HP: The enemy's total HP.

MP: The enemy's total MP.

Strength: The strength affects the amount of damage that an enemy deals by performing a physical attack.

Defense: The amount of defense determines the amount of damage an enemy receives from a physical attack. The more defense an enemy has the less severe a physical attack will be while they are the target.

Spirit: The enemy's Spirit determines how long status effects remain, among

other things.

Attack: The attack affects the amount of damage the enemy deals.

Magic: The higher the Magic stat is, the higher the damage of magic type attacks will be.

Magic Defense: Magic defense reduces the amount of damage the enemy receives from magic type attacks.

Speed: Speed determines how frequently an enemy attacks fills up. The higher the value, the faster the enemy will act.

Evade: This determines the enemy's ability to dodge physical attacks. The higher the value, the more frequently the enemy will dodge.

Magic Evade: This determines the enemy's ability to dodge magic type attacks. The higher the value, the more frequently the enemy will be able to dodge.

Elem-Def: The elemental attacks that the enemy is protected against. If the element is followed by (Absorb), this means that the enemy will absorb the damage of the elemental attack. If the element is followed by (Half), this means that the elemental damage dealt to the enemy is cut in half. If the element isn't followed by anything, this simply means that the damage of the elemental attack is reduced by 100%.

Weakness: The element(s) that is most effective when used against this enemy.

Immune: The list of status effects that the enemy is immune to. If a status effect on this list is used on the enemy, it will be negated.

Attacks/Abilities: The attacks and abilities that the enemy can use. Some attacks and abilities are followed by (*Status Effect* ST), this means that the attack/ability can/will inflict that status effect on the target.

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- Regular Monsters [BEA01]

~~~~~~

Name : Abadon
Found : Pandemonium
Type : Bug/Flying

Gil : 2,604
Exp : 32,073
AP : 4
Eat : Twister
Steal : Garnet, Vaccine, Phoenix Pinion, Phoenix Pinion
Spoils : Garnet, Vaccine
Card : Abadon

Lvl : 58
HP : 12,658
MP : 2,479
Speed : 36
Strength : 22
Magic : 22
Spirit : 38
Attack : 75

```
Defense   : 10
Evade     : 6
Magic Def : 10
Magic Eva : 8

Elem-Def : Earth(Guard)
Weakness : Wind
Immune   : Float, Mini, Vanish

Attacks/Abilities : Blade, Thundaga, High Wind, Virus Fly(Virus ST)

--------------------------------------------------------------------------------
Name  : Abomination
Found : Fossil Roo
Type  : Normal

Gil : 388
Exp : 913
AP  : 1
Eat : Night
Steal  : Ore, Hi-Potion, Ether
Spoils : Annoyntment, Phoenix Down
Card   : Ironite

Lvl : 15
HP  : 879
MP  : 482
Speed     : 22
Strength  : 11
Magic     : 11
Spirit    : 17
Attack    : 24
Defense   : 8
Evade     : 3
Magic Def : 10
Magic Eva : 4

Elem-Def : None
Weakness : None
Immune   : Vanish

Attacks/Abilities : Silent Slap(Silence ST), Fira, Sleep(Sleep ST)

--------------------------------------------------------------------------------
Name  : Adamantoise
Found : Swamps on the world map
Type  : Normal

Gil : 388
Exp : 913
AP  : 3
Eat : Earth Shake
Steal  : Tent, Hi-Potion, Phoenix Down
Spoils : Potion, Hi-Potion, Echo Screen, Ether
Card   : Gargant

Lvl : 31
HP  : 3,587
MP  : 1,043
Speed     : 25
```

```
Strength  : 15
Magic     : 15
Spirit    : 25
Attack    : 43
Defense   : 17
Evade     : 4
Magic Def : 8
Magic Eva : 5

Elem-Def : Water(Half)
Weakness : Thunder
Immune   : Vanish, Confuse

Attacks/Abilities : Heave, Thundara, Earth Shake, Limit Glove

--------------------------------------------------------------------------------
Name  : Agares
Found : Ipsen's Castle
Type  : Demon

Gil : 1,948
Exp : 14,279
AP  : 3
Eat : N/A
Steal  : Tent, Soft, Ore
Spoils : Amethyst, Phoenix Down, Ether
Card   : Ragtime Mouse

Lvl : 43
HP  : 6,775
MP  : 482
Speed     : 28
Strength  : 18
Magic     : 18
Spirit    : 31
Attack    : 57
Defense   : 4
Evade     : 5
Magic Def : 21
Magic Eva : 6

Elem-Def : None
Weakness : None
Immune   : Berserk, Death, Confuse

Attacks/Abilities : Bio(Poison ST), Osmose, Blizzara, Thundara, Fira,
                    Freeze(Freeze ST), Paper Storm

--------------------------------------------------------------------------------
Name  : Amdusias
Found : Pandemonium, Treno Weapon Shop(After you have the Hilda Garde 3)
Type  : Demon/Flying

Gil : 0
Exp : 0
AP  : 0
Eat : LV4 Holy
Steal  : Hi-Potion, Antidote, Phoenix Pinion, Ether
Spoils : None
Card   : None
```

Lvl : 42
HP : 6,578
MP : 1,568
Speed   : 27
Strength : 18
Magic   : 18
Spirit   : 30
Attack   : 56
Defense   : 10
Evade   : 5
Magic Def : 10
Magic Eva : 6

Elem-Def : Earth
Weakness : Wind
Immune   : Confuse, Berserk, Vanish, Doom

Attacks/Abilities : Horn, Bio(Poison ST), LV4 Holy, Thundara

Name : Anemone
Found : Qu's Marsh
Type : Normal

Gil : 1,137
Exp : 5,080
AP : 2
Eat : Bad Breath
Steal : Ore, Tent
Spoils : Hi-Potion, Eye Drops, Ether
Card   : Dragonfly

Lvl : 31
HP : 3,586
MP : 1,045
Speed   : 25
Strength : 15
Magic   : 15
Spirit   : 25
Attack   : 43
Defense   : 10
Evade   : 4
Magic Def : 10
Magic Eva : 5

Elem-Def : Water(Half)
Weakness : Thunder
Immune   : Confuse, Berserk, Vanish

Attacks/Abilities : Mucus(Berserk ST), Water, Blizzara

Name : Armodullahan
Found : Fossil Roo
Type : Normal

Gil : 474
Exp : 809
AP : 0

```
Eat : N/A
Steal  : Ore, Hi-Potion, Ether
Spoils : None
Card   : None

Lvl : 13
HP  : 818
MP  : 4,598
Speed     : 21
Strength  : 11
Magic     : 11
Spirit    : 16
Attack    : 22
Defense   : 15
Evade     : 3
Magic Def : 8
Magic Eva : 4

Elem-Def : Shadow(Half)
Weakness : Thunder, Holy
Immune   : Petrify, Venom, Berserk, Stop, Poison, Heat, Freeze, Vanish, Doom
           Trouble, Regen, Zombie, Confuse, Float, Reflect, Death

Attacks/Abilities : Spear, Thundara, Death(Death ST), LV5 Death(Death ST)

--------------------------------------------------------------------------------
Name  : Armstrong
Found : Forgotten Continent, Seaways Canyon
Type  : Normal

Gil : 1,137
Exp : 7,150
AP  : 2
Eat : Matra Magic
Steal  : Ore, Hi-Potion, Ether
Spoils : Phoenix Down, Soft, Ether
Card   : Armstrong

Lvl : 33
HP  : 4,204
MP  : 1,615
Speed     : 26
Strength  : 16
Magic     : 16
Spirit    : 26
Attack    : 46
Defense   : 17
Evade     : 4
Magic Def : 8
Magic Eva : 6

Elem-Def : None
Weakness : None
Immune   : Confuse, Berserk, Vanish

Attacks/Abilities : Cannon, Thundara, Berserk(Berserk ST), Matra Magic

--------------------------------------------------------------------------------
Name  : Ash
Found : Memoria
```

```
Type  : Demon/Flying

Gil : 2,748
Exp : 40,329
AP  : 4
Eat : Doom
Steal  : Tent, Tent, Tent, Tent
Spoils : Hi-Potion, Lapis Lazuli, Vaccine, Ether
Card   : Ash

Lvl : 66
HP  : 21,591
MP  : 3,014
Speed     : 43
Strength  : 24
Magic     : 24
Spirit    : 42
Attack    : 85
Defense   : 10
Evade     : 7
Magic Def : 24
Magic Eva : 9

Elem-Def : Earth
Weakness : Wind
Immune   : Confuse, Berserk, Vanish, Float

Attacks/Abilities : Doom(Doom ST), Death(Death ST), Snowstorm,
                    Stop(Stop ST), Reflect

-------------------------------------------------------------------------------
Name  : Axe Beak
Found : Around Alexandria on the world map
Type  : Beast

Gil : 1,137
Exp : 5,080
AP  : 1
Eat : Limit Glove
Steal  : Ore, Hi-Potion, Ether
Spoils : Potion, Echo Screen
Card   : Bomb

Lvl : 6
HP  : 241
MP  : 267
Speed     : 20
Strength  : 9
Magic     : 9
Spirit    : 12
Attack    : 14
Defense   : 10
Evade     : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : None
Weakness : None
Immune   : Vanish
```

Attacks/Abilities : Beak, Thundara, Glowing Eyes(Sleep ST)

Name : Axolotl
Found : Qu's Marsh
Type : Normal

Gil : 236
Exp : 106
AP : 1
Eat : Aqua Breath
Steal : Potion, Hi-Potion, Phoenix Pinion
Spoils : Potion, Phoenix Pinion
Card   : Sahagin

Lvl : 6
HP : 211
MP : 266
Speed   : 19
Strength : 8
Magic   : 9
Spirit   : 12
Attack   : 14
Defense   : 10
Evade   : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : Water
Weakness : Thunder
Immune   : Vanish

Attacks/Abilities : Tail, Aqua Breath, Water

Name : Bandersnatch
Found : Alexandria Castle
Type : Beast

Gil : 347
Exp : 787
AP : 2
Eat : Pumpkin Head
Steal : Potion, Tent
Spoils : Phoenix Down, Ore
Card   : Wyerd

Lvl : 14
HP : 899
MP : 464
Speed   : 21
Strength : 11
Magic   : 11
Spirit   : 16
Attack   : 14
Defense   : 23
Evade   : 10
Magic Def : 3
Magic Eva : 4

```
Elem-Def : None
Weakness : None
Immune   : Vanish

Attacks/Abilities : Rush, Thundara, Tongue(Sleep ST)

--------------------------------------------------------------------------------
Name  : Basilisk
Found : Burmecia
Type  : Beast

Gil : 233
Exp : 167
AP  : 1
Eat : Pumpkin Head
Steal  : Soft, Hi-Potion
Spoils : Potion, Soft, Hi-Potion, Soft
Card   : Lizard Man

Lvl : 6
HP  : 346
MP  : 267
Speed     : 20
Strength  : 9
Magic     : 9
Spirit    : 12
Attack    : 14
Defense   : 10
Evade     : 2
Magic Def : 8
Magic Eva : 3

Elem-Def : None
Weakness : Ice
Immune   : Vanish

Attacks/Abilities : Tongue, Slow(Slow ST), Gradual Petrify-
                    (Gradual Petrify ST)


--------------------------------------------------------------------------------
Name  : Behemoth
Found : Memoria
Type  : Beast

Gil : 2,764
Exp : 53,168
AP  : 4
Eat : Angel's Snack
Steal  : Phoenix Pinion, Phoenix Pinion, Phoenix Pinion, Phoenix Pinion
Spoils : Phoenix Down, Lapis Lazuli, Echo Screen
Card   : Ogre

Lvl : 71
HP  : 24,123
MP  : 3,338
Speed     : 44
Strength  : 25
Magic     : 25
Spirit    : 45
```

```
Attack    : 95
Defense   : 10
Evade     : 7
Magic Def : 10
Magic Eva : 9

Elem-Def : None
Weakness : Ice
Immune   : Vanish

Attacks/Abilities : Strike, Meteor Counter, Heave

--------------------------------------------------------------------------------
Name  : Blazer Beetle
Found : Outer Continent
Type  : Bug

Gil : 740
Exp : 1,548
AP  : 2
Eat : Limit Glove
Steal  : Hi-Potion, Phoenix Down, Ether
Spoils : Phoenix Down, Ether
Card   : Crawler

Lvl : 19
HP  : 1,468
MP  : 603
Speed     : 23
Strength  : 12
Magic     : 12
Spirit    : 19
Attack    : 29
Defense   : 15
Evade     : 3
Magic Def : 9
Magic Eva : 4

Elem-Def : None
Weakness : None
Immune   : Vanish

Attacks/Abilities : Hit, Fira, Charge

--------------------------------------------------------------------------------
Name  : Bomb
Found : Mist Continent
Type  : Flying

Gil : 235
Exp : 178
AP  : 1
Eat : Mustard Bomb
Steal  : Ore, Hi-Potion, Ether
Spoils : Potion, Hi-Potion, Phoenix Down
Card   : Bomb

Lvl : 10
HP  : 536
MP  : 359
```

```
Speed     : 21
Strength  : 10
Magic     : 20
Spirit    : 14
Attack    : 18
Defense   : 10
Evade     : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : Fire(Absorb), Earth
Weakness : Ice, Water, Wind
Immune   : Vanish

Attacks/Abilities : Charge, Fira, Blowup

--------------------------------------------------------------------------------
Name  : Cactuar
Found : Outer Continent, Forgotten Continent
Type  : Normal

Gil : 1,021
Exp : 4,208
AP  : 2-3
Eat : 1,000 Needles
Steal  : Phoenix Down, Ether, Tent
Spoils : Hi-Potion, Phoenix Down, Tent, Ether
Card   : Cactuar

Lvl : 30
HP  : 1,939
MP  : 1,108
Speed     : 25
Strength  : 15
Magic     : 15
Spirit    : 24
Attack    : 42
Defense   : 5
Evade     : 4
Magic Def : 5
Magic Eva : 5

Elem-Def : Water(Absorb)
Weakness : Fire
Immune   : Vanish, Float, Confuse, Silence, Berserk

Attacks/Abilities : Head Attack, Confuse(Confuse ST), Haste(Haste ST),
                    1,000 Needles

--------------------------------------------------------------------------------
Name  : Carrion Worm
Found : Cleyra Tree Trunk
Type  : Bug

Gil : 319
Exp : 329
AP  : 2
Eat : Auto-Life
Steal  : Annoyntment, Tent
Spoils : Potion, Eye Drops, Phoenix Down, Phoenix Down
```

```
Card   : Carrion Worm

Lvl : 9
HP  : 259
MP  : 345
Speed     : 20
Strength  : 10
Magic     : 10
Spirit    : 14
Attack    : 17
Defense   : 10
Evade     : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : None
Weakness : Ice, Water
Immune   : Confuse, Berserk, Vanish

Attacks/Abilities : Trouble Juice(Trouble ST), Fira, Drain

--------------------------------------------------------------------------------
Name  : Carve Spider
Found : Mist Continent
Type  : Bug

Gil : 319
Exp : 329
AP  : 1-2
Eat : LV 3 Def-less
Steal  : Potion, Tent, Ore
Spoils : Ore, Eye Drops, Phoenix Down
Card   : Zaghnol

Lvl : 3
HP  : 123
MP  : 199
Speed     : 19
Strength  : 8
Magic     : 8
Spirit    : 11
Attack    : 10
Defense   : 10
Evade     : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : None
Weakness : None
Immune   : Vanish

Attacks/Abilities : Antenna, Fire, Web(Slow ST)

--------------------------------------------------------------------------------
Name  : Catoblepas
Found : Forgotten Continent, Treno Knight's House
Type  : Beast

Gil : 1,421
Exp : 6,609
```

AP : 2
Eat : Limit Glove
Steal : Soft, Hi-Potion, Phoenix Pinion, Ether
Spoils : Soft, Hi-Potion, Hi-Potion
Card   : Cerberus

Lvl : 32
HP : 3,727
MP : 1,069
Speed   : 25
Strength : 15
Magic   : 15
Spirit   : 25
Attack   : 44
Defense   : 10
Evade   : 4
Magic Def : 10
Magic Eva : 5

Elem-Def : None
Weakness : None
Immune   : Vanish

Attacks/Abilities : Heave, Thundara, Earthquake, Devil's Bell(Petrify ST)
                    Limit Glove

Name : Cave Imp
Found : Ice Cavern
Type : Normal

Gil : 118
Exp : 35
AP : 1-2
Eat : N/A
Steal : Potion, Phoenix Down
Spoils : Ore, Phoenix Down, Tent
Card   : Flan

Lvl : 2
HP : 74
MP : 186
Speed   : 19
Strength : 8
Magic   : 8
Spirit   : 10
Attack   : 9
Defense   : 10
Evade   : 2
Magic Def : 8
Magic Eva : 3

Elem-Def : Ice(Half)
Weakness : Fire
Immune   : None

Attacks/Abilities : Rusty Knife, Blizzard, Sleeping Juice(Sleep ST)

```
Name  : Cerberus
Found : Ipsen's Castle
Type  : Beast

Gil : 1,984
Exp : 15,181
AP  : 3
Eat : Auto-Life
Steal  : Ore, Tent, Ether
Spoils : Opal, Ether, Opal
Card   : Cerberus

Lvl : 44
HP  : 6,977
MP  : 1,625
Speed     : 28
Strength  : 18
Magic     : 18
Spirit    : 31
Attack    : 59
Defense   : 10
Evade     : 5
Magic Def : 10
Magic Eva : 7

Elem-Def : None
Weakness : None
Immune   : None

Attacks/Abilities : Strike, Firaga, Flame

--------------------------------------------------------------------------------
Name  : Chimera
Found : Memoria
Type  : Demon

Gil : 2,732
Exp : 3,053
AP  : 4
Eat : Freeze
Steal  : Vaccine, Garnet, Remedy, Remedy
Spoils : Phoenix Down, Antidote, Vaccine
Card   : Ash

Lvl : 67
HP  : 21,901
MP  : 3,053
Speed     : 43
Strength  : 24
Magic     : 24
Spirit    : 43
Attack    : 86
Defense   : 10
Evade     : 7
Magic Def : 10
Magic Eva : 9

Elem-Def : None
Weakness : Ice
Immune   : Confuse, Vanish, Berserk
```

Attacks/Abilities : Virus Crunch(Virus ST), Firaga, Venom Breath(Venom ST),
Cold Breath(Freeze ST)

Name : Clipper
Found : Mist Continent
Type : Normal

Gil : 190
Exp : 80
AP : 1-2
Eat : Aqua Breath
Steal : Ore, Hi-Potion
Spoils : Ore, Echo Screen
Card : Ironite

Lvl : 7
HP : 294
MP : 78
Speed : 20
Strength : 9
Magic : 9
Spirit : 13
Attack : 15
Defense : 11
Evade : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : Water(Half)
Weakness : Thunder
Immune : Vanish

Attacks/Abilities : Crush, Water, Bubbles

Name : Crawler
Found : Gargan Roo
Type : Bug

Gil : 323
Exp : 480
AP : 2-3
Eat : N/A
Steal : Antidote, Phoenix Down, Hi-Potion, Phoenix Pinion
Spoils : Ore, Ether
Card : Crawler

Lvl : 10
HP : 625
MP : 358
Speed : 21
Strength : 10
Magic : 10
Spirit : 14
Attack : 18
Defense : 8
Evade : 2
Magic Def : 10

```
Magic Eva : 3

Elem-Def : None
Weakness : Ice
Immune   : Vanish, Confuse

Attacks/Abilities : Claws, Stomach, Drain

--------------------------------------------------------------------------------
Name  : Dendrobium
Found : Evil Forest
Type  : Flying

Gil : 99
Exp : 39
AP  : 2
Eat : N/A
Steal  : Eye Drops, Tent, Ore
Spoils : Eye Drops, Potion, Phoenix Pinion
Card   : Fang

Lvl : 2
HP  : 174
MP  : 186
Speed     : 19
Strength  : 8
Magic     : 8
Spirit    : 10
Attack    : 9
Defense   : 10
Evade     : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : Earth
Weakness : Fire, Wind
Immune   : Vanish, Confuse, Float, Berserk

Attacks/Abilities : Wind, Pollen(Darkness ST)

--------------------------------------------------------------------------------
Name  : Dracozombie
Found : Iifa Tree, Lost Continent, Mist Continent, Forgotten Continent(Disc 4)
Type  : Dragon/Undead

Gil : 941
Exp : 3,229
AP  : 3
Eat : LV5 Death
Steal  : Magic Tag, Hi-Potion, Ether
Spoils : Hi-Potion, Phoenix Down, Ether
Card   : Gargant

Lvl : 24
HP  : 2,179
MP  : 760
Speed     : 29
Strength  : 13
Magic     : 13
Spirit    : 21
```

```
Attack    : 35
Defense   : 10
Evade     : 3
Magic Def : 10
Magic Eva : 5

Elem-Def : Shadow(Half)
Weakness : Fire, Ice, Holy
Immune   : Confuse, Vanish

Attacks/Abilities : Strike, Thundara, Zombie Breath(Zombie ST),
                    LV5 Death(Death ST)

--------------------------------------------------------------------------------
Name  : Drakan
Found : Desert Palace
Type  : Demon/Flying

Gil : 1,118
Exp : 5,675
AP  : 2-3
Eat : Vanish
Steal  : Antidote
Spoils : Sapphire, Phoenix Down, Ether
Card   : Stroper

Lvl : 30
HP  : 3,292
MP  : 1,018
Speed     : 25
Strength  : 15
Magic     : 15
Spirit    : 24
Attack    : 41
Defense   : 7
Evade     : 4
Magic Def : 7
Magic Eva : 5

Elem-Def : Earth
Weakness : Wind
Immune   : Float

Attacks/Abilities : Strike, Mind Blast(Confuse ST), Mustard Bomb(Heat ST),
                    Freeze(Freeze ST), Bio(Poison ST), Vanish(Vanish ST),
                    Reflect(Reflect ST)

--------------------------------------------------------------------------------
Name  : Dragonfly
Found : Gargan Roo, Cleyra Tree Trunk
Type  : Bug/Flying

Gil : 307
Exp : 249
AP  : 1-2
Eat : Matra Magic
Steal  : Eye Drops, Tent
Spoils : Ore, Echo Screen
Card   : Dragonfly
```

```
Lvl : 8
HP  : 348
MP  : 295
Speed     : 18
Strength  : 9
Magic     : 9
Spirit    : 13
Attack    : 16
Defense   : 15
Evade     : 2
Magic Def : 5
Magic Eva : 3

Elem-Def : Earth
Weakness : Ice, Wind
Immune   : Vanish, Float

Attacks/Abilities : Charge, Fira, Buzz(Berserk ST)

--------------------------------------------------------------------------------
Name  : Epitaph
Found : Oeilvert
Type  : Stone

Gil : 0
Exp : 0
AP  : 2
Eat : Angel's Snack
Steal  : Phoenix Down, Soft
Spoils : Hi-Potion, Opal, Phoenix Down, Phoenix Down
Card   : Blazer Beetle

Lvl : 32
HP  : 3,732
MP  : 300
Speed     : 25
Strength  : 15
Magic     : 15
Spirit    : 25
Attack    : 44
Defense   : 17
Evade     : 4
Magic Def : 8
Magic Eva : 5

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Confuse, Berserk, Stop, Poison,
           Regen, Float, Heat, Freeze, Vanish, Doom, Mini

Attacks/Abilities : Mirror, Petrify(Petrify ST)

--------------------------------------------------------------------------------
Name  : Fang
Found : Evil Forest, Festival of the Hunt
Type  : Beast

Gil : 90
Exp : 23
AP  : 1
```

Eat : N/A
Steal : Potion, Phoenix Down, Hi-Potion, Phoenix Pinion
Spoils : Eye Drops, Phoenix Down
Card   : Fang

Lvl : 1
HP : 68
MP : 170
Speed   : 19
Strength : 8
Magic   : 8
Spirit   : 10
Attack   : 8
Defense   : 10
Evade   : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : None
Weakness : Fire
Immune   : Vanish

Attacks/Abilities : Rush, Fang

Name : Feather Circle
Found : Fossil Roo, Lost Continent
Type : Flying

Gil : 378
Exp : 629
AP : 2-3
Eat : LV4 Holy
Steal : Ore, Annoyntment
Spoils : Phoenix Down
Card   : Mandragora

Lvl : 13
HP : 619
MP : 448
Speed   : 21
Strength : 11
Magic   : 11
Spirit   : 16
Attack   : 23
Defense   : 10
Evade   : 3
Magic Def : 8
Magic Eva : 4

Elem-Def : Earth, Water(Half)
Weakness : Wind, Thunder
Immune   : Float, Vanish

Attacks/Abilities : Trouble Tail(Trouble ST), Blizzara, Demi, Tail

---

Name : Flan
Found : Ice Cavern
Type : Normal

```
Gil : 110
Exp : 41
AP  : 2
Eat : N/A
Steal  : Potion, Ore
Spoils : Potion, Phoenix Down
Card   : Flan

Lvl : 2
HP  : 75
MP  : 183
Speed     : 17
Strength  : 8
Magic     : 8
Spirit    : 10
Attack    : 9
Defense   : 10
Evade     : 2
Magic Def : 0
Magic Eva : 3

Elem-Def : Ice(Half)
Weakness : Fire
Immune   : Head Attack, Blizzard

Attacks/Abilities : Head Attack, Blizzard

--------------------------------------------------------------------------------
Name  : Gargoyle
Found : Ipsen's Castle
Type  : Stone/Flying

Gil : 1,958
Exp : 15,181
AP  : 3
Eat : Mighty Guard
Steal  : Hi-Potion, Tent, Phoenix Down, Ether
Spoils : Sapphire, Phoenix Down
Card   : Gargoyle

Lvl : 44
HP  : 6,977
MP  : 1,628
Speed     : 28
Strength  : 18
Magic     : 18
Spirit    : 31
Attack    : 59
Defense   : 10
Evade     : 5
Magic Def : 10
Magic Eva : 7

Elem-Def : Earth
Weakness : Wind
Immune   : Vanish, Petrify, Venom, Trouble, Zombie, Confuse, Berserk, Stop,
           Poison, Regen, Float, Heat, Freeze, Mini, Doom

Attacks/Abilities : Charge, Break, Aerial Slash, Stona(Petrify ST), Gradual
```

Petrify(Gradual Petrify ST)

Name : Garuda
Found : Oeilvert, Esto Gaza, Popos Heights
Type : Flying

Gil : 1,279
Exp : 6,933
AP : 2-3
Eat : White Wind
Steal : Ore, Hi-Potion, Ether, Phoenix Pinion
Spoils : Ore, Phoenix Down, Ether
Card   : Gimme Cat

Lvl : 35
HP : 3,521
MP : 1,216
Speed   : 26
Strength : 16
Magic   : 16
Spirit   : 27
Attack   : 48
Defense   : 10
Evade   : 4
Magic Def : 10
Magic Eva : 6

Elem-Def : Earth, Holy(Half)
Weakness : Wind, Shadow
Immune   : Vanish, Float, Confuse, Silence, Berserk

Attacks/Abilities : Aerial Slash, Firaga, Stop(Stop ST), Maelstrom

---

Name : Ghost
Found : Dali, Mist Continent
Type : Undead/Flying

Gil : 126
Exp : 48
AP : 1-2
Eat : Roulette
Steal : Potion, Ore, Hi-Potion, Phoenix Pinion
Spoils : Echo Screen
Card   : Skeleton

Lvl : 4
HP : 118
MP : 9,999
Speed   : 19
Strength : 8
Magic   : 8
Spirit   : 11
Attack   : 11
Defense   : 9
Evade   : 2
Magic Def : 8
Magic Eva : 3

```
Elem-Def : Earth, Holy(Half)
Weakness : Ice, Shadow
Immune   : Confuse, Berserk, Float

Attacks/Abilities : Thunder, Fire, Osmose

--------------------------------------------------------------------------------
Name  : Gigan Octopus
Found : Mist Continent, Outer Continent, Forgotten Continent, Lost Continent
Type  : Flying

Gil : 1,840
Exp : 6,069
AP  : 3
Eat : Mighty Guard
Steal  : Eye Drops, Phoenix Pinion, Ether
Spoils : Phoenix Down, Hi-Potion
Card   : Ragtimer

Lvl : 31
HP  : 3,584
MP  : 1,044
Speed     : 25
Strength  : 15
Magic     : 15
Spirit    : 25
Attack    : 43
Defense   : 10
Evade     : 4
Magic Def : 10
Magic Eva : 5

Elem-Def : Earth, Water(Half)
Weakness : Thunder, Wind
Immune   : Confuse, Float, Vanish, Berserk

Attacks/Abilities : 6 Legs, Blizzaga, Ink(Darkness ST),
                    Mighty Guard(Shell, Protect ST)

--------------------------------------------------------------------------------
Name  : Gigan Toad
Found : Qu's Marsh
Type  : Normal

Gil : 288
Exp : 178
AP  : 1-2
Eat : Frog Drop
Steal  : Ore
Spoils : Potion, Echo Screen
Card   : Frog

Lvl : 7
HP  : 297
MP  : 280
Speed     : 20
Strength  : 9
Magic     : 9
Spirit    : 13
Attack    : 15
```

```
Defense   : 10
Evade     : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : Water(Absorb)
Weakness : Thunder
Immune   : Vanish, Confuse, Berserk

Attacks/Abilities : Glowing Eyes(Sleep ST), Blizzara, Water

--------------------------------------------------------------------------------
Name  : Gnoll
Found : Conde Petie Mountain Path
Type  : Normal

Gil : 691
Exp : 1,368
AP  : 1-2
Eat : Vanish
Steal  : Hi-Potion, Phoenix Pinion, Ether
Spoils : Sapphire
Card   : Mimic

Lvl : 18
HP  : 1,375
MP  : 586
Speed     : 30
Strength  : 12
Magic     : 12
Spirit    : 18
Attack    : 28
Defense   : 10
Evade     : 3
Magic Def : 10
Magic Eva : 4

Elem-Def : None
Weakness : None
Immune   : Confuse, Berserk

Attacks/Abilities : Gnoll Attack, Blizzara, Might, Vanish(Vanish ST)

--------------------------------------------------------------------------------
Name  : Goblin
Found : Evil Forest
Type  : Normal

Gil : 88
Exp : 23
AP  : 1
Eat : Goblin Punch
Steal  : Potion
Spoils : Potion, Echo Screen, Phoenix Down
Card   : Goblin

Lvl : 5
HP  : 33
MP  : 172
Speed     : 19
```

Strength : 8
Magic   : 8
Spirit   : 10
Attack   : 8
Defense   : 10
Evade   : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : None
Weakness : Fire
Immune   : None

Attacks/Abilities : Knife, Goblin Punch

Name : Goblin Mage
Found : Outer Continent
Type : Normal

Gil : 568
Exp : 913
AP : 1-2
Eat : Goblin Punch
Steal : Potion, Ore
Spoils : Echo Screen
Card   : Nymph

Lvl : 15
HP : 983
MP : 485
Speed   : 22
Strength : 11
Magic   : 11
Spirit   : 17
Attack   : 24
Defense   : 10
Evade   : 3
Magic Def : 13
Magic Eva : 4

Elem-Def : None
Weakness : None
Immune   : None

Attacks/Abilities : Axe, Thundara, Goblin Punch, Vanish(Vanish ST)

Name : Grand Dragon
Found : Mist Continent - Popos Heights, Outer Continent
Type : Dragon

Gil : 2,604
Exp : 35,208
AP : 3
Eat : LV3 Def-Less
Steal : Tent, Ether, Rising Sun
Spoils : Phoenix Down, Ether, Ether
Card   : Grand Dragon

Lvl : 60
HP : 13,206
MP : 2,550
Speed   : 50
Strength : 22
Magic   : 22
Spirit   : 39
Attack   : 87
Defense   : 10
Evade   : 6
Magic Def : 10
Magic Eva : 8

Elem-Def : Thunder(Half)
Weakness : Ice
Immune   : Silence, Darkness, Vanish, Confuse

Attacks/Abilities : Poison Claw(Poison ST), Thundaga, Venom Breath(Venom ST)

Name : Grenade
Found : Gulug Volcano
Type : Flying

Gil : 1,336
Exp : 7,459
AP : 2-3
Eat : Mustard Bomb
Steal : Ore, Tent, Ether
Spoils : Peridot, Phoenix Down, Ether
Card   : Zemzelett

Lvl : 36
HP : 4,685
MP : 1,240
Speed   : 26
Strength : 16
Magic   : 16
Spirit   : 27
Attack   : 49
Defense   : 19
Evade   : 4
Magic Def : 7
Magic Eva : 6

Elem-Def : Earth, Fire(Half)
Weakness : Ice, Wind
Immune   : Float, Confuse, Berserk, Vanish

Attacks/Abilities : Cannon, Firaga, Flame

Name : Griffin
Found : Fossil Roo, Outer Continent, Treno Knight's House
Type : Flying

Gil : 602
Exp : 1,858
AP : 2
Eat : White Wind

```
Steal  : Ore
Spoils : Peridot, Hi-Potion, Ether
Card   : Sand Scorpion

Lvl : 16
HP  : 1,470
MP  : 602
Speed     : 23
Strength  : 12
Magic     : 12
Spirit    : 19
Attack    : 29
Defense   : 10
Evade     : 3
Magic Def : 10
Magic Eva : 4

Elem-Def : Earth
Weakness : Wind
Immune   : Vanish, Float

Attacks/Abilities : Tail, Aero, Aera, White Wind

--------------------------------------------------------------------------------
Name  : Grimlock
Found : Desert Palace
Type  : Normal

Gil : 1,363
Exp : 6,610
AP  : 2
Eat : Night
Steal  : Ore, Tent, Ether
Spoils : Phoenix Down, Ether
Card   : Grimlock

Lvl : 30
HP  : 3,292
MP  : 1,018
Speed     : 25
Strength  : 15
Magic     : 15
Spirit    : 24
Attack    : 41
Defense   : 10
Evade     : 4
Magic Def : 8
Magic Eva : 5

Elem-Def : None
Weakness : Fire, Ice, Thunder
Immune   : Berserk, Vanish, Confuse

Note : When the head is Red, Grimlock is weak against magical attacks. When the
       head is Blue, Grimlock is weak against physical attacks.

Attacks/Abilities : The Drop, Stop(Stop ST), Magic Attack Blue, Physical
                    Attack Red, Slow(Slow ST), Sleep(Sleep ST), Counter,
                    Silence(Silence ST)
```

Name : Hecteyes
Found : Terra, Outer Continent(Disc 4)
Type : Demon/Undead

Gil : 2,049
Exp : 17,096
AP : 3
Eat : Roulette
Steal : Hi-Potion, Vaccine, Phoenix Pinion
Spoils : Phoenix Down, Vaccine, Ether
Card   : Hecteyes

Lvl : 51
HP : 9,567
MP : 2,033
Speed   : 29
Strength : 20
Magic   : 20
Spirit   : 35
Attack   : 67
Defense   : 10
Evade   : 6
Magic Def : 10
Magic Eva : 7

Elem-Def : Shadow(Half)
Weakness : Fire, Holy
Immune   : Confuse, Berserk, Vanish

Attacks/Abilities : Absorb, Roulette(Death ST), Hypnotize(Sleep ST)

Name : Hedgehog Pie
Found : Mist Continent
Type : Normal

Gil : 187
Exp : 119
AP : 1-2
Eat : Pumpkin Head
Steal : Ore, Hi-Potion
Spoils : Phoenix Pinion
Card   : Zaghnol

Lvl : 7
HP : 295
MP : 281
Speed   : 20
Strength : 9
Magic   : 9
Spirit   : 13
Attack   : 16
Defense   : 10
Evade   : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : None
Weakness : None

```
Immune   : Vanish

Attacks/Abilities : Ram, Pumpkin Head, Fat Press

--------------------------------------------------------------------------------
Name  : Hornet
Found : Gizamaluke's Grotto
Type  : Bug/Flying

Gil : 194
Exp : 89
AP  : 1-2
Eat : Vanish
Steal  : Potion
Spoils : Potion, Ether
Card   : Flan

Lvl : 7
HP  : 293
MP  : 89
Speed     : 20
Strength  : 9
Magic     : 9
Spirit    : 13
Attack    : 15
Defense   : 8
Evade     : 2
Magic Def : 7
Magic Eva : 3

Elem-Def : Earth
Weakness : Thunder, Wind
Immune   : Vanish, Float

Attacks/Abilities : Stinger, Buzz(Berserk)

--------------------------------------------------------------------------------
Name  : Ironite
Found : Burmecia, Mist Continent
Type  : Dragon/Flying

Gil : 269
Exp : 577
AP  : 2
Eat : Angel's Snack
Steal  : Hi-Potion, Soft
Spoils : Hi-Potion, Phoenix Down, Soft, Ether
Card   : Ironite

Lvl : 11
HP  : 889
MP  : 374
Speed     : 21
Strength  : 10
Magic     : 10
Spirit    : 15
Attack    : 20
Defense   : 10
Evade     : 2
Magic Def : 10
```

```
Magic Eva : 4

Elem-Def : Earth
Weakness : Ice, Wind
Immune   : Float, Vanish

Attacks/Abilities : Wings, Thundara, Flame

--------------------------------------------------------------------------------
Name  : Iron Man
Found : Memoria
Type  : Human/Demon

Gil : 2,796
Exp : 42,996
AP  : 4
Eat : N/A
Steal  : Phoenix Down, Phoenix Down, Phoenix Down, Phoenix Down
Spoils : Phoenix Down, Sapphire, Phoenix Down, Ether
Card   : Abadon

Lvl : 68
HP  : 21,217
MP  : 3,091
Speed     : 43
Strength  : 24
Magic     : 24
Spirit    : 43
Attack    : 91
Defense   : 25
Evade     : 7
Magic Def : 8
Magic Eva : 9

Elem-Def : None
Weakness : Thunder
Immune   : None

Attacks/Abilities : Fist, Protect(Protect ST), Helm Divide, Cleave, Might
                    Vanish(Vanish ST)

--------------------------------------------------------------------------------
Name  : Jabberwock
Found : Forgotten Continent
Type  : Normal

Gil : 1,156
Exp : 4,675
AP  : 2
Eat : Limit Glove
Steal  : Ore, Hi-Potion
Spoils : Potion, Hi-Potion, Phoenix Down, Echo Screen
Card   : Hedgehog Pie

Lvl : 30
HP  : 3,442
MP  : 1,019
Speed     : 25
Strength  : 15
Magic     : 15
```

```
Spirit    : 24
Attack    : 42
Defense   : 10
Evade     : 4
Magic Def : 10
Magic Eva : 5

Elem-Def : Water(Half), Holy(Half)
Weakness : Thunder, Shadow
Immune   : Berserk, Confuse

Attacks/Abilities : Heavy(Float ST), Aera, Light(Float ST),
                    Earthquake, Everyone Light(Float ST), Limit Glove
--------------------------------------------------------------------------------
Name  : Kraken(Crystal World)
Found : Crystal World
Type  : Demon

Gil : 4,338
Exp : 0
AP  : 7
Eat : Freeze
Steal  : Annoyntment, Annoyntment, Eye Drops, Annoyntment
Spoils : Remedy, Amethyst, Annoyntment, Elixir
Card   : Veteran

Lvl : 72
HP  : 23,345
MP  : 3,381
Speed     : 49
Strength  : 25
Magic     : 25
Spirit    : 45
Attack    : 92
Defense   : 10
Evade     : 7
Magic Def : 10
Magic Eva : 9

Elem-Def : Water(Absorb), Ice(Half)
Weakness : Thunder
Immune   : Sleep, Freeze, Float, Vanish

Attacks/Abilities : Trouble Counter(Trouble ST), Waterga, Ink(Darkness ST)
                    Water-gun, Freeze(Freeze ST), Esuna

--------------------------------------------------------------------------------
Name  : Ladybug
Found : Mist Continent
Type  : Dragon/Flying

Gil : 193
Exp : 89
AP  : 1-2
Eat : Pumpkin Head
Steal  : Eye Drops, Tent, Hi-Potion, Phoenix Pinion
Spoils : Potion, Tent, Ether
Card   : Lizard Man

Lvl : 41
```

HP : 244
MP : 266
Speed   : 20
Strength : 9
Magic   : 9
Spirit   : 12
Attack   : 15
Defense   : 10
Evade   : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : Earth
Weakness : Wind
Immune   : Vanish

Attacks/Abilities : Spear, Fire

Name : Land Worm
Found : Outer Continent - Desert
Type : Bug

Gil : 1,136
Exp : 5,151
AP : 3
Eat : Matra Magic
Steal : Ore, Hi-Potion, Phoenix Pinion
Spoils : Ore, Hi-Potion, Phoenix Down, Ether
Card   : Wyerd

Lvl : 29
HP : 5,296
MP : 997
Speed   : 25
Strength : 15
Magic   : 15
Spirit   : 24
Attack   : 41
Defense   : 7
Evade   : 4
Magic Def : 10
Magic Eva : 5

Elem-Def : None
Weakness : None
Immune   : Confuse, Berserk, Vanish

Attacks/Abilities : Sandstorm, Maelstrom(Confuse ST), Demi

Name : Lamia
Found : Gizamaluke's Grotto
Type : Normal

Gil : 494
Exp : 204
AP : 2
Eat : LV3 Def-less
Steal : Ore, Phoenix Down

Spoils : Potion, Phoenix Down, Ether
Card   : Zombie

Lvl : 10
HP : 994
MP : 358
Speed   : 50
Strength : 10
Magic   : 10
Spirit   : 14
Attack   : 18
Defense   : 10
Evade   : 2
Magic Def : 11
Magic Eva : 3

Elem-Def : Water(Half)
Weakness : Thunder
Immune   : None

Attacks/Abilities : Slash, Cura, Entice(Confuse ST), Might

Name : Lich(Crystal World)
Found : Crystal World
Type : Bug

Gil : 2,828
Exp : 0
AP : 7
Eat : LV5 Death
Steal : Ore, Ore, Ore, Ore
Spoils : Tent, Topaz, Ether, Elixir
Card   : Wraith

Lvl : 68
HP : 22,218
MP : 3,091
Speed   : 48
Strength : 24
Magic   : 24
Spirit   : 43
Attack   : 87
Defense   : 10
Evade   : 7
Magic Def : 26
Magic Eva : 9

Elem-Def : Earth(Absorb), Shadow(Half)
Weakness : Holy, Wind, Fire
Immune   : Confuse, Float, Sleep, Vanish

Attacks/Abilities : Death Cutter(Doom ST), Earthquake, Earth shake,
                    Stop(Stop ST), Venom Powder(Venom ST),
                    LV5 Death(Death ST), Doom(Doom ST), Death(Death ST)

Name : Lizard Man
Found : Mist Continent
Type : Normal

Gil : 218
Exp : 173
AP : 1-2
Eat : LV3 Def-Less
Steal : Ore, Tent
Spoils : Ore, Phoenix Down, Ether
Card   : Lizard Man

Lvl : 10
HP : 589
MP : 359
Speed   : 21
Strength : 11
Magic   : 10
Spirit   : 14
Attack   : 18
Defense   : 10
Evade   : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : Water(Half)
Weakness : Ice, Thunder
Immune   : None

Attacks/Abilities : Hatchet, Protect(Protect ST)

Name : Magic Vice
Found : Burmecia
Type : Normal

Gil : 239
Exp : 213
AP : 1-2
Eat : Magic Hammer
Steal : Echo Screen, Ether, Ether
Spoils : Ether
Card   : Bomb

Lvl : 7
HP : 297
MP : 278
Speed   : 20
Strength : 9
Magic   : 9
Spirit   : 13
Attack   : 15
Defense   : 9
Evade   : 2
Magic Def : 11
Magic Eva : 3

Elem-Def : None
Weakness : None
Immune   : Trouble, Confuse, Berserk

Attacks/Abilities : Mug, Magic Hammer, Escape

Name : Malboro
Found : Pandemonium, Outer Continent(Disc 4)
Type : Normal

Gil : 2,572
Exp : 30,579
AP : 3
Eat : Bad Breath
Steal : Ore, Vaccine
Spoils : Ore, Ether
Card   : Malboro

Lvl : 57
HP : 11,687
MP : 2,334
Speed   : 36
Strength : 21
Magic   : 21
Spirit   : 38
Attack   : 74
Defense   : 10
Evade   : 6
Magic Def : 10
Magic Eva : 8

Elem-Def : None
Weakness : None
Immune   : Confuse, Berserk, Vanish, Float

Attacks/Abilities : Bad Breath(Darkness, Confuse, Poison, Mini, Slow ST)
                    Thundaga, Virus Tentacles(Virus ST), Absorb, Osmose

---

Name : Maliris(Crystal World)
Found : Crystal World
Type : Demon

Gil : 2,860
Exp : 0
AP : 7
Eat : Mustard Bomb
Steal : Phoenix Down, Phoenix Down, Phoenix Pinion, Phoenix Pinion
Spoils : Phoenix Down, Opal, Ether, Elixir
Card   : Ifrit

Lvl : 69
HP : 22,535
MP : 3,127
Speed   : 48
Strength : 24
Magic   : 24
Spirit   : 44
Attack   : 88
Defense   : 10
Evade   : 7
Magic Def : 10
Magic Eva : 9

Elem-Def : Fire(Absorb)

```
Weakness : Ice
Immune   : Darkness, Confuse, Heat

Attacks/Abilities : Sword Quiver, Firaga, Flame Sword, Mustard Bomb(Heat ST)
                    Esuna, Reflect(Reflect ST)

--------------------------------------------------------------------------------
Name  : Mandragora
Found : Mist Continent
Type  : Normal

Gil : 595
Exp : 307
AP  : 1-2
Eat : Limit Glove
Steal  : Echo Screen, Tent, Hi-Potion, Phoenix Pinion
Spoils : Potion, Tent, Ether
Card   : Mandragora

Lvl : 9
HP  : 662
MP  : 344
Speed     : 20
Strength  : 10
Magic     : 10
Spirit    : 14
Attack    : 17
Defense   : 5
Evade     : 2
Magic Def : 7
Magic Eva : 3

Elem-Def : None
Weakness : Fire
Immune   : Confuse, Vanish

Attacks/Abilities : Chestnut, Shriek(Silence ST), Blizzara

--------------------------------------------------------------------------------
Name  : Mimic
Found : Burmecia
Type  : Normal

Gil : 346
Exp : 320
AP  : 2
Eat : N/A
Steal  : Hi-Potion, Antidote
Spoils : Ether, Hi-Potion, Phoenix Down, Ether
Card   : Mimic

Lvl : 8
HP  : 346
MP  : 295
Speed     : 20
Strength  : 9
Magic     : 9
Spirit    : 13
Attack    : 16
Defense   : 10
```

Evade   : 2
Magic Def : 11
Magic Eva : 3

Elem-Def : Shadow(Half)
Weakness : Holy
Immune   : Confuse, Berserk, Vanish, Death

Attacks/Abilities : Eat, Poison(Poison ST), Call

Name : Mistodon
Found : Iifa Tree, Alexandria
Type : Undead

Gil : 747
Exp : 2,548
AP : 2-3
Eat : Angel's Snack
Steal : Ore, Hi-Potion
Spoils : Peridot, Ether, Peridot
Card   : Sand Golem

Lvl : 19
HP : 1,473
MP : 602
Speed   : 23
Strength : 12
Magic   : 12
Spirit   : 19
Attack   : 29
Defense   : 14
Evade   : 3
Magic Def : 10
Magic Eva : 4

Elem-Def : Shadow(Half)
Weakness : Holy
Immune   : Vanish

Attacks/Abilities : Head Attack, Fira, Mist(Sleep ST)

Name : Mover(A)
Found : Pandemonium
Type : Flying

Gil : 2,300
Exp : 23,801
AP : 3
Eat : N/A
Steal : Opal, Vaccine, Tent
Spoils : Opal, Phoenix Down, Vaccine, Ether
Card   : Mover

Lvl : 52
HP : 7,352
MP : 2,064
Speed   : 30
Strength : 20

```
Magic     : 20
Spirit    : 35
Attack    : 68
Defense   : 10
Evade     : 6
Magic Def : 8
Magic Eva : 7

Elem-Def : Earth
Weakness : Fire, Ice, Thunder, Water, Wind, Holy, Shadow
Immune   : Petrify, Venom, Silence, Darkness, Trouble, Zombie, Death, Confuse
           Berserk, Stop, Poison, Sleep, Regen, Haste, Slow, Float, Shell,
           Protect, Heat, Freeze, Vanish, Doom, Mini, Reflect

Attacks/Abilities : Virus Combo(Virus ST), Firaga, Delta Attack(Death ST)

--------------------------------------------------------------------------------
Name  : Mover(B)
Found : Pandemonium
Type  : Flying

Gil : None
Exp : None
AP  : 3
Eat : N/A
Steal  : None
Spoils : None
Card   : None

Lvl : 52
HP  : 7,352
MP  : 2,064
Speed     : 30
Strength  : 20
Magic     : 20
Spirit    : 35
Attack    : 68
Defense   : 10
Evade     : 6
Magic Def : 8
Magic Eva : 7

Elem-Def : Earth
Weakness : Fire, Ice, Thunder, Water, Wind, Holy, Shadow
Immune   : Petrify, Venom, Silence, Darkness, Trouble, Zombie, Death, Confuse
           Berserk, Stop, Poison, Sleep, Regen, Haste, Slow, Float, Shell,
           Protect, Heat, Freeze, Vanish, Doom, Mini, Reflect

Attacks/Abilities : None

--------------------------------------------------------------------------------
Name  : Mover(C)
Found : Pandemonium
Type  : Flying

Gil : None
Exp : None
AP  : 3
Eat : N/A
Steal  : None
```

```
Spoils : None
Card   : None

Lvl : 52
HP  : 7,352
MP  : 2,064
Speed     : 30
Strength  : 20
Magic     : 20
Spirit    : 35
Attack    : 68
Defense   : 10
Evade     : 6
Magic Def : 8
Magic Eva : 7

Elem-Def : Earth
Weakness : Fire, Ice, Thunder, Water, Wind, Holy, Shadow
Immune   : Petrify, Venom, Silence, Darkness, Trouble, Zombie, Death, Confuse
           Berserk, Stop, Poison, Sleep, Regen, Haste, Slow, Float, Shell,
           Protect, Heat, Freeze, Vanish, Doom, Mini, Reflect

Attacks/Abilities : None

--------------------------------------------------------------------------------
Name  : Mu
Found : Mist Continent, Lindblum - Festival of the Hunt
Type  : Undead

Gil : 104
Exp : 34
AP  : 1-2
Eat : Limit Glove
Steal  : Potion
Spoils : Potion, Echo Screen, Phoenix Down
Card   : Skeleton

Lvl : 2
HP  : 77
MP  : 183
Speed     : 19
Strength  : 8
Magic     : 8
Spirit    : 10
Attack    : 9
Defense   : 10
Evade     : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : None
Weakness : None
Immune   : Vanish

Attacks/Abilities : Tail, Stone

--------------------------------------------------------------------------------
Name  : Myconid
Found : Iifa Tree, Outer Continent
Type  : Flying
```

Gil : 726
Exp : 1,368
AP : 1-2
Eat : Mighty Guard
Steal : Eye Drops, Tent
Spoils : Echo Screen, Ether
Card   : Carrion Worm

Lvl : 20
HP : 1,372
MP : 584
Speed   : 22
Strength : 12
Magic   : 12
Spirit   : 18
Attack   : 28
Defense   : 10
Evade   : 3
Magic Def : 10
Magic Eva : 4

Elem-Def : Earth
Weakness : Fire, Wind
Immune   : Float, Vanish

Attacks/Abilities : Saw, Blizzara, Spore(Darkness ST)

Name : Nymph
Found : Mist Continent
Type : Normal

Gil : 303
Exp : 329
AP : 1-2
Eat : Night
Steal : Echo Screen, Ore, Hi-Potion, Phoenix Pinion
Spoils : Potion, Annoyntment, Ether
Card   : Nymph

Lvl : 9
HP : 458
MP : 345
Speed   : 20
Strength : 10
Magic   : 10
Spirit   : 14
Attack   : 17
Defense   : 10
Evade   : 2
Magic Def : 12
Magic Eva : 3

Elem-Def : Holy(Half)
Weakness : Fire, Holy
Immune   : Vanish

Attacks/Abilities : Silent Kiss(Silence ST), Fira, Night(Sleep ST)

Name : Ochu
Found : Conde Petie Mountain Path
Type : Normal

Gil : 845
Exp : 2,093
AP : 2
Eat : LV3 Def-Less
Steal : Hi-Potion, Phoenix Pinion, Ether
Spoils : Phoenix Down, Ether
Card   : Ochu

Lvl : 16
HP : 3,568
MP : 622
Speed   : 23
Strength : 12
Magic   : 12
Spirit   : 19
Attack   : 30
Defense   : 6
Evade   : 3
Magic Def : 6
Magic Eva : 4

Elem-Def : None
Weakness : Fire
Immune   : Vanish

Attacks/Abilities : Thorn Whip, Blizzara, Slow(Slow ST)

Name : Ogre
Found : Oeilvert, Outer Continent
Type : Normal

Gil : 1,204
Exp : 5,507
AP : 2-3
Eat : Matra Magic
Steal : Annoyntment, Phoenix Pinion, Ether
Spoils : Hi-Potion, Phoenix Down, H-Potion
Card   : Ogre

Lvl : 32
HP : 3,727
MP : 1,067
Speed   : 25
Strength : 15
Magic   : 15
Spirit   : 25
Attack   : 44
Defense   : 10
Evade   : 4
Magic Def : 10
Magic Eva : 5

Elem-Def : None
Weakness : None

Immune : None

Attacks/Abilities : Knife, Flame, Trouble Knife(Trouble ST)

Name : Plant Spider
Found : Evil Forest
Type : Bug

Gil : 91
Exp : 22
AP : 1-2
Eat : N/A
Steal : Potion, Ore, Hi-Potion
Spoils : Potion, Eye Drops, Potion
Card : Fang

Lvl : 1
HP : 33
MP : 173
Speed : 19
Strength : 7
Magic : 8
Spirit : 10
Attack : 8
Defense : 10
Evade : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : None
Weakness : Fire
Immune : Vanish

Attacks/Abilities : Tentacle, Thunder

Name : Python
Found : Mist Continent
Type : Normal

Gil : 106
Exp : 40
AP : 1-2
Eat : Pumpkin Head
Steal : Potion, Ore, Hi-Potion, Phoenix Pinion
Spoils : Phoenix Down
Card : Goblin

Lvl : 2
HP : 75
MP : 184
Speed : 19
Strength : 8
Magic : 8
Spirit : 10
Attack : 9
Defense : 10
Evade : 2
Magic Def : 10

```
Magic Eva : 3

Elem-Def : None
Weakness : Ice
Immune   : Confuse, Vanish, Berserk

Attacks/Abilities : Rapid Fire, Thunder

--------------------------------------------------------------------------------
Name  : Red Dragon
Found : Gulug Volcano
Type  : Dragon/Flying

Gil : 5,156
Exp : 22,377
AP  : 3
Eat : Twister
Steal  : Tent, Ether, Elixir, Elixir
Spoils : Ether, Sapphire, Sapphire, Sapphire
Card   : Abomination

Lvl : 36
HP  : 8,000
MP  : 1,242
Speed     : 26
Strength  : 16
Magic     : 16
Spirit    : 27
Attack    : 51
Defense   : 10
Evade     : 4
Magic Def : 10
Magic Eva : 6

Elem-Def : Fire(Half)
Weakness : None
Immune   : Float, Vanish

Attacks/Abilities : Dive, Twister, Aerial Slash

--------------------------------------------------------------------------------
Name  : Ring Leader
Found : Terra
Type  : Demon/Flying

Gil : 1868
Exp : 18,816
AP  : 2-3
Eat : Magic Hammer
Steal  : Echo Screen
Spoils : Amethyst, Eye Drops
Card   : Ifrit

Lvl : 51
HP  : 9,569
MP  : 2,030
Speed     : 29
Strength  : 20
Magic     : 20
Spirit    : 35
```

```
Attack    : 67
Defense   : 7
Evade     : 6
Magic Def : 21
Magic Eva : 7

Elem-Def : Earth
Weakness : Wind
Immune   : Berserk, Confuse, Float

Attacks/Abilities : Bio(Poison ST), Blind(Darkness ST), Silence(Silence ST),
                    Virus Powder(Virus ST), Osmose, Reflect

--------------------------------------------------------------------------------
Name  : Sahagin
Found : Qu's Marsh
Type  : Normal

Gil : 684
Exp : 1,368
AP  : 2
Eat : Aqua Breath
Steal  : Hi-Potion, Ether
Spoils : Phoenix Down, Ether
Card   : Sahagin

Lvl : 18
HP  : 1,375
MP  : 585
Speed     : 22
Strength  : 12
Magic     : 12
Spirit    : 18
Attack    : 28
Defense   : 10
Evade     : 3
Magic Def : 10
Magic Eva : 4

Elem-Def : Water(Absorb)
Weakness : Thunder
Immune   : Confuse, Berserk

Attacks/Abilities : Impale, Water, Water-gun

--------------------------------------------------------------------------------
Name  : Sand Golem
Found : Cleyra Tree Trunk
Type  : Normal

Gil : 589
Exp : 677
AP  : 2
Eat : N/A
Steal  : Hi-Potion, Eye Drops
Spoils : Potion, Phoenix Down, Vaccine, Ether
Card   : Sand Golem

Lvl : 11
HP  : 342
```

MP : 376
Speed   : 21
Strength : 12
Magic   : 10
Spirit   : 15
Attack   : 20
Defense   : 10
Evade   : 2
Magic Def : 10
Magic Eva : 4

Elem-Def : Water(Absorb)
Weakness : Ice
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Sleep, Regen, Float, Heat, Freeze, Vanish, Doom, Mini

Attacks/Abilities : Counter, Fira, Sandstorm

Name : Sand Scorpion
Found : Cleyra Tree Trunk, Mist Continent
Type : Normal

Gil : 315
Exp : 400
AP : 1-2
Eat : LV3 Def-Less
Steal : Ore, Antidote
Spoils : Potion, Annoyntment, Hi-Potion, Hi-Potion
Card   : Sand Scorpion

Lvl : 10
HP : 526
MP : 360
Speed   : 21
Strength : 10
Magic   : 10
Spirit   : 14
Attack   : 18
Defense   : 10
Evade   : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : Water(Absorb)
Weakness : Ice
Immune   : Confuse, Vanish, Berserk

Attacks/Abilities : Poison Needle Counter(Poison ST), Fira, Claws

---

Name : Seeker Bat
Found : Fossil Roo, Pinnacle Rocks
Type : Flying

Gil : 366
Exp : 449
AP : 2
Eat : Night
Steal : Eye Drops, Tent

```
Spoils : Echo Screen, Hi-Potion, Ether
Card   : Wyerd

Lvl : 12
HP  : 594
MP  : 377
Speed     : 21
Strength  : 10
Magic     : 10
Spirit    : 15
Attack    : 20
Defense   : 10
Evade     : 2
Magic Def : 10
Magic Eva : 4

Elem-Def : Earth
Weakness : Fire, Wind
Immune   : Float, Vanish

Attacks/Abilities : Scratch, Darkness(Darkness ST), Absorb, Absorb more,
                    Absorb even more

--------------------------------------------------------------------------------
Name  : Serpion
Found : Mist Continent
Type  : Dragon

Gil : 184
Exp : 139
AP  : 1-2
Eat : Mighty Guard
Steal  : Antidote
Spoils : Eye Drops, Ether
Card   : Flan

Lvl : 8
HP  : 397
MP  : 295
Speed     : 20
Strength  : 9
Magic     : 9
Spirit    : 13
Attack    : 16
Defense   : 10
Evade     : 2
Magic Def : 11
Magic Eva : 3

Elem-Def : None
Weakness : Ice
Immune   : Confuse, Berserk, Vanish

Attacks/Abilities : Stab, Cure, Blizzard, Shell, Poison counter(Poison ST)

--------------------------------------------------------------------------------
Name  : Shell Dragon
Found : Pandemonium
Type  : Dragon
```

Gil : 2,558
Exp : 32,073
AP : 4
Eat : Earth Shake
Steal : Hi-Potion, Vaccine, Tent, Phoenix Pinions
Spoils : Ore, Topaz, Ether
Card   : Garuda

Lvl : 58
HP : 12,661
MP : 2,482
Speed   : 36
Strength : 22
Magic   : 22
Spirit   : 38
Attack   : 75
Defense   : 22
Evade   : 6
Magic Def : 7
Magic Eva : 8

Elem-Def : None
Weakness : Ice
Immune   : Berserk, Confuse, Vanish, Float

Attacks/Abilities : Smash, Earth Shake, Snort, Charge

Name : Skeleton
Found : Gizamaluke's Grotto, Mist Continent
Type : Undead

Gil : 209
Exp : 104
AP : 1-2
Eat : Pumpkin Head
Steal : Ore, Hi-Potion, Ether
Spoils : Potion, Phoenix Down
Card   : Skeleton

Lvl : 8
HP : 400
MP : 293
Speed   : 20
Strength : 9
Magic   : 9
Spirit   : 13
Attack   : 16
Defense   : 10
Evade   : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : Shadow(Half)
Weakness : Holy, Fire
Immune   : None

Attacks/Abilities : Hack, Thunder, Whirl Slash

```
Name  : Soldier
Found : Cleyra, Alexandria
Type  : Human

Gil : 311
Exp : 400
AP  : 1-2
Eat : N/A
Steal  : Potion, Phoenix Down, Echo Screen, Phoenix Pinion
Spoils : Potion, Ho-Potion, Ether
Card   : Mythril Sword

Lvl : 10
HP  : 523
MP  : 258
Speed     : 21
Strength  : 10
Magic     : 10
Spirit    : 14
Attack    : 18
Defense   : 10
Evade     : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : None
Weakness : None
Immune   : None

Attacks/Abilities : Slash, Blizzara

--------------------------------------------------------------------------------
Name  : Stilva
Found : Memoria
Type  : Demon

Gil : 2,780
Exp : 42,785
AP  : 4
Eat : Auto-Life
Steal  : Ether, Ether, Ether, Ether
Spoils : Tent, Garnet, Antidote, Tent
Card   : Vepal

Lvl : 67
HP  : 21,906
MP  : 3,053
Speed     : 43
Strength  : 24
Magic     : 24
Spirit    : 43
Attack    : 90
Defense   : 24
Evade     : 7
Magic Def : 7
Magic Eva : 9

Elem-Def : None
Weakness : Water
Immune   : Confuse, Vanish
```

Attacks/Abilities : Sting(Venom ST), Fira, Red Clipper

Name : Stroper
Found : Iifa Tree
Type : Stone

Gil : 915
Exp : 2,346
AP : 2
Eat : LV5 Death
Steal : Soft, Peridot, Phoenix Down, Phoenix Pinion
Spoils : Peridot, Phoenix Down, Ether
Card   : Mandragora

Lvl : 21
HP : 1,840
MP : 697
Speed   : 23
Strength : 13
Magic   : 13
Spirit   : 20
Attack   : 31
Defense   : 10
Evade   : 3
Magic Def : 10
Magic Eva : 4

Elem-Def : None
Weakness : Fire
Immune   : Petrify, Confuse, Berserk, Vanish

Attacks/Abilities : Slap, Silence(Silence ST), Gradual Petrify(Petrify ST),
                    Sweep

Name : Tiamat(Crystal World)
Found : Memoria
Type : Dragon

Gil : 2,956
Exp : 0
AP : 7
Eat : Twister
Steal : Ether, Ether, Wing Edge, Wing Edge
Spoils : Remedy, Peridot, Phoenix Down, Echo Screen
Card   : Garuda

Lvl : 71
HP : 24,127
MP : 3,338
Speed   : 49
Strength : 25
Magic   : 25
Spirit   : 45
Attack   : 90
Defense   : 10
Evade   : 7
Magic Def : 10

Magic Eva : 9

Elem-Def : Wind(Absorb)
Weakness : Ice
Immune   : Vanish, Float, Confuse

Attacks/Abilities : Silent Claw(Silence ST), Twister, Absorb MP, Absorb Magic
                    Absorb Strength, Jet Fire(Heat ST)

Name : Tonberry
Found : Ipsen's Castle
Type : Normal

Gil : 1,513
Exp : 13,297
AP : 4
Eat : N/A
Steal : Hi-Potion, Phoenix Down, Phoenix Pinion, Ether
Spoils : Peridot, Ether
Card   : Tonberry

Lvl : 46
HP : 7,886
MP : 1,779
Speed   : 50
Strength : 19
Magic   : 19
Spirit   : 32
Attack   : 61
Defense   : 35
Evade   : 5
Magic Def : 31
Magic Eva : 7

Elem-Def : None
Weakness : Ice
Immune   : Petrify, Venom, Silence, Darkness, Trouble, Zombie, Death, Confuse,
           Berserk, Stop, Poison, Sleep, Regen, Haste, Slow, Float, Shell,
           Protect, Heat, Freeze, Vanish, Doom, Mini, Reflect

Attacks/Abilities : Knife, Everyone's Grudge

Name : Torama
Found : Desert Palace
Type : Beast/Demon

Gil : 1,118
Exp : 5,675
AP : 2-3
Eat : LV4 Holy
Steal : Antidote, Phoenix Pinion
Spoils : Amethyst
Card   : Ralvuimago

Lvl : 30
HP : 3,292
MP : 1,018
Speed   : 25

```
Strength  : 15
Magic     : 15
Spirit    : 24
Attack    : 41
Defense   : 10
Evade     : 4
Magic Def : 8
Magic Eva : 5

Elem-Def : Thunder(Absorb)
Weakness : Water
Immune   : Confuse, Berserk, Vanish

Attacks/Abilities : Bio(Poison ST), Poison(Poison ST), Osmose, Electrocute,
                    Blaster

--------------------------------------------------------------------------------
Name  : Trick Sparrow
Found : Mist Continent, Lindblum Festival of the Hunt
Type  : Flying

Gil : 198
Exp : 65
AP  : 1-2
Eat : Matra Magic
Steal  : Ore
Spoils : Echo Screen
Card   : Flan

Lvl : 5
HP  : 191
MP  : 250
Speed     : 20
Strength  : 9
Magic     : 9
Spirit    : 12
Attack    : 12
Defense   : 10
Evade     : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : Earth
Weakness : Wind
Immune   : Vanish, Reflect

Attacks/Abilities : Beak, Drain, Fire

--------------------------------------------------------------------------------
Name  : Troll
Found : Conde Petie Mountain Path, Outer Continent
Type  : Normal

Gil : 854
Exp : 2,093
AP  : 1
Eat : Vanish
Steal  : Ore, Tent
Spoils : None
Card   : Troll
```

Lvl : 20
HP : 1,469
MP : 623
Speed   : 23
Strength : 12
Magic   : 12
Spirit   : 19
Attack   : 30
Defense   : 10
Evade   : 3
Magic Def : 10
Magic Eva : 4

Elem-Def : None
Weakness : None
Immune   : None

Attacks/Abilities : Spear, Blizzara, Solution(Berserk), Counter

---

Name : Type A
Found : Gizamaluke's Grotto, Burmecia
Type : Human

Gil : 199
Exp : 115
AP : 2
Eat : N/A
Steal : Phoenix Down, Tent
Spoils : Potion, Phoenix Down, Ether
Card   : Skeleton

Lvl : 8
HP : 398
MP : 293
Speed   : 20
Strength : 9
Magic   : 9
Spirit   : 13
Attack   : 16
Defense   : 9
Evade   : 2
Magic Def : 9
Magic Eva : 3

Elem-Def : None
Weakness : None
Immune   : Vanish

Attacks/Abilities : Strike, Fire, Blizzard, Thunder

Name : Type B
Found : Cleyra
Type : Human

Gil : 321
Exp : 373
AP : 1-2

Eat : N/A
Steal : Ore, Hi-Potion, Ether
Spoils : Potion, Remedy, Phoenix Down
Card   : Mimic

Lvl : 10
HP : 526
MP : 361
Speed   : 21
Strength : 10
Magic   : 10
Spirit   : 14
Attack   : 18
Defense   : 10
Evade   : 2
Magic Def : 12
Magic Eva : 3

Elem-Def : None
Weakness : None
Immune   : Confuse, Vanish

Attacks/Abilities : Thundara, Fira, Osmose

Name : Type C
Found : Cleyra
Type : Human

Gil : 336
Exp : 629
AP : 1-3
Eat : N/A
Steal : Potion, Tent
Spoils : Hi-Potion, Echo Screen, Ether
Card   : Yeti

Lvl : 13
HP : 623
MP : 447
Speed   : 21
Strength : 11
Magic   : 11
Spirit   : 26
Attack   : 22
Defense   : 10
Evade   : 3
Magic Def : 13
Magic Eva : 4

Elem-Def : None
Weakness : None
Immune   : None

Attacks/Abilities : Strike, Fira, Blizzara, Thundara

Name : Vepal(Green)
Found : Lost Continent
Type : Flying

Gil : 1,270
Exp : 6,434
AP : 2-3
Eat : Aqua Breath
Steal : Hi-Potion, Phoenix Pinion, Ether
Spoils : Hi-Potion, Echo Screen
Card   : Vepal

Lvl : 34
HP : 4,363
MP : 1,188
Speed   : 26
Strength : 16
Magic   : 16
Spirit   : 26
Attack   : 47
Defense   : 10
Evade   : 4
Magic Def : 10
Magic Eva : 6

Elem-Def : Ice, Earth
Weakness : Wind, Fire
Immune   : Vanish, Float

Attacks/Abilities : Body Ram, Blizzaga, Freeze(Freeze ST)

Name : Vepal(Red)
Found : Gulug Volcano
Type : Flying

Gil : 1,326
Exp : 6,993
AP : 2-3
Eat : Mustard Bomb
Steal : Hi-Potion, Phoenix Pinion, Ether
Spoils : Topaz, Phoenix Pinion
Card   : Vepal

Lvl : 35
HP : 4,022
MP : 1,214
Speed   : 26
Strength : 16
Magic   : 16
Spirit   : 27
Attack   : 48
Defense   : 10
Evade   : 4
Magic Def : 10
Magic Eva : 6

Elem-Def : Fire, Earth
Weakness : Ice, Wind
Immune   : Float, Vanish

Attacks/Abilities : Body Ram, Lava Gun, Mustard Bomb(Heat ST)

Name : Veteran
Found : Ipsen's Castle, Memoria
Type : Demon/Flying

Gil : 1,971
Exp : 15,181
AP : 3-4
Eat : Doom
Steal : Hi-Potion, Ether, Phoenix Pinion
Spoils : Topaz, Phoenix Down, Ether
Card   : Veteran

Lvl : 44
HP : 6,972
MP : 1,627
Speed   : 28
Strength : 18
Magic   : 18
Spirit   : 31
Attack   : 59
Defense   : 10
Evade   : 5
Magic Def : 10
Magic Eva : 7

Elem-Def : Earth, Thunder(Half), Shadow(Half)
Weakness : Water, Wind, Holy
Immune   : Vanish, Float

Attacks/Abilities : Claw, Doom(Doom ST), Blaster(Stop ST),
                    Roulette(Death ST)

Name : Vice
Found : Dali, Mist Continent
Type : Normal

Gil : 128
Exp : 48
AP : 1-2
Eat : Vanish
Steal : Echo Screen, Potion
Spoils : Potion, Echo Screen, Phoenix Down
Card   : Goblin

Lvl : 4
HP : 129
MP : 209
Speed   : 19
Strength : 8
Magic   : 8
Spirit   : 11
Attack   : 11
Defense   : 10
Evade   : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : None

```
Weakness : None
Immune   : None

Attacks/Abilities : Slice, Fire, Steal

--------------------------------------------------------------------------------
Name  : Whale Zombie
Found : Beaches of Outer Continent, Forgotten Continent, and Lost Continent
Type  : Undead/Flying

Gil : 1,528
Exp : 6,609
AP  : 3
Eat : LV5 Death
Steal  : Antidote, Magic Tag
Spoils : Hi-Potion, Ether
Card   : Cerberus

Lvl : 32
HP  : 3,730
MP  : 1,066
Speed     : 43
Strength  : 15
Magic     : 15
Spirit    : 25
Attack    : 44
Defense   : 10
Evade     : 4
Magic Def : 10
Magic Eva : 5

Elem-Def : Earth, Water(Half), Shadow(Half)
Weakness : Fire, Thunder, Wind, Holy
Immune   : Confuse, Float, Vanish, Berserk

Attacks/Abilities : Fin, Death(Death ST), Zombie Powder(Zombie ST),
                    Ultra Sound Wave(Mini ST), Venom Breath(Venom ST)

--------------------------------------------------------------------------------
Name  : Worm Hydra
Found : Gulug Volcano, Forgotten Continent
Type  : Dragon

Gil : 1,345
Exp : 8,010
AP  : 3
Eat : Bad Breath
Steal  : Hi-Potion, Antidote
Spoils : None
Card   : Feather Circle

Lvl : 37
HP  : 4,846
MP  : 1,268
Speed     : 46
Strength  : 16
Magic     : 16
Spirit    : 28
Attack    : 50
Defense   : 10
```

```
Evade     : 4
Magic Def : 10
Magic Eva : 6

Elem-Def : Fire(Half)
Weakness : Ice
Immune   : Berserk, Vanish, Confuse

Attacks/Abilities : Lightning, Flame, Aero Breath, Venom Breath(Venom ST)
                    Cold Breath(Freeze ST)

--------------------------------------------------------------------------------
Name  : Wraith(Blue Flame)
Found : Gulug Volcano
Type  : Undead/Flying

Gil : 1,654
Exp : 8,950
AP  : 3
Eat : Freeze
Steal  : Ore, Hi-Potion
Spoils : Opal, Echo Screen
Card   : Zuu

Lvl : 36
HP  : 4,686
MP  : 1,239
Speed     : 26
Strength  : 16
Magic     : 16
Spirit    : 27
Attack    : 49
Defense   : 7
Evade     : 4
Magic Def : 20
Magic Eva : 6

Elem-Def : Earth, Ice(Half), Shadow(Half)
Weakness : Fire, Wind, Holy
Immune   : Confuse, Float, Berserk

Attacks/Abilities : Devil's Candle(Freeze ST), Blizzaga, Doom(Doom ST)

--------------------------------------------------------------------------------
Name  : Wraith(Red Flame)
Found : Gulug Volcano
Type  : Undead/Flying

Gil : 1,345
Exp : 8,010
AP  : 2
Eat : Mustard Bomb
Steal  : Ore, Hi-Potion
Spoils : Topaz, Echo Screen
Card   : Wraith

Lvl : 37
HP  : 4,846
MP  : 1,268
Speed     : 26
```

Strength : 18
Magic   : 18
Spirit   : 29
Attack   : 49
Defense   : 8
Evade   : 5
Magic Def : 22
Magic Eva : 7

Elem-Def : Earth, Fire(Half), Shadow(Half)
Weakness : Ice, Wind, Holy
Immune   : Confuse, Float, Berserk

Attacks/Abilities : Devil's Candle(Heat ST), Firaga, Doom(Doom ST)

Name : Wyerd
Found : Ice Cavern
Type : Beast

Gil : 116
Exp : 45
AP : 1-2
Eat : N/A
Steal : Potion, Tent, Phoenix Down
Spoils : Potion, Ether
Card   : Flan

Lvl : 2
HP : 129
MP : 183
Speed   : 19
Strength : 8
Magic   : 8
Spirit   : 10
Attack   : 9
Defense   : 10
Evade   : 2
Magic Def : 8
Magic Eva : 3

Elem-Def : Ice(Half)
Weakness : Fire
Immune   : Confuse, Berserk, Vanish

Attacks/Abilities : HP Switching, Blizzard, Slap

Name : Yan
Found : Vile Island
Type : Normal

Gil : 2,218
Exp : 42,673
AP : 2-4
Eat : Auto-Life
Steal : Ore, Elixir
Spoils : Phoenix Down, Hi-Potion, Ether
Card   : Zemzelett

Lvl : 72
HP : 19,465
MP : 3,378
Speed   : 50
Strength : 25
Magic   : 25
Spirit   : 45
Attack   : 92
Defense   : 10
Evade   : 7
Magic Def : 10
Magic Eva : 9

Elem-Def : Holy(Half)
Weakness : Shadow
Immune   : Silence, Berserk, Vanish, Confuse

Attacks/Abilities : Snort, Comet, Aera, Float, Virus Powder(Virus ST)

Name : Yeti
Found : Mist Continent
Type : Flying

Gil : 221
Exp : 133
AP : 1-2
Eat : Pumpkin Head
Steal : Eye Drops, Ore, Hi-Potion
Spoils : Potion, Eye Drops, Ether
Card   : Yeti

Lvl : 9
HP : 463
MP : 342
Speed   : 20
Strength : 10
Magic   : 10
Spirit   : 14
Attack   : 17
Defense   : 10
Evade   : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : Earth, Holy(Half)
Weakness : Wind, Shadow
Immune   : Float, Vanish

Attacks/Abilities : Bite, Blizzara, Blind Tail(Darkness ST)

Name : Zaghnol
Found : Pinnacle Rocks, Outer Continent, Lindblum Festival of the Hunt
Type : Beast

Gil : 546
Exp : 1,261
AP : 2-3
Eat : Matra Magic

Steal : Ore, Tent, Ether
Spoils : Eye Drops, Ether
Card   : Zaghnol

Lvl : 16
HP : 1,189
MP : 499
Speed   : 32
Strength : 12
Magic   : 11
Spirit   : 17
Attack   : 25
Defense   : 10
Evade   : 3
Magic Def : 10
Magic Eva : 4

Elem-Def : Thunder(Half)
Weakness : Water
Immune   : Vanish

Attacks/Abilities : Heave, Thundara, Electrocute

Name : Zemzelett
Found : Outer Continent forest leading to BM's Village
Type : Flying

Gil : 889
Exp : 2,093
AP : 2
Eat : White Wind
Steal : Ore, Hi-Potion, Ether
Spoils : Hi-Potion, Eye Drops
Card   : Zemzelett

Lvl : 20
HP : 1,571
MP : 625
Speed   : 23
Strength : 12
Magic   : 12
Spirit   : 19
Attack   : 30
Defense   : 10
Evade   : 3
Magic Def : 14
Magic Eva : 4

Elem-Def : Earth
Weakness : Wind
Immune   : Confuse, Berserk, Float, Vanish

Attacks/Abilities : Psychokinesis, Aero, Rainbow Wind, White Wind

---

Name : Zombie
Found : Iifa Tree, Mist Continent(Disc 4)
Type : Undead

Gil : 708
Exp : 1,445
AP : 2-3
Eat : Roulette
Steal : Magic Tag, Tent, Ether
Spoils : Magic Tag, Soft
Card   : Zombie

Lvl : 19
HP : 973
MP : 603
Speed   : 23
Strength : 12
Magic   : 12
Spirit   : 19
Attack   : 29
Defense   : 9
Evade   : 3
Magic Def : 10
Magic Eva : 4

Elem-Def : Shadow(Half)
Weakness : Fire, Holy
Immune   : Vanish

Attacks/Abilities : Strike, Roulette(Death ST), Melt

Name : Zuu
Found : Cleyra Tree Trunk
Type : Flying

Gil : 384
Exp : 320
AP : 2
Eat : White Wind
Steal : Potion, Ore, Hi-Potion, Phoenix Pinion
Spoils : Potion, Phoenix Down, Ether, Hi-Potion
Card   : Zuu

Lvl : 8
HP : 1,149
MP : 293
Speed   : 20
Strength : 9
Magic   : 9
Spirit   : 13
Attack   : 16
Defense   : 6
Evade   : 2
Magic Def : 6
Magic Eva : 3

Elem-Def : Earth
Weakness : Ice, Water, Wind
Immune   : Float, Vanish

Attacks/Abilities : Claws, Fira, Swallow, Aera, White Wind

~-

Name : Antlion
Found : Cleyra
Type : Normal

Gil : 1,616
Exp : 0
AP : 5
Eat : N/A
Steal : Annoyntment, Mythril Vest, Gold Helm
Spoils : Annoyntment, Ether, Ether, Ether
Card : Sahagin

Lvl : 16
HP : 3,938
MP : 3,950
Speed : 22
Strength : 11
Magic : 11
Spirit : 17
Attack : 25
Defense : 10
Evade : 3
Magic Def : 10
Magic Eva : 4

Elem-Def : Water(Absorb)
Weakness : Ice
Immune : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
Poison, Regen, Float, Heat, Freeze, Vanish, Doom, Mini

Attacks/Abilities : Sandstorm(Darkness ST), Fira, Counter Horn,
Trouble Mucus(Trouble ST)

Name : Ark
Found : Oeilvert
Type : Flying

Gil : 5,964
Exp : 0
AP : 11
Eat : N/A
Steal : Elixir, Power Vest, Holy Lance
Spoils : Pumice Piece, Ether, Ether, Ether
Card : Atomos

Lvl : 38
HP : 20,002
MP : 1,374
Speed : 27
Strength : 17
Magic : 17
Spirit : 28
Attack : 51
Defense : 19
Evade : 5
Magic Def : 10

```
Magic Eva : 6

Elem-Def : Earth
Weakness : Wind
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Regen, Float, Heat, Freeze, Vanish, Doom, Mini

Attacks/Abilities : Propeller Wind(Confuse ST), Whirlwind(Float ST), Photon,
                    Boomerang

--------------------------------------------------------------------------------
Name  : Baku
Found : Prima Vista Crash Site
Type  : Human

Gil : 0
Exp : 0
AP  : 0
Eat : N/A
Steal  : Hi-Potion, Iron Sword
Spoils : None
Card   : None

Lvl : 2
HP  : 202
MP  : 1,285
Speed     : 19
Strength  : 8
Magic     : 8
Spirit    : 10
Attack    : 9
Defense   : 10
Evade     : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : None
Weakness : Fire
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Regen, Float, Heat, Freeze, Vanish, Doom, Mini, Silence,
           Darkness, Sleep

Attacks/Abilities : Rrragh!, Gwahaha!, ARGHHH!

--------------------------------------------------------------------------------
Name  : Beatrix(First Encounter)
Found : Burmecia
Type  : Human

Gil : 0
Exp : 0
AP  : 0
Eat : N/A
Steal  : Phoenix Down, Chain Plate, Mythril Sword
Spoils : None
Card   : None

Lvl : 14
HP  : 3,630
MP  : 3,467
```

```
Speed     : 41
Strength  : 11
Magic     : 11
Spirit    : 16
Attack    : 22
Defense   : 10
Evade     : 3
Magic Def : 12
Magic Eva : 4

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Regen, Float, Heat, Freeze, Vanish, Doom, Mini, Silence,
           Darkness, Sleep

Attacks/Abilities : Attack, Thunder Slash, Stock Break, Shock

--------------------------------------------------------------------------------
Name  : Beatrix(Second Encounter)
Found : Cleyra
Type  : Human

Gil : 0
Exp : 0
AP  : 0
Eat : N/A
Steal  : Phoenix Down, Thunder Gloves, Ice Brand
Spoils : None
Card   : None

Lvl : 17
HP  : 4,736
MP  : 3,964
Speed     : 42
Strength  : 12
Magic     : 12
Spirit    : 18
Attack    : 27
Defense   : 10
Evade     : 3
Magic Def : 10
Magic Eva : 4

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Regen, Float, Heat, Freeze, Vanish, Doom, Mini, Silence,
           Darkness, Sleep

Attacks/Abilities : Attack, Thunder Slash, Stock Break, Shock, Cure

--------------------------------------------------------------------------------
Name  : Beatrix(Final Encounter)
Found : Alexandria Castle
Type  : Human

Gil : 0
Exp : 0
AP  : 0
```

Eat : N/A
Steal : Phoenix Down, Ice Brand, Survival Vest
Spoils : None
Card   : None

Lvl : 19
HP : 5,709
MP : 4,203
Speed   : 48
Strength : 12
Magic   : 12
Spirit   : 19
Attack   : 29
Defense   : 10
Evade   : 3
Magic Def : 14
Magic Eva : 4

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Regen, Float, Heat, Freeze, Vanish, Doom, Mini, Darkness,
           Silence, Sleep

Attacks/Abilities : Attack, Cura, Thunder Slash, Climhazzard, Shock

---

Name : Black Waltz No.1
Found : Ice Cavern
Type : Human

Gil : 134
Exp : 0
AP : 5
Eat : N/A
Steal : Remedy, Silk Shirt
Spoils : Hi-Potion
Card   : Skeleton

Lvl : 2
HP : 229
MP : 9,999
Speed   : 19
Strength : 8
Magic   : 8
Spirit   : 10
Attack   : 9
Defense   : 10
Evade   : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : None
Weakness : Fire, Ice
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Regen, Float, Heat, Vanish, Doom, Mini, Silence, Darkness,
           Sleep

Attacks/Abilities : Blizzard, Fire, Hit

Name : Black Waltz No.2
Found : Dali
Type : Human/Flying

Gil : 441
Exp : 0
AP : 5
Eat : N/A
Steal : Steepled Hat, Leather Plate
Spoils : Ether, Ether, Ether, Ether
Card   : Zaghnol

Lvl : 6
HP : 1,030
MP : 3,017
Speed   : 20
Strength : 9
Magic   : 9
Spirit   : 12
Attack   : 14
Defense   : 10
Evade   : 2
Magic Def : 11
Magic Eva : 3

Elem-Def : Earth
Weakness : Wind
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Regen, Float, Heat, Vanish, Doom, Silence, Sleep, Freeze

Attacks/Abilities : Fire, Blizzard, Thunder, Osmose, Fira, Blizzara, Thundara
                    Teleport, Hypnotize(Sleep ST)

Name : Black Waltz No.3(First Encounter)
Found : Cargo Ship
Type : Human/Flying

Gil : 0
Exp : 0
AP : 0
Eat : N/A
Steal : Steepled Hat, Linen Cuirass, Silver Gloves
Spoils : Hi-Potion
Card   : Skeleton

Lvl : 7
HP : 1,128
MP : 2,080
Speed   : 20
Strength : 9
Magic   : 9
Spirit   : 43
Attack   : 15
Defense   : 11
Evade   : 2
Magic Def : 10
Magic Eva : 3

```
Elem-Def : Earth
Weakness : Wind
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Regen, Float, Heat, Vanish, Doom, Silence, Sleep, Freeze

Attacks/Abilities : Hit, Fire, Blizzard, Thundara

--------------------------------------------------------------------------------
Name  : Black Waltz No.3(Second Encounter)
Found : Between Summit Station and Treno
Type  : Human

Gil : 854
Exp : 0
AP  : 5
Eat : N/A
Steal  : Steepled Hat, Lightning Staff, Flame Staff
Spoils : None
Card   : None

Lvl : 9
HP  : 1,292
MP  : 344
Speed     : 20
Strength  : 10
Magic     : 10
Spirit    : 44
Attack    : 17
Defense   : 10
Evade     : 2
Magic Def : 11
Magic Eva : 3

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Silence, Sleep, Shell, Protect, Freeze

Attacks/Abilities : Hit, Fire, Blizzard, Thunder, Freeze

--------------------------------------------------------------------------------
Name  : Deathguise
Found : Crystal World
Type  : Demon/Bug/Flying

Gil : 8,916
Exp : 0
AP  : 0
Eat : N/A
Steal  : Elixir, Black Belt, Duel Claws
Spoils : Wing Edge, Phoenix Down, Ether, Elixir
Card   : None

Lvl : 74
HP  : 55,535
MP  : 9,999
Speed     : 49
Strength  : 25
Magic     : 25
Spirit    : 46
```

```
Attack    : 94
Defense   : 10
Evade     : 7
Magic Def : 10
Magic Eva : 9

Elem-Def : Earth
Weakness : Wind, Ice
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Silence, Freeze, Float, Mini, Regen

Attacks/Abilities : Demon's Claw, Meteor, Death(Death ST), Spin,
                    LV5 Death(Death), Twister

--------------------------------------------------------------------------------
Name  : Earth Guardian
Found : Earth Shrine
Type  : Demon

Gil : 4,512
Exp : 0
AP  : 11
Eat : Earth Shake
Steal  : Avenger, Rubber Suit
Spoils : Phoenix Pinion
Card   : Atomos

Lvl : 54
HP  : 20,756
MP  : 2,234
Speed     : 30
Strength  : 21
Magic     : 21
Spirit    : 36
Attack    : 67
Defense   : 10
Evade     : 6
Magic Def : 10
Magic Eva : 7

Elem-Def : Earth(Absorb), Shadow(Half)
Weakness : Wind, Holy
Immune   : Petrify, Venom, Trouble, Zombie, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Silence, Freeze, Float, Regen, Vanish

Attacks/Abilities : Double Slash, Earthquake, Blizzaga, Thundaga, Firaga

--------------------------------------------------------------------------------
Name  : Garland
Found : Pandemonium
Type  : Human

Gil : 0
Exp : 0
AP  : 0
Eat : N/A
Steal  : Battle Boots, Ninja Gear, Dark Gear
Spoils : Elixir, Phoenix Pinion, Phoenix Pinion, Phoenix Pinion
Card   : None
```

```
Lvl : 62
HP  : 40,728
MP  : 9,999
Speed     : 50
Strength  : 23
Magic     : 23
Spirit    : 40
Attack    : 80
Defense   : 10
Evade     : 7
Magic Def : 24
Magic Eva : 8

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Mini, Regen, Sleep

Attacks/Abilities : Wave, Flare, Psychokinesis, Stop

--------------------------------------------------------------------------------
Name  : Gizamaluke
Found : Gizamaluke's Grotto
Type  : Flying

Gil : 800
Exp : 0
AP  : 5
Eat : N/A
Steal  : Elixir, Magus Hat, Ice Rod
Spoils : Tent
Card   : Mythril Sword

Lvl : 16
HP  : 3,175
MP  : 502
Speed     : 22
Strength  : 11
Magic     : 11
Spirit    : 17
Attack    : 23
Defense   : 10
Evade     : 3
Magic Def : 11
Magic Eva : 4

Elem-Def : Earth, Water(Half)
Weakness : Thunder, Wind
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish

Attacks/Abilities : Crash, Water, Silent Voice(Silence ST)

--------------------------------------------------------------------------------
Name  : Hilgigars
Found : Conde Petie Mountain Path
Type  : Human

Gil : 2,136
Exp : 0
```

```
AP  : 9
Eat : N/A
Steal  : Phoenix Down, Mythril Fork, Fairy Flute
Spoils : Tent, Elixir, Elixir, Elixir
Card   : Antlion

Lvl : 28
HP  : 8,106
MP  : 908
Speed     : 44
Strength  : 14
Magic     : 14
Spirit    : 23
Attack    : 40
Defense   : 10
Evade     : 4
Magic Def : 10
Magic Eva : 5

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Darkness

Attacks/Abilities : Knock Down, Curaga, Earthquake, Hiphop

--------------------------------------------------------------------------------
Name  : King Leo
Found : Alexandria
Type  : Human

Gil : 0
Exp : 0
AP  : 0
Eat : N/A
Steal  : None
Spoils : None
Card   : None

Lvl : 12
HP  : 186
MP  : 373

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Sleep, Silence
           Darkness, Mini, Protect, Shell, Slow, Haste

Attacks/Abilities : Taste Steel!, Poly

--------------------------------------------------------------------------------
Name  : Kraken
Found : Memoria
Type  : Demon

Gil : 8,628
Exp : 0
AP  : 10
Eat : N/A
```

```
Steal  : Genji Helmet, Wizard Robe, Glutton's Robe
Spoils : Phoenix Pinion, Phoenix Down, Ether, Elixir
Card   : None

Lvl : 72
HP  : 59,496
MP  : 3,380
Speed     : 39
Strength  : 25
Magic     : 25
Spirit    : 45
Attack    : 92
Defense   : 10
Evade     : 7
Magic Def : 10
Magic Eva : 9

Elem-Def : Water(Absorb), Ice(Half)
Weakness : Thunder
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Silence, Darkness,
           Mini

Attacks/Abilities : Leg, Waterga, Ink(Darkness ST), Water-gun,
                    Freeze(Freeze ST), Esuna

--------------------------------------------------------------------------------
Name  : Kuja
Found : Pandemonium
Type  : Human

Gil : 0
Exp : 0
AP  : 0
Eat : N/A
Steal  : Ether, Carabini Mail, Light Robe
Spoils : N/A
Card   : N/A

Lvl : 64
HP  : 42,382
MP  : 9,999
Speed     : 50
Strength  : 23
Magic     : 23
Spirit    : 41
Attack    : 82
Defense   : 10
Evade     : 7
Magic Def : 24
Magic Eva : 8

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Sleep, Silence
           Mini, Haste

Attacks/Abilities : Demi, Thundaga, Flare Star, Ultima
```

```
--------------------------------------------------------------------------------
Name  : Lani
Found : Fossil Roo
Type  : Human

Gil : 0
Exp : 0
AP  : 0
Eat : N/A
Steal  : Ether, Gladius, Coral Sword
Spoils : N/A
Card   : N/A

Lvl : 19
HP  : 5,708
MP  : 4,802
Speed     : 50
Strength  : 12
Magic     : 12
Spirit    : 19
Attack    : 30
Defense   : 10
Evade     : 3
Magic Def : 10
Magic Eva : 4

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Silence, Mini

Attacks/Abilities : Attack, Scan, Blizzara, Fira, Thundara, Water, Aera

--------------------------------------------------------------------------------
Name  : Lich
Found : Memoria
Type  : Demon

Gil : 8,436
Exp : 0
AP  : 10
Eat : N/A
Steal  : Genji Gloves, Siren's Flute, Black Robe
Spoils : Phoenix Pinion, Phoenix Down, Ether, Elixir
Card   : None

Lvl : 71
HP  : 58,554
MP  : 9,999
Speed     : 49
Strength  : 25
Magic     : 25
Spirit    : 45
Attack    : 90
Defense   : 10
Evade     : 7
Magic Def : 26
Magic Eva : 9

Elem-Def : Earth(Absorb), Shadow(Half)
```

```
Weakness : Wind, Holy, Fire
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Mini, Silence,
           Darkness

Attacks/Abilities : Death Cutter(Doom ST), Earthquake, Stop(Stop ST),
                    Venom Powder(Venom ST), LV5 Death(Death ST),
                    Doom(Doom ST), Death(Death ST)

--------------------------------------------------------------------------------
Name  : Maliris
Found : Memoria
Type  : Demon

Gil : 8,532
Exp : 0
AP  : 10
Eat : N/A
Steal  : Genji Armor, Ultima Sword, Masamune
Spoils : Phoenix Pinion, Phoenix Down, Ether, Elixir
Card   : None

Lvl : 72
HP  : 59,497
MP  : 3,381
Speed     : 49
Strength  : 25
Magic     : 25
Spirit    : 45
Attack    : 92
Defense   : 10
Evade     : 7
Magic Def : 10
Magic Eva : 9

Elem-Def : Fire(Absorb)
Weakness : Ice
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Sleep, Silence
           Darkness, Mini

Attacks/Abilities : Sword Quiver, Firaga, Raining Swords, Flame Slash,
                    Mustard Bomb(Heat ST), Esuna, Reflect

--------------------------------------------------------------------------------
Name  : Masked Man
Found : Prima Vista
Type  : Human

Gil : 805
Exp : 0
AP  : 0
Eat : N/A
Steal  : Potion, Wrist, Mage Masher
Spoils : None
Card   : None

Lvl : 1
HP  : 188
MP  : 223
```

```
Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Sleep, Silence
           Darkness, Mini, Shell, Protect, Slow, Haste

Attacks/Abilities : Get Some!, Gwahaha!

--------------------------------------------------------------------------------
Name  : Meltigemini
Found : Gulug Volcano
Type  : Demon

Gil : 6,428
Exp : 0
AP  : 11
Eat : N/A
Steal  : Vaccine, Golden Hairpin, Demon's Vest
Spoils : Vaccine, Vaccine, Vaccine, Vaccine
Card   : Tantarian

Lvl : 42
HP  : 24,348
MP  : 1,570
Speed     : 37
Strength  : 18
Magic     : 18
Spirit    : 30
Attack    : 30
Defense   : 10
Evade     : 5
Magic Def : 20
Magic Eva : 6

Elem-Def : Shadow(Half)
Weakness : Fire, Holy
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Sleep, Silence

Attacks/Abilities : Wings, Bio(Poison ST), Viral Smoke(Virus ST),
                    Venom Powder(Venom ST)

--------------------------------------------------------------------------------
Name  : Necron
Found : Hill of Despair
Type  : Human/Flying

Gil : 0
Exp : 0
AP  : 0
Eat : N/A
Steal  : Elixir, Elixir, Elixir, Elixir
Spoils : N/A
Card   : N/A

Lvl : 69
HP  : 55,535
MP  : 9,999
Speed     : -
```

```
Strength  : 24
Magic     : 24
Spirit    : 44
Attack    : 99
Defense   : 49
Evade     : 7
Magic Def : 31
Magic Eva : 9

Elem-Def : Earth
Weakness : Wind, Holy
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Mini, Silence,
           Darkness, Sleep

Attacks/Abilities : Blue Shockwave, Firaga, Blizzaga, Thundaga, Holy, Flare,
                    Meteor, Curaga, Neutron Ring, Grand Cross(Multiple ST),
                    Protect, Shell

--------------------------------------------------------------------------------
Name  : Nova Dragon
Found : Memoria
Type  : Dragon/Flying

Gil : 9,506
Exp : 0
AP  : 13
Eat : N/A
Steal  : Remedy, Dragon Wrist, Grand Armor
Spoils : Wing Edge, Ether, Elixir
Card   : Elixir

Lvl : 67
HP  : 54,940
MP  : 9,999
Speed     : 50
Strength  : 24
Magic     : 24
Spirit    : 43
Attack    : 86
Defense   : 10
Evade     : 7
Magic Def : 10
Magic Eva : 9

Elem-Def : Earth
Weakness : Ice, Wind
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Mini

Attacks/Abilities : Counter, Twister, Shockwave, Tidal Wave, Psychokinesis,
                    Aerial Slash

--------------------------------------------------------------------------------
Name  : Plant Brain
Found : Evil Forest
Type  : Normal

Gil : 468
Exp : 0
```

```
AP  : 5
Eat : N/A
Steal  : Eye Drops, Iron Helm
Spoils : Phoenix Down, Potion, Potion, Potion
Card   : None

Lvl : 7
HP  : 916
MP  : 1,431
Speed     : 20
Strength  : 9
Magic     : 9
Spirit    : 13
Attack    : 15
Defense   : 10
Evade     : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : None
Weakness : Fire
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Sleep, Mini

Attacks/Abilities : Right Tentacle, Thunder, Pollen, Left Tentacle

--------------------------------------------------------------------------------
Name  : Prison Cage #1
Found : Evil Forest
Type  : Normal

Gil : 0
Exp : 0
AP  : 0
Eat : N/A
Steal  : None
Spoils : None
Card   : N/A

Lvl : 2
HP  : 513
MP  : 1,083
Speed     : 49
Strength  : 9
Magic     : 8
Spirit    : 10
Attack    : 9
Defense   : 10
Evade     : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : None
Weakness : Fire
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Sleep, Silence
           Darkness, Mini, Slow, Haste, Reflect, Protect, Shell

Attacks/Abilities : Right Stem, Left Stem, Absorb
```

```
--------------------------------------------------------------------------------
Name  : Prison Cage #2
Found : Evil Forest
Type  : Normal

Gil : 436
Exp : 0
AP  : 3
Eat : N/A
Steal  : Broad Sword, Leather Wrist
Spoils : Eye Drops, Phoenix Down
Card   : Goblin

Lvl : 2
HP  : 533
MP  : 1,186
Speed     : 29
Strength  : 8
Magic     : 8
Spirit    : 10
Attack    : 9
Defense   : 10
Evade     : 2
Magic Def : 8
Magic Eva : 3

Elem-Def : None
Weakness : Fire
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Sleep, Silence
           Darkness, Mini, Slow, Haste, Reflect, Protect, Shell

Attacks/Abilities : Right Stem, Left Stem, Absorb

--------------------------------------------------------------------------------
Name  : Ralvuimago
Found : Gargan Roo
Type  : Normal

Gil : 1,404
Exp : 0
AP  : 7
Eat : N/A
Steal  : Phoenix Down, Adaman Vest, Oak Staff
Spoils : Ether, Ether
Card   : Gargant

Lvl : 18
HP  : 3,352
MP  : 584
Speed     : 22
Strength  : 12
Magic     : 12
Spirit    : 18
Attack    : 28
Defense   : 10
Evade     : 3
Magic Def : 9
Magic Eva : 4
```

```
Elem-Def : Earth(Absorb)
Weakness : Ice
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Sleep, Silence

Attacks/Abilities : Stab, Thundara, Power of the Land, Ultra Sound Wave

--------------------------------------------------------------------------------
Name  : Ralvurahva
Found : Gargan Roo
Type  : Normal

Gil : 0
Exp : 0
AP  : 0
Eat : N/A
Steal  : Bone Wrist, Mythril Fork
Spoils : N/A
Card   : N/A

Lvl : 13
HP  : 2,296
MP  : 3,649
Speed     : 21
Strength  : 11
Magic     : 11
Spirit    : 16
Attack    : 22
Defense   : 8
Evade     : 3
Magic Def : 9
Magic Eva : 4

Elem-Def : None
Weakness : Ice
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Sleep, Silence
           Mini

Attacks/Abilities : Devil's Kiss(Poison ST), String(Slow ST), Blizzara,
                    Night(Sleep ST), Escape

--------------------------------------------------------------------------------
Name  : Scarlet Hair
Found : Madain Sari
Type  : Normal

Gil : 0
Exp : 0
AP  : 9
Eat : N/A
Steal  : Ether, Poison Knuckles
Spoils : Tent
Card   : None

Lvl : 22
HP  : 8,985
MP  : 5,865
Speed     : 50
Strength  : 13
```

```
Magic     : 13
Spirit    : 20
Attack    : 31
Defense   : 10
Evade     : 3
Magic Def : 10
Magic Eva : 5

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Silence, Mini

Attacks/Abilities : Attack, Counter

--------------------------------------------------------------------------------
Name  : Sealion
Found : Ice Cavern
Type  : Flying

Gil : 205
Exp : 0
AP  : 0
Eat : N/A
Steal  : Ether, Mythril Dagger
Spoils : Phoenix Down
Card   : Fang

Lvl : 3
HP  : 472
MP  : 9,999
Speed     : 19
Strength  : 8
Magic     : 8
Spirit    : 11
Attack    : 10
Defense   : 10
Evade     : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : Earth, Water, Ice(Absorb)
Weakness : Fire
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Sleep, Silence
           Darkness, Mini

Attacks/Abilities : Wing, Blizzard, Tsunami, Blizzara

--------------------------------------------------------------------------------
Name  : Silver Dragon
Found : Pandemonium
Type  : Dragon/Flying

Gil : 5,240
Exp : 0
AP  : 13
Eat : N/A
Steal  : Elixir, Dragon Mail, Kaiser Knuckles
Spoils : Wing Edge, Elixir, Elixir, Elixir
```

```
Card   : Fenrir

Lvl : 58
HP  : 24,055
MP  : 9,999
Speed     : 50
Strength  : 22
Magic     : 22
Spirit    : 38
Attack    : 75
Defense   : 10
Evade     : 6
Magic Def : 10
Magic Eva : 8

Elem-Def : Earth
Weakness : Ice, Wind
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Mini

Attacks/Abilities : Claw, Twister, Shockwave, Aerial Slash

--------------------------------------------------------------------------------
Name  : Soulcage
Found : Iifa Tree
Type  : Undead

Gil : 3,800
Exp : 0
AP  : 9
Eat : N/A
Steal  : Oak Staff, Magician's Cloak, Brigandine
Spoils : Phoenix Pinion, Elixir, Elixir, Elixir
Card   : Antlion

Lvl : 26
HP  : 9,765
MP  : 862
Speed     : 24
Strength  : 14
Magic     : 14
Spirit    : 22
Attack    : 37
Defense   : 14
Evade     : 4
Magic Def : 10
Magic Eva : 5

Elem-Def : Shadow(Half)
Weakness : Fire, Holy
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Silence, Mini

Attacks/Abilities : Shockwave, Mustard Bomb(Heat ST), Fire Blades,
                    LV5 Death(Death), Leaf Swirl, Fira

--------------------------------------------------------------------------------
Name  : Steiner(First Encounter)
Found : Prima Vista
Type  : Human
```

```
Gil : 0
Exp : 0
AP  : 0
Eat : N/A
Steal  : Leather Hat, Silk Shirt
Spoils : N/A
Card   : N/A

Lvl : 1
HP  : 169
MP  : 523
Speed     : 19
Strength  : 6
Magic     : 8
Spirit    : 10
Attack    : 8
Defense   : 10
Evade     : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Darkness, Silence
           Mini, Shell, Protect, Haste, Slow, Reflect

Attacks/Abilities : Attack

--------------------------------------------------------------------------------
Name  : Steiner(Second Encounter)
Found : Alexandria/Prima Vista
Type  : Human

Gil : 0
Exp : 0
AP  : 0
Eat : N/A
Steal  : None
Spoils : N/A
Card   : N/A

Lvl : 1
HP  : 167
MP  : 620
Speed     : 19
Strength  : 8
Magic     : 8
Spirit    : 10
Attack    : 8
Defense   : 10
Evade     : 2
Magic Def : 10
Magic Eva : 3

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Darkness, Silence
```

```
           Mini, Shell, Protect, Haste, Slow, Reflect

Attacks/Abilities : Attack

--------------------------------------------------------------------------------
Name  : Steiner(Third Encounter)
Found : Alexandria/Prima Vista
Type  : Human

Gil : 0
Exp : 0
AP  : 0
Eat : N/A
Steal  : None
Spoils : N/A
Card   : N/A

Lvl : 1
HP  : 162
MP  : 770
Speed     : 20
Strength  : 8
Magic     : 8
Spirit    : 10
Attack    : 8
Defense   : 10
Evade     : 0
Magic Def : 10
Magic Eva : 0

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Darkness, Silence
           Mini, Shell, Protect, Haste, Slow, Reflect

Attacks/Abilities : Attack

--------------------------------------------------------------------------------
Name  : Taharka
Found : Ipsen's Castle
Type  : Flying

Gil : 8,092
Exp : 0
AP  : 11
Eat : N/A
Steal  : Elixir, Mythril Claws, Orichalcon
Spoils : N/A
Card   : Ramuh

Lvl : 46
HP  : 29,186
MP  : 1,776
Speed     : 28
Strength  : 19
Magic     : 19
Spirit    : 32
Attack    : 61
Defense   : 21
```

```
Evade     : 5
Magic Def : 10
Magic Eva : 7

Elem-Def : Earth, Ice(Half)
Weakness : Fire, Wind
Immune   : Petrify, Venom, Trouble, Darkness, Zombie, Death, Confuse, Berserk,
           Stop, Float, Freeze, Vanish, Doom, Mini

Attacks/Abilities : Chop, Blizzaga, Ram

--------------------------------------------------------------------------------
Name  : Thorn
Found : Alexandria Castle
Type  : Normal

Gil : 0
Exp : 0
AP  : 0
Eat : N/A
Steal  : Mythril Armor, Mythril Armlet
Spoils : None
Card   : N/A

Lvl : 16
HP  : 2,984
MP  : 9,999
Speed     : 50
Strength  : 11
Magic     : 11
Spirit    : 17
Attack    : 25
Defense   : 10
Evade     : 3
Magic Def : 14
Magic Eva : 4

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Sleep, Silence

Attacks/Abilities : Light Flare

--------------------------------------------------------------------------------
Name  : Tiamat
Found : Memoria
Type  : Dragon

Gil : 8,820
Exp : 0
AP  : 10
Eat : N/A
Steal  : Blood Sword, Feather Boots, Grand Helm
Spoils : Wing Edge, Phoenix Down, Ether, Elixir
Card   : None


Lvl : 72
HP  : 59,494
```

```
MP  : 3,381
Speed     : 49
Strength  : 25
Magic     : 25
Spirit    : 45
Attack    : 92
Defense   : 10
Evade     : 7
Magic Def : 10
Magic Eva : 9

Elem-Def : Wind(Absorb)
Weakness : Ice
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Darkness, Mini

Attacks/Abilities : Silent Claw(Silence ST), Twister, Absorb MP, Absorb Magic,
                    Absorb Strength, Snort, Jet Fire(Heat ST),
                    Float(Float ST)

--------------------------------------------------------------------------------
Name  : Trance Kuja
Found : Crystal World
Type  : Human/Flying

Gil : 0
Exp : 0
AP  : 0
Eat : N/A
Steal  : Ether, White Robe, Rebirth Ring
Spoils : None
Card   : N/A

Lvl : 76
HP  : 55,535
MP  : 9,999
Speed     : 50
Strength  : 26
Magic     : 26
Spirit    : 47
Attack    : 96
Defense   : 10
Evade     : 8
Magic Def : 27
Magic Eva : 9

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Sleep, Silence
           Mini

Attacks/Abilities : Flare Star, Holy, Curaga, Reflect

--------------------------------------------------------------------------------
Name  : Valia Pira
Found : Desert Palace
Type  : Flying

Gil : 4,089
```

```
Exp : 0
AP  : 11
Eat : N/A
Steal  : None
Spoils : Elixir, Ether, Ether, Ether
Card   : Shiva

Lvl : 36
HP  : 12,119
MP  : 9,999
Speed     : 26
Strength  : 16
Magic     : 16
Spirit    : 27
Attack    : 47
Defense   : 20
Evade     : 4
Magic Def : 10
Magic Eva : 6

Elem-Def : Earth
Weakness : Wind
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Silence
           Mini

Attacks/Abilities : Freeze, Mustard Bomb(Heat ST), Firaga, Blizzaga, Thundaga,
                    Flare, Holy, Reflect

--------------------------------------------------------------------------------
Name  : Zorn
Found : Alexandria
Type  : Human

Gil : 0
Exp : 0
AP  : 0
Eat : N/A
Steal  : Partisan, Stardust Rod
Spoils : N/A
Card   : N/A

Lvl : 16
HP  : 4,896
MP  : 9,999
Speed     : 50
Strength  : 11
Magic     : 11
Spirit    : 17
Attack    : 25
Defense   : 10
Evade     : 3
Magic Def : 14
Magic Eva : 4

Elem-Def : None
Weakness : None
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Sleep, Silence
```

```
Attacks/Abilities : Meteorite

~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
 - Optional Bosses                                                       [BEA03]
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Name  : Hades
Found : Memoria
Type  : Demon/Flying

Gil : 9,638
Exp : 65,535
AP  : 30
Eat : N/A
Steal  : Reflect Ring, Running Shoes, Battle Boots, Robe of Lords
Spoils : Wing Edge, Elixir, Elixir, Elixir
Card   : Holy

Lvl : 92
HP  : 55,535
MP  : 9,999
Speed     : 50
Strength  : 30
Magic     : 30
Spirit    : 55
Attack    : 115
Defense   : 27
Evade     : 9
Magic Def : 10
Magic Eva : 11

Elem-Def : Earth, Shadow(Absorb)
Weakness : Holy
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Silence, Darkness,
           Sleep, Mini

Attacks/Abilities : Powering Sword, Freeze(Freeze ST), Cleave, Doomsday,
                    Reflect, Curse(Darkness, Confuse, Poison, Slow, Mini ST)
                    Mustard Bomb(Heat ST)

-------------------------------------------------------------------------------
Name  : Ozma
Found : Chocobo's Air Garden
Type  : Flying

Gil : 18,312
Exp : 65,535
AP  : 100
Eat : N/A
Steal  : Elixir, Robe of Lords, Dark Matter, Pumice Piece
Spoils : Pumice, Dark Matter
Card   : Ozma(Received from Mene)

Lvl : 99
HP  : 55,535
MP  : 9,999
Speed     : 50
Strength  : 32
Magic     : 32
Spirit    : 46
```

```
Attack    : 124
Defense   : 30
Evade     : 10
Magic Def : 70
Magic Eva : 12

Elem-Def : Earth, Shadow(Absorb)*
Weakness : Wind, Holy, Shadow*
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Sleep, Silence
           Mini

*Note : If you have encountered all of the Friendly Creatures and fulfilled
        their requests, Ozma will be weak against Shadow elemental attacks,
        opposed to absorbing them.

Attacks/Abilities : Doomsday, Flare, Holy, Meteor, Flare Star, LV4 Holy,
                    Curaga, Absorb MP, LV5 Death(Death ST), Esuna,
                    Mini(Mini ST), Berserk(Berserk ST),
                    Curse(Confuse, Poison, Slow, Mini, Darkness ST)

--------------------------------------------------------------------------------
Name  : Tantarian
Found : Alexandria Library
Type  : Demon

Gil : 4,472
Exp : 12,585
AP  : 30
Eat : N/A
Steal  : Ether, Elixir, Silver Fork, Demon's Mail
Spoils : Running Shoes
Card   : Ramuh

Lvl : 41
HP  : 21,997
MP  : 1,456
Speed     : 27
Strength  : 17
Magic     : 17
Spirit    : 30
Attack    : 55
Defense   : 10
Evade     : 5
Magic Def : 10
Magic Eva : 6

Elem-Def : Shadow(Half)
Weakness : Holy
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Vanish, Silence, Sleep

Attacks/Abilities : Edge, Doom(Doom ST), Poison(Poison ST), Paper Storm

--------------------------------------------------------------------------------
Name  : Quale
Found : Qu's Marsh(Must have 99 frogs captured)
Type  : Human

Gil : 10,800
```

Exp : 65,535
AP : 30
Eat : N/A
Steal : Elixir, Ninja Gear, Glutton's Robe, Robe of Lords
Spoils : Elixir, Elixir, Elixir, Elixir
Card   : Grand Dragon

Lvl : 76
HP : 65,535
MP : 3,680
Speed   : 50
Strength : 26
Magic   : 26
Spirit   : 47
Attack   : 96
Defense   : 10
Evade   : 8
Magic Def : 24
Magic Eva : 9

Elem-Def : Water(Absorb)
Weakness : Thunder
Immune   : Petrify, Venom, Trouble, Zombie, Death, Confuse, Berserk, Stop,
           Poison, Heat, Doom, Freeze, Float, Regen, Sleep, Silence, Mini,
           Darkness

Attacks/Abilities : Rolling Attack, Water, Aqua Breath, Mini(Mini ST),
                    Poison(Poison ST), Confuse(Confuse ST), Blind(Darkness ST)

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[FF916] \   - Revision History -
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The latest version of this document can always be found at GameFAQs.

FAQ started on: 07/22/05

Version 1.00 (08/22/05)
 - The first completed version of the FAQ.

Version 1.50 (09/05/05)
 - Added the Bestiary section.
 - Reformatted the Table of Contents.
 - Reformatted the Shop Guide and Synthesis List.
 - Added Ragtimer questions.
 - Added Synthesis table to the Hades Side Quest section.
 - Changed ASCII art.
 - Corrected some spelling/grammar mistakes.
Version 2.00 (07/04/07)
 - Overhaul.

-------\===
[FF917] \   - Thanks/Acknowledgments -
---------\===

 - Square for making such an awesome game, as well as the other titles in
   the series.

 - The Final Fantasy IX instruction book for the controls and status effects.

 - http://www.square-enix-usa.com/strategy/ff9/ for most of the factual
   information found in the tables, some side quest information and the entire
   bestiary section.

 - Brad Tuft for pointing out an Excalibur II error.

 - You, for reading this FAQ.

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[FF918] \   - Contact Information -
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If you wish to contact me you can do so via e-mail at:

 xiamut@gmail.com

If you have any questions/comments/suggestions/corrections and you choose to
e-mail me please include something like "Final Fantasy IX FAQ" in the subject
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interested, you can view the other guides that I have written here:

       http://www.gamefaqs.com/features/recognition/47351.html?type=1

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