

Final Fantasy V FAQ/Walkthrough

by Xenomic

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Final Fantasy V Walkthrough FAQ

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Table of Contents

To navigate to a separate section, use Cntrl + F and type in the bracket and the corresponding letter at the end of each section.

- 1) Introduction [001]
- 2) Basic Information [002]
 - A) Controls
 - B) The Menu
 - 1) Job
 - 2) Ability
 - 3) Item
 - 4) Magic
 - 5) Equip
 - 6) Status
 - 7) Config
 - 8) Save
- 3) Statuses [003]
- 4) Tips & Tricks [004]
- 5) Walkthrough [005]
 - [World 1]
 - A) It All Begins.... [FAQ-001]
 - B) The Wind Shrine [FAQ-002]

- C) Onward to Torna Canal [FAQ-003]
- D) The Ship Graveyard [FAQ-004]
- E) To Kerwin! [FAQ-005]
- F) North Mountain [FAQ-006]
- G) Walz and Walz Tower [FAQ-007]
- H) Travel to Karnak [FAQ-008]
- I) Fire Ship and Karnak Castle [FAQ-009]
- J) Library of Ancients [FAQ-010]
- K) To Crescent Town! [FAQ-011]
- L) The Sand Tides [FAQ-012]
- M) Breakpoint! Optional Stuff to do [FAQ-013]
- N) To the Ruins of Ronka [FAQ-014]
- O) The 4 Meteors [FAQ-015]

[World 2]

- A) Solitary Island and Galuf's Mission [FAQ-016]
- B) Battle on Big Bridge [FAQ-017]
- C) Travel to Lugor [FAQ-018]
- D) To the Moogle Forest! [FAQ-019]
- E) Val Castle [FAQ-020]
- F) Kelb Village and the Valley of Dragons [FAQ-021]
- G) Surgate Castle and Zeza's Fleet [FAQ-022]
- H) Barrier Tower [FAQ-023]
- I) Gill's Shrine [FAQ-024]
- J) Moore Village and Forest [FAQ-025]
- K) Breakpoint! MORE Optional Stuff to do [FAQ-026]
- L) X-Death's Castle....Confrontation! [FAQ-027]

[World 3]

- A) Back Home [FAQ-028]
- B) The Pyramid [FAQ-029]
- C) The Great Optional Quest! [FAQ-030]
- D) Island Shrine [FAQ-031]
- E) Fork Tower [FAQ-032]
- F) Easterly Falls [FAQ-033]
- G) Great Sea Trench [FAQ-034]
- H) The N-Zone [FAQ-035]
- I) The Rest of the Optional Stuff [FAQ-036]

6) Items Locations [I+L]

A) Perishable Items [P+I]

- 1) Tonic
- 2) Potion
- 3) Ether
- 4) Elixir
- 5) Phoenix Down
- 6) Antidote
- 7) Eye Drop
- 8) Maiden's Kiss
- 9) Cornucopia
- 10) Soft
- 11) Holy Water
- 12) Tent
- 13) Cottage

B) Battle Items [B+I]

- 1) Giant Drink
- 2) Power Drink
- 3) Hard Body
- 4) Speed Drink
- 5) Hero Drink
- 6) Turtle Shell

- 7) Dragon Fang
- 8) Dark Matter
- 9) Magic Lamp
- C) Other Items [O+I]
 - 1) Dragon Seal
 - 2) Omega Badge
- D) Key Items [K+I]
 - 1) Memento
 - 2) Pendant
 - 3) Canal Key
 - 4) Adamantite
 - 5) Dragon Grass
 - 6) Whisper Grass
 - 7) Elder's Branch
 - 8) Sealed Book
 - 9) Lithograph
 - 10) Bracelet
 - 11) World Map
- 7) Weapon [W]
 - A) Knives
 - B) Swords
 - C) Spears
 - D) Hammers
 - E) Axes
 - F) Katanas
 - G) Rods
 - H) Staves
 - I) Bows
 - J) Harps
 - K) Whips
 - L) Bells
 - M) Other Weapons
- 8) Helmets [H]
- 9) Armor [A]
- 10) Shields [S]
- 11) Accessories [Acc]
- 12) Spells, Songs, and Summons [SSS]
 - A) Black Magic
 - B) White Magic
 - C) Time Magic
 - D) Blue Magic
 - E) Summons
 - F) Songs
- 13) Job Classes and Abilities [JCAA]
- 14) Item/Equipment Locations (By Area) [IEL]
- 15) Enemy Locations [EL]
- 16) Enemy Group Data [EGD]
- 17) Special Section [SS]
- 18) The Perfect Gamers Section [PGS]
- 19) Shop Guide [SG]
- 20) Credits [C]

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- 1) Introduction [001]

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Years after this game has come out.....I have decided to make a FAQ for it.....but why this old game, and why in this time and age? Maybe nobody plays it anymore, maybe so. However, this faq is merely here to serve those who are looking to complete

the game, find every secret the game has to offer, or just to merely learn something new that they never knew about the game. So, without further adieu, let us dive deep into this faq.

NOTE!!!!!!!!!!!!!!!!!!!!

Do note that while this IS a walkthrough, I will try to avoid spoiling anything unless I have no way around it (you'll see at certain points in this faq what I mean).

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2) Basic Information [002]

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A) Controls

--Outside of Battle--

Directional pad - Move character around, move cursor in menu

Start - N/A

Select - N/A

Circle - Cancel selected command, hold to run faster, return to previous menu

X - Execute commands, talk to people, search contents in a Treasure Box, ride and dismount various transportations, activate switches, elevators, etc.

Triangle - Open menu

Square - Brings up the World Map if character is in possession of a World Map and is on the world map.

L1 - Scroll up faster in menus, switch to different page in menus

R1 - Scroll down faster in menus, switch to different page in menus

--During Battle--

Directional pad - Select options

Start - Pause

Select - N/A

Circle - Cancel selection

X - Select selection

Triangle - N/A

Square - N/A

L1 - When held with R1, can escape from some battles, scroll down through menus faster

R1 - When held with L1, can escape from some battles. scroll up through menus faster

--Universal--

Start + Select + L1 + R1 - Soft reset

B) The Menu

This section is just a brief explanation of each of the different functions of the menu. The following are all displayed in the menu (not all are selectable at the start of the game though, and some are not selectable during certain points in the game), and in this order:

Job
Ability

Item
Magic
Equip
Status
Config
Save

On the menu itself, you can change the rows of your characters, as well as the position of them, by pressing left on the directional pad to select a character, then pressing the X button (or whatever you have your Selection button set to) twice (to change rows), or press the X button once, then select another character to change positions of them (note that this has no effect really, save for if you change the position of the first character, that character's graphics will be displayed on the field)

1) Job

This command will be grayed out (unusable) until you obtain your first jobs at the Wind Shrine (which isn't very far into the game). After you obtain your first Jobs, this is where you go to change what Jobs your character is. The basis behind Jobs in FFV are that each Job has specific strengths and weaknesses, as well as specific abilities for them that the character can learn

by gaining Ability Points (ABP) and leveling up their current Job class (for more information on Jobs and their abilities, see the Job Classes and Abilities section of this FAQ).

2) Ability

This is where you can set any abilities you have learned from a Job to your character. Almost all Jobs have only one slot open for an ability, save for Mime (which has all 4 slots open) and Bare (which has 2 slots open). For more info on Abilities, see the Job Classes and Abilities section of this FAQ.

3) Item

Here, you can take a look at what items you possess, as well as use items for various purposes. You can also sort items by using the Sort command, or manually by selecting an item once, then selecting another location and verifying it.

4) Magic

Here, you can see and use the various spells that you have bought or received throughout your adventures. Only a few spells work outside of battles, being as listed:

- Cure
- Cure2
- Cure3
- Raise
- Arise
- Toad
- Mini
- Telepo
- Float
- Antidote
- Esuana

You can also cast some magic on multiple characters (and enemies in battles) by pressing the directional button twice in that party (for enemies, you'll need to usually select the enemy in the back

row, then press the directional button again left/right until the cursor is blinking over the entire targeted party.

5) Equip

Here, you can equip your characters with various equipments, including Weapons, Armors, Helmets, Shields, and Accessories. There are several commands listed here as well:

Equip: This command is what you use to manually equip your characters.

Optimum: This command automatically equips a character with the best available equipment for their Job class. This is faster than manual, but sometimes it'll equip things that you'd rather not have equipped. Best to check after you use this command what's equipped, or just do it manually.

Remove: Removes a specified equipment from a character.

Empty: Removes all equipment from a character.

When you are equipping a character, you'll notice that certain values in the bottom right window will change. When a value is yellow, it means that it went up, and when it is gray, it means it went down. An explanation of each value can be found in the Status section of this section.

6) Status

Here, you can view a character's current stats, along with how much EXP they need to level up, what they can equip, and how many abilities they have learned. Here's a brief explanation of the status screen, going from top to bottom.

Level: Your character's current Level. When you Level up, your character gets stronger, and various stats increase.

HP: Hit Points. This is your character's life. When this hits 0, the character is considered KO. If all characters are at 0 HP, the game

is over.

MP: Magic Points. This is what you use to use magic and summons. When you have an insufficient amount to cast a spell or summon, that spell or summon will be grayed out and cannot be used until you restore your MP using spells or items such as Ethers or Asper.

Your EXP: Shows the total amount of EXP your character has.

For Level Up: Shows how much EXP that character needs to reach the next Level.

Learned: This is the total number of abilities your character has learned from Jobs.

Can Equip: Shows what types of equipment you can equip.

And this is a brief explanation of each stat and what they do:

Vigor:

Speed: Affects the amount of time you have to wait between turns.

Stamina: Affects your Regen rate, as well as your max HP.

Magic Power: Affects the damage of your Magic attacks

Battle Power: Affects the damage of your Physical attacks.

Defense: Affects the amount of damage you take from Physical attacks.

Evade: Affects the odds of you dodging a Physical attack.

Magic Defense: Affects the amount of damage you take from Magic attacks.

Weight: This also affects the amount of time you have to wait between turns.

7) Config

Here, you can set up the way the ATB flows in battles, the way

buttons work, and several other neat features. Here's a brief explanation of each option:

Battle Mode: This is where you set how battles flow. Selecting Wait will cause time to stop while you have a menu open, while having Active selected will keep time going even when selecting commands in battle.

Battle Speed: This is where you set how fast or slow time flows during battle, with 1 being the fastest and 6 being the slowest.

Message Speed: This is where you set how fast or slow messages in battle are displayed, with 1 being fastest and 6 being slowest.

Command Setting: This is where you can select between two different Battle Command screens. Window is the default setting, where commands in battle will be shown in a column, and are accessed by pressing up/down, and Row and Defend are selected by pressing left/right, while Short makes it so that commands are selected by pressing Up, Down, Left, or Right on the directional pad, and Row/Defend are selected using L1 and R1 respectively.

Gauge: This is where you can change what the HP window for your characters look like in battle. On shows the time remaining until attack in gauges while Off shows the Current/Maximum HP and the ATB gauge will be missing.

Sound: Used to switch between Stereo and Mono sound outputs.

Cursor: Setting this to Reset will put the Cursor at the very top command in the Battle Menu window, while Memory will keep the cursor in the last position it was at on the screen.

Re-Equip: Used for when you changed Job or Abilities. When set to Optimum, the game will automatically equip the best possible (though not always practical) equipment according to that Job. When set to Empty, every piece of equipment will be removed from the character.

Controller: This is used to set whether or not you will play the game by yourself or with other players. Single is used for only one player, while Multi is used for two players. When Multi is selected, the player can assign each character's command during battle to any player.

Window Color: Used to customize how the window looks.

8) Save

Used to save your game. There are two functions to this:

****PERFECT GAME NOTE #1****

DO NOT LOSE THE KNIFE THAT REINA HAS!!! It is the only Knife in the game. You will not get another one. I repeat, DO NOT LOSE THE KNIFE THAT REINA HAS!!!

****END NOTE #1****

This area isn't too terribly difficult to navigate. In the first area, there's a recovery spring that'll restore all of your party's HP and MP (though MP is useless right now), so you can level up here a bit if you so choose. Up to you, though I'd recommend leveling up to Level 3 or 5 at least. Navigate your way to the end of the cave (make sure to pick up the Leather Cap along the way).

Once you've reached the Pirate's Hideout, just head along the boardwalk to the ship, since you can't do anything else right now, and proceed with the storyline. Once you get control of the ship, you'll have Faris join your team. When the pirate asks if you want him to drive you to the Wind Shrine, say no, since you'll want to take a quick stop at Tule Village to the west.

---TULE VILLAGE---

Enemies:

Goblin (Hall of Beginners)

Treasures:

Tent (Hall of Beginners)

Phoenix Down (Hall of Beginners)

Tonic (Hall of Beginners)

Ether (Hall of Beginners)

100 GP (Hall of Beginners)

Leather Shoes (Hall of Beginners)

150 GP (Outside of Inn, in a barrel)

Tonic (Outside of Zok's House)

Tent (Outside of Zok's House)

Leather Shoes (Outside in a hidden box. To get this, you must head to the right of Zok's house and head north through the side of the trees)

Make sure to buy everything here that you can, including all spells. If you cannot buy something, go fight outside of the village until you earn enough Gil to do so. These will help make your characters pretty strong before the Wind Shrine. Also, make sure to visit the pub and play the first piano here. In order to do this, you'll need to sit on a stool next to where the dancers are dancing to make them leave the stage.

Level: 8/8

HP: 650/850

Items Drop: Whip, Power Drink

Items Steal: None

Note that Reina starts this battle Poisoned, so cure that. If you kill Magisa early enough, Faltzer will not show up, but it doesn't make too much of a difference if he does. You can easily hammer them both away with Monks, or a combination of Knight, 2x White Mage, and Blue Mage/Black Mage/Monk. Not a very hard fight at all. Regen at best will only be a nuisance.

After the fight, continue onwards, and you'll gain control of the dragon. Before you head to Walz, you'll want to make a quick pitstop. ^_^

Tycoon Castle

Treasures:

- Potion (1F)
- Maiden's Kiss (4F)
- Ether (4F)
- Elixir (4F)
- Phoenix Down (4F)
- Cottage (Study rooms)
- Ether (Study rooms)
- Elixir (Study rooms)
- Phoenix Down (study rooms)
- Shuriken (Hidden Storage room)
- Katana (Hidden Storage room)
- Monster Bell (Hidden Storage room)
- Healing Staff (Hidden Storage room)
- Cottage x2 (Right-side storage room)

Make your way back to where Tycoon Meteor is, and you'll be able to fly right over the meteor and be able to enter the castle here. Go through the storyline, then pick up ALL of the treasures here. You'll want to do this now, since there's a lot of useful things that'll help you later on. Also note that there are 2 of the 4 hidden treasures here (you'd have to search EXTREMELY well to find these). They aren't anything special, but for a Perfect Gamer, these are needed to get a 100% Treasure rate. To find these, outside of the castle, where all the people are wandering about, search along the right wall BEHIND the trees and you should find a secret passage.

After you have gotten everything from here, head towards Walz.

Elixir (Up the stairs and along path in the main first area of the Fire Ship)

Phoenix Down (2nd area of Fire Ship, after 1st set of lifts)

Green Beret (In the area with the 4 different shafts, go through the middle door and follow the path to get this)

Thief's Glove (in the area with the 4 shafts, take the 3rd shaft)

Moonring (Up the stairs in the area before the save point)

Elixir (Room with multiple platforms)

I would recommend to be around Level 12-15 if you don't want to struggle too much here. I was Level 19 cuz I took time to train and gain levels on my classes (I actually got all 4 of my characters to Level 1 Berserker. Why? Automatic fighting makes things easier to do). Also, note that in the Fire Ship, you can learn Flash from the Cool Dusts if you don't have it yet, and you can learn Exploder from the MottleTraps by casting Bolt on them. Also, in Karnak Castle, you can potentially learn Aero, Aero2, and Aero3 from Gigas (though you don't have much time to mess with getting all of them), and you can learn Doom Claw from Death Claw.

Anyways, head inside the Fire Ship, and when you reach the actual interior of the ship (you'll notice by the different layout of the ship), go inside the first door you see and pick up the Mythril Gloves. Exit this room and head up to grab the Cottage in the treasure chest. Head over to the stairs and grab the Elixir down here. Head to the lower left of the main area, go up the stairs, and follow the path to get another Elixir. Head back to the main area, and take the door at the top of this area. Flip the switch to your left here, and continue onwards, grabbing the Phoenix Down along the way. Go on the next set of lifts, and climb up through the shafts. Go on the next set of lifts, and in this area, you'll have to choose which shaft to ride. Note that if you want all of the treasures in here, you'll have to do this part multiple times, though the rewards are good. Before you do anything with the shafts, take the middle door and follow the path here to grab the Green Beret, then to the right of the treasure chest, ride the conveyor belt and go back the way you came. In the room with the 4 shafts again, take the third shaft to grab the Thief's Glove. Backtrack to the room with 3 shafts again, and take the 2nd shaft. Go up the stairs here and grab the Moonring, which is an excellent weapon for Thiefs right now, and then backtrack and go through the door in the previous room. Save here, and then move onwards.

In this area, you'll have to flip several switches in order to progress. Step on the first platform and flip the switch here, then flip the switch after this to move the platform for the treasure chest over. Step on the next platform and flip the switch here, then flip the left switch in the next area. After this, flip the right switch, step on the platform, and flip the switch here. Grab the Elixir from the treasure chest here, then head on to fight the next boss.

Boss Battle: Liquid Flame

Level: 19
HP: 3000
Weakness: Ice
Absorbs: Fire
Item Drop: Fire Skill (1st form), Fire Rod (2nd form), Fire Bow
(3rd form)
Item Steal: None

This boss really isn't too hard, but can be if you don't pay attention to what you're doing. You can easily beat this guy using a straight team of Monks, or you can play it safe and strategically by having your team set up with one Sorcerer, one Monk/Black Mage, and 2 White Mages. Note that after you hit Liquid Flame, it'll change to a different form after using an attack. While in human form, it'll counter with Blaze if you damage it, while in hand form, and it'll normally attack with Charge or Blaze. In Tornado form, it'll constantly hit itself with Fire2 to recover HP. In Hand form, it'll attack your party with Fire2. Not much strategy except to make sure your HP never falls below 200, since Blaze or Fire2 can easily wipe you out. Also note that in Hand form, it is immune to elemental magic except for Fire and will only change forms if you manage to hit it with a physical attack.

After the battle, you may want to go back to the save point and save. The next part is a timed event, and if you want to grab everything here, then you'll have to be fast.

Karnak Castle Escape

Enemies:

- Karnak
- Sergeant
- Sorcerer
- Gigas
- Iron Claw

Treasures:

- 2000 GP (B2; treasure chest in bottom left prison)
- Elixir (B2; Upper right prison in 1st room)
- Ribbon (B1, treasure box on left)
- Shuriken (B1, treasure on right)
- 2000 GP (2F, left path)
- Elixir (2F, left path)
- Elixir (2F, left path)
- Elf Cloak (Left tower)
- Elixir (2F, right path)
- Elixir (2F, right path)
- Elixir (2F, right path)
- 2000 GP (2F, right path)
- Hunting Knife (Right tower)

Esuana spell (1F, left chest)
Lightning Skill (1F, right chest)

You have 10 minutes to escape the castle. Not hard, unless you want to try and grab everything in the castle, which is a LOT of stuff, and for Perfect Gamers, this is a must. You'll be in auto-run, so no need to worry about holding the dash button in. If you get into a fight outside of a treasure chest, just run. For many of the enemies in this place, just stick to using Monks to deal with them. After you've grabbed all of the treasures, make your way to the exit and prepare to fight a boss you can actually escape from.

Boss Battle: Sergeant, Karnak x3/Iron Claw

This isn't hard. If you kill the Sergeant before you kill all the Karnaks, you won't have to fight Iron Claw. Even so, if you want to get the Doom Claw spell, you'll want to fight Iron Claw. He's not hard to deal with really aside FROM Doom Claw itself.

After you escape the castle, you win receive more classes, which I would recommend to level up to at least Level 1 or 2. Now you'll want to head back to Karnak. There's a new salesman here that sells new stuff. You can also now get the Fire Rod that's hiding in a barrel on the wall in Karnak.

After you are done buying stuff and training, head west to the Library of Ancients.

= = = = =
J) Library of Ancients [FAQ-010]
= = = = =

Enemies:

- [World Map]
 - QuadrHarpy
 - Mythril Dragon

- [Library of Ancients]
 - Page32
 - Page64
 - Page128
 - Page256

Treasures:

- Ifrit (summon)
- Ether

Ninja Suit
Phoenix Down

A few things you can do on the way to the Library of Ancients.

In the desert, you can learn the powerful Aqua Rake spell from the QuadrKimera. However, this enemy is pretty powerful, so you'll need to be at a high enough level to learn it, as well as strong enough to take out the QuadrHarpy.

In the forests outside of the Library of Ancients, you can learn Pep Up from the Mythril Dragon if you use Control on it (learned from Level 2 Trainer).

At the Library of Ancients, use the recovery pot on the second floor, then head up to the top floor and defeat the monsters in the book here. If you're lucky, you can learn L5 Death from Page64, Aero2 from Page32, and Guard-Off as well as Moon Flute from Page256. If you can't learn them here, you'll be able to in the rest of the dungeon. Get L5 Death now especially, since Level magic are harder to get as your levels get higher. Also, make sure that everyone isn't on a level that is divisible by 5....

Once you're done with the top floor, head to the labyrinth beneath. This area isn't too tough to navigate. For the first part, just run into the shelf to move it, then go to the left and step on the little missing spot in the self here to move the other self back. Make your way through the empty spots of the self to the ladder, and walk to the far right on top of the selves to move the self again. Lastly, check the 2nd bookself to open the path.

In the next area, be sure to pick up the Ether here, and continue to the next area. In this area, you'll want to examine the ladder to open a passage that'll lead you straight to Ifrit.

Boss Battle: Ifrit
Level: 22
HP: 3000
Weakness: Ice
Item Drop: Fire Skill
Item Steal: Phoenix Down

This fight can be tough. You'll want to be able to heal, so keep at least one or two people who can use White Magic Lv3. Ice2 and Shiva do a great deal of damage against Ifrit, and physical attacks work just as well. Not TOO hard yet.

After the fight, return to the previous area, climb down the ladder and enter the other door. The bookself will allow you to

pass through this time. Before you take the upper path, head to the left and down to grab the Ninja Suit here. Return to the previous room and take the upper path this time. In this area, go down and left, and then grab the Phoenix Down and go to the door on the right. Go to the next area, and just run into the 2nd bookshelf. Move to the far right and go up, and examine the bookshelf to move the other bookshelf back. Examine the last bookshelf here, and you'll get into a forced fight. After you win this fight, use the Save Point and continue onwards. You'll see Mid, but will have to fight yet another boss.

Boss Battle: Biblos

Level: 24

HP: 3600

Weakness: Fire

Item Drop: Hard Body, Cornucopia

Item Steal: Dark Matter

This fight isn't really that hard at all. Fire2 and Ifrit works extremely well here. Make sure to keep your HP up around 250 or so to avoid being wiped out though! Also note that you can learn Magic Hammer from Biblos, though he rarely uses it. Biblos' strongest attack is Wind Slash, which will do up to 250 damage to your entire party, and he also uses Thread which causes Slow on a character. Also note that he'll start using Drain when running low on HP after being hit.

After the fight, continue on with the storyline, then head back to Karnak and go to the top floor of the Pub to initiate more storyline. Then after this, stock up on any items that you might need, and head to the Fire Ship.

=
K) To Crescent Town! [FAQ-011]
= =

Enemies:

[Ocean]

[Around Crescent]

- Crescent
- Bio Soldier
- Double Lizard

Treasures:

Strength Song (Get from Bard in house in bottom-right

house of town)

Once you get the Fire Ship under your control, it's time to head towards Crescent Town. If you take a look at your map, Crescent Town is....well.....where there's a crescent island. Where's that? That would be the bottom-right dot on your map. Navigate your way there, and when you enter the town, you'll find that the Fire Ship sinks! Sucks, huh? I'd recommend stocking up on items now, as well as the latest equipment, and if you want, try and fight some battles against Crescents. These enemies rarely drop the Death Sickles, but these are the most powerful axes in World 1. I'd recommend getting at least 4 of these for your party. Play the piano in the bard's house in town, and talk to the Bard to get the Strength Song.

After you're done with everything, head to the forest south of Crescent, and you'll get some more Jobs. After you get the Black Chocobo, instead of going back to the Library of Ancients right away, head northwards till you hit the Wind Shine, and go slightly to the west of the Wind Shrine to find Rikks Village, which is only accessible via Black Chocobo.

Rikks Village

Treasures:

 Temptation Song

Here, stay at the Inn to trigger some storyline, and afterwards, head towards Butz's house, talk to the Bard, and then examine the book to trigger even more storyline. After that, talk to the Bard again to receive the Temptation Song. You'll want to make sure you get this before you go to World 2, since you cannot get this after that.

Head back to the Library of Ancients, and trigger more events, then head towards the Sand of Tides west of the Library of Ancients.

= = = = =
L) The Sand Tides [FAQ-012]

Enemies:

- Sand Bear
- Sand Killer
- Sand Boil

[World Map]

Bomb

Save before you enter, as the first thing you'll do is enter a boss fight.

Boss Battle: Sand Worm

Level: 18

HP: 3000

Item Drop: None

Item Steal: None

A tip here; DON'T USE MAGIC! This will cause the Sand Worm to hit you HARD. Also, avoid hitting any of the holes that the Sand Worm is not in. Otherwise, the Sand Worm WILL counter with Demi. Best tactic here is to wait until AFTER the Sand Worm changes holes to attack it. Make sure to keep your HP at least around 200, as the Sand Worm's Quicksand attack will do 60 HP to all party members and will put them in Gradual HP Loss state.

This area is pretty confusing if you don't watch your path. Just keep an eye on which way the sand is flowing, and you should be able to make it to the other side relatively easily.

Also note that you can steal the Javelin from the Sand Bear here, which is the strongest spear in World 1, and can only be gotten this way. If you don't get them now, you can always get them in World 3.

Once you manage to get to the other side of the Sands of Tides, head south to reach Gorn Town. Note that if you haven't learned it yet, you can get Exploder from Bombs.

Catapult

Treasures:

Shuriken x2

Mini spell

At Gorn Town, follow the king until you drop into Catapult. Just go through the storyline, and afterwards, make your way through Catapult (it's pretty straightforward). In the area where you see a switch, instead of going through that door, head around to the back and you'll be in a room with 3 doors. The middle room acts as a free inn, so use it now if you want. Here you'll have a little puzzle to do, which is easy enough if you follow the instructions. To start this, you'll need to try and push the switch in the left room. After claiming your treasures, go save and continue onwards. You'll meet your next boss. Make sure to have at least one Thief in your party, and possibly a Knight, to make this go a lot faster.

Boss Battle: Clay Claw
Level: 43
HP: 2000
Weakness: Lightning
Item Drop: Ice Bow
Item Steal: Coral Sword

Reason for a Thief here is that you want to steal the powerful Coral Sword that this boss has. And why the Knight? Well, after you steal the Coral Sword, equip it to your Knight, and watch as the damage skyrockets against it! Watch for this boss' attacks, as it fights similiary to the Karl Boss. Tail Screw will put a character into single digit HP, so heal that quickly. You'll want to make sure that you have strong physical fighters, otherwise you won't make a dent in this boss.

After the fight, go through more storyline events, and the airship will be yours. After you gain control of the airship, head to where Gorn Town is, and you'll go through more storyline. Head back to Catapult, and go through even more storyline.

Now, before you do anything else, I would recommend you follow the next section. If you don't want to do the next section, then skip ahead to the "To The Ruins of Ronka" section.

= = = = =
M) Breakpoint! Optional Stuff to do [FAQ-013]
= = = = =

Now that you have the airship, there's a lot that you can do. Some things that you'll want to take care of right now are as follows, if you haven't done so already:

Tycoon Castle
Walz Castle (To obtain Shiva and/or get the treasures in the basement)

And the new stuff that you can do now more easily:

Jacole Village and Jacole Cave
Easterly Village and the Hunt for Ramuh (plus fight the strongest enemies in World 1; the MiniDragons!)

I would recommend stopping at Jacole Village first.

Jacole Village and Jacole Cave

Enemies:

[World Map]

Bomb
BioSoldier

[Jacole Cave]

Nut Eater
Skull Eater

Treasures:

[Jacole Cave]

Shuriken
Tent
Shock Whip

Here, you'll want to play the 5th/4th piano, depending on when you came here (you could have come here on the Fire Ship, but this is much faster). Stock up on all the equipment here, and fight around this area. Reason being that BioSoldiers have Battle Axes as a common steal, and War Hammers as rare steals, which are powerful weapons, and can be sold for quite a bit of money. You may want to stock up on Phoenix Downs or have plenty of Ethers and MP for the Jacole Cave.

Head north to the cave, and enter. Reason for the Phoenix Downs and Ethers (for the White Magic Raise ability) is because of the Skull Eaters in this place, which are far too strong for you to beat. Also, don't try and use magic on them. If you DO somehow hit one with magic, it'll just call 3 more Skull Eaters....

This place is pretty easy to navigate, only real "hard" part is the puzzle, which isn't that hard at all. Easiest way to do this cave is to just land the airship in the tiny area between the mountains and grab the treasure this way.

After you are done with Jacole, head to the far northwest to find Easterly Village.

Easterly Village

Enemies:

[World Map]

Ramuh
MiniDragon

Black Flame
Stone Golem

Treasures:

Toad spell
Love Song

Here in the village, you'll want to head to the northwestern part of the village till you see a flower bed. Run around this flower bed ON THE FLOWERS CLOCKWISE! If done right, you'll have a hole open in the ground and you'll get the Toad spell. After this, make your way over to the sheep pin, and go behind the sheep in the back of the pin. Talk to it, and you should get kicked over the fence. Talk to the bard here to get the Love Song. Don't bother with buying anything from the Armor Shop, as you can get these easier in World 3.

After you have done all of this, you may want to head to the forest east of you. Fight here until you run into Ramuh.

Boss Battle: Ramuh

Level:

HP:

Item Drop: Ramuh

Item Steal:

This fight CAN get nasty if Ramuh hits you with Bolt2 a lot. The best way to take him on is to keep at least one White Mage in the party equipped with the Healing Staff, one Warrior with 2-Handed and Coral Sword, and the other 2 being any class that you want (having a Time Mage helps for being able to cast Haste). Make sure to keep your HP above 400, since Bolt2 can easily wipe out a single character that is below that. After the fight, MAKE SURE TO TAKE THE RAMUH ITEM! Otherwise, you won't be able to get the Ramuh summon. Also note that you can learn Flash from Ramuh.

Also, note that you can learn Black Shock from the Black Flames here. And an even bigger note is that this is the best place in World 1 to gain EXP and ABP. However, keep in mind that the enemies, the MiniDragons, are extremely powerful and hard to take out. You may want to have everyone learn the Control ability by getting Trainer up to Level 2 for each character, then using that ability to take down the MiniDragons. Alternatively, if you have Toad, cast Toad on all MiniDragons, and for those not Toads, keep casting it one by one until all but one MiniDragon are Toads, then use Control on that MiniDragon to finish them all off.

After you have done all of this, I would recommend going and getting any Blue Magic that you do not have yet. This may not seem like much, but if you're going for a Perfect Game, now

would be the most opportune time to do it. Also, now would be the best time to start buying 99 of everything in Walz, since you'll have all party members to train and level up. I would recommend having all of your jobs at these levels, though it's not necessarily required:

- Knight: Level 3
- Monk: Level 3
- Thief: Level 3
- Ninja: Level 2
- Berserker: Level 1 (not required, but doesn't hurt, since it's automatic fighting)
- Hunter: Level 1
- Sorcerer: Level 3
- White Mage: Level 4
- Black Mage: Level 4
- Time Mage: Level 4
- Summoner: Level 3
- Blue Mage: Level 4
- Red Mage: Level 2
- Trainer: Level 2
- Geomancer: Level 2
- Bard: Level 2

Doing this now will make the Ronka Ruins ever so easier to get through without too much problems. Also, the reason that Berserker is actually listed here is that, while you are fighting battles (easiest to do this would be around the Karnak forests, where you fight Wild Dogs in groups of 5) without having to press anything during the fights. This will get your Gil for buying everything in Walz faster, and if you're really wanting to get everything in Walz faster, try and get Berserker to Level 2. Not only will you have the class mastered for all characters then, but you'll have a ton of money for Walz and for any other place that you'd like to get 99 of every item.

However, DO note that this isn't mandatory, and will more than likely take a while to get all these classes leveled up.

When you're done with everything, head back to Catapult, go through the storyline, and head towards your next destination.

=
N) To the Ruins of Ronka [FAQ-014]
= =

So your first stop is the Tycoon Meteor. Prepare yourself in advance, cuz you'll be forced to fight a boss here.

Boss Battle: Adamantaimai
Level: 20
HP: 2000
Weakness: Ice
Item Drop: Turtle Shell
Item Steal: Hard Body

This boss is a little rough. He can attack twice in one go, and hits for an average of 350 damage per hit. L5 Death will instantly kill him, but if you don't have that, you'll have to stick to using other means. Ice2 works well here, but stay away from physical attacks, as those don't work too well. Make sure to keep your party healed up, so that you don't get decimated by the barrage of attacks.

After the battle, head back to Catapult, go through the storyline, and head on up to the skys if you're ready. You'll have to take down 4 sets of cannons (you can learn Burn Ray from the Flame Throwers here, and Missile from the Rocket Guns). After you take these down, the main gun will appear, and this is your last chance to heal up and save. When you're ready, examine the last cannon.

Boss Battle: Soul Gun, Launcher x2
Level: 36/50
HP: 22500/10800
Weakness: Lightning
Item Drop: Double Lance, Ether
Item Steal: Double Lance, Potion

This is one of the harder bosses of World 1. You'll want to avoid physical attacks unless you have Coral Swords, which do the most damage to Soul Gun. Your best bet to take down Soul Gun is to have a party that can cast Bolt2 or Ramuh, or at least 2 characters that can do this and heal, and 2 more that can use physical attacks as well as heal. Reason for the massive healing is because the Soul Gun itself uses only one attack, the Beam Cannon, which deals damage equal to half of a character's HP. Therefore, if you can keep your HP up above half, you should be able to survive. However, keep in mind that Beam Cannon also inflicts Gradual HP Loss on all victims, so keep this in mind. You'll want to take out the Launchers first, since they can use Missile and an attack that confuses your party members. After you take both Launchers out, Soul Gun should fall rather easily. Also, make sure you have one character that can use Esuna to cure Age if it happens to anyone to avoid their stats from dropping to uselessness.

Now, after the battle, you may want to go back down to land and save, and either head into the ruins or finish off whatever you want to do.

Ronka Ruins

Enemies:

- Ronka Knight
- Stoned Mask
- Lamia
- Fan Wizard
- Archeotoad

Treasures:

- Gold Armor (2F)
- Elixir (3F)
- Phoenix Down (3F)
- Gold Shield (3F)
- Potion (4F)
- 5000 GP (4F)
- Shuriken (4F)
- Ancient Sword (4F)
- Moonring (4F)
- Power Wrist (4F)
- Cottage (5F)
- Ether (5F)

Recommended Level: 22

My Level: 29

Welcome to the Ruins of Ronka! This place, on normal occasions, would be pretty rough if you don't come prepared. Also note, that from here on out, you'll see me list Recommended Levels for some areas. Also note that my Levels will generally be higher than the recommended level (due to me being a perfectionist), but I'll keep the lower levels in mind, as I don't expect everyone to be at my levels.

It is important that you have the Control ability by now, since you'll really want the White Wind spell from the Fan Wizards. Also, you can learn Blow Fish here from the Lamias, and Toad Song from the Archeotoads.

Anyways, the first area of the Ronka Ruins is easy to navigate. Work your way over to the other side of the wall and enter the next area. The next area, you'll have to cross invisible floors to reach your destination. Walk straight across, and on the other side, you'll want to head to the bottom right corner of the

area next to the hole in the floor. Work your way over to the next floor, and grab the Gold Armor from the treasure chest. In the next area, head to the left and take the hidden path to the bottom area, then work your way to the left and go to the 3rd path from the left. When you cross the invisible path here, you'll need to go left on another invisible path to grab the Elixir from the treasure chest. Head back and take the 1st path to reach the other side of this area. Go to the far right and pick up the Phoenix Down from the treasure chest. If you go up the stairs to the left, there is a save point if you need it. Head straight down from the treasure chest, and work your way over to another part of the area where you got the Phoenix Down and Elixir. When you run into a seemingly dead end, head up and go to the 2nd spot from the right side of this area. Go up through the hidden path and continue to the treasure chest to get the Gold Shield. Head back to the room with the save point and save (or heal if you must) and take the stairs next to that room down. Continue on until you reach the 5th floor.

On the 5th Floor, head to the right and up the stairs. Pick up the Potion in the next area, and take the stairs above the door. When you reach the room with 5 treasure chests, you may want a Geomancer in your party to avoid the hidden traps here. Pick up all the treasures here, then make your way back to the room with the door, and head on down through the door. Make your way over to the other side of this area and head down the stairs. In the next area, take the bottom stairs up to the save point to heal up and save. Note that around this area, you can fight a second version of the Hydra, which will cast L4 Quarter on you when it dies. This is the best time to learn the spell now, so do so now!

Anyways, head back the way you came, and take the upper route this time. In the next area, take the first set of stairs leading down that you see and grab the Cottage and the Ether from here (you'll have to walk across an invisible floor to get them. Head back up and continue downwards. Make sure to press the switch on the wall here to advance to the next floor. Heal up here now, and make sure you have at least 1 or 2 Blue Mages (if you have White Wind), or at least 1 or 2 White Mages in your party, as well as a Knight or Berserker with 2-Handed, since your next boss is up ahead.

Boss Battle: Archeoavis

Level: 21/19/23/24

HP: 1600

Item Drop: Hero Drink

Item Steal: None

This boss is relatively difficult for World 1, and rightfully so. He has powerful party attacks, and comes with built-in defenses against several attacks. Note that Archeoavis has 5 forms, and will switch to each one as his HP gets lower. The best way to tell when he's switched forms is when there's a pause in the battle, and for each form, his defense will lower and his magic

defense will increase. You'll want to avoid using elemental attacks on him due to his tendency to absorb different elements throughout the battle (hence, why a Black Mage or Red Mage would be a bad idea here). Also, you CAN use L5 Doom on the last form, but it's not needed when you've fought him as long as you will. As long as you keep your HP up above 300, you should not have any problems at all. If you have Blue Magic learned, instead of using any Blue Mages, you'll probably want the following set-up:

Berserker equipped with 2-Handed
Hunter equipped with White Magic Level 3/4 or Blue Magic
Knight equipped with 2-Handed or Blue Magic
Geomancer equipped with Blue Magic

Reason for Hunter is, if you bought everything from Crescent Town, if you KNOW what elements Archeoavis is weak against at the time, you'll be able to switch between them at various points in the battle. Also, reason for Berserker with 2-Handed is, if you managed to get the Death Sickle from a Crescent earlier, this weapon will wreck havoc on Archeoavis. Knight and Geomancer with Blue Magic is probably a good idea, since you'll need ways to heal, and Knights have pretty high HP to keep everyone healed. Another good strategy, if you really want to risk it, is to have everyone as Blue Mages, and give at least one character Level 3 Time Magic, and cast Haste on everyone while abusing ????. You'll want to make sure your HP doesn't go below 250 in this case, however, this strategy completely destroys Archeoavis.

After the battle, you can go forward and continue on with the storyline, or go back and pick up anything that you missed in the ruins. I'd recommend in doing the latter, since after you move on, this place will no longer exist. If you do not pick up L.4 Quarter now, you will have to wait QUITE a while before picking it up again. Also, if you want, you can try and win some Dark Bows from the Fan Wizards if you want some.

[Skip storyline]

Now you'll have the last 4 classes (save for one more Job that is optional later on). You might want to wait to level up these classes, since of the storyline. When you gain control of the airship, land it, then head to Catapult, read the note there, and head off to Tycoon Meteor.

After you're done with Tycoon Meteor, you can go to any of the other 3 Meteors in any order. I'd suggest going to the Meteor at Walz first.

Boss Battle: Byurobolos x6
Level: 22
HP: 1500
Item Drop: Tonic
Item Steal: Eye Drop

This fight can be ridiculously easy or hard, depending on your set up. You'll want to avoid killing them one at a time, due to them being able to cast Arise and revive all dead Byuroboloses. If you have Control on all 3 of your party members, you can simply control them and have them cast Exploder on themselves. If not, then just whittle their HP down (they each have 2500 HP) to about 200 or so, and kill at least one of them to avoid an Exploder. Also, Doom Claw works wonders against these enemies, so if you have it, use it to reduce their HP to single digits. Also, if you kill them all at the same time, you will win the battle if none are dead to begin with.

After Walz Meteor, head towards the Karnak Meteor.

Boss Battle: Titan
Level: 1
HP: 2500
Item Drop: Potion
Item Steal: Tonic, Earth Hammer

The only real reason this boss is hard at all is due to his dying attack, Earth Shaker, which can do up to 500 damage to all party members. As long as you keep your HP up above 500-600, you should be just fine. This boss isn't that hard to fight at all.

After Walz Meteor, head to Gorn Meteor. You'll also have the Titan summon now!

Boss Battle: KimeraBrain

Level: 19
HP: 3300
Item Drop: Phoenix Down
Item Steal: Dragon Fang, Wind Lance

This boss also isn't that hard at all. Aqua Rake is the most damaging attack, and you can easily heal from that. You can cast L5 Doom on this boss, but why bother with how easy it is? Also note that Doom Claw works well on Kimerabrain too.

After you have completed all the Meteors, you'll be able to see the Warp Point on your map. This is where you'll need to go to advance the story, but before you do that, here's a quick overview of everything that you should do before you move on to World 2:

-Grab all treasures from all towns (especially Walz and Walz Castle. For a quick overview of all the treasures, refer to the Perfect Gamers Section of this FAQ)

-Get 99 of everything in Walz

-If you really want to, grab 99 of Fire, Lightning, and Water Skills from Rikks Village now.

-Get all Blue Magic now! The Blue Magic are as follows:

???? (Learn from Wild Dog)
Aero (Learn from Mauldwin)
Aero2 (Learn from Page 256)
Aqua Rake (Learn from QuadrHarpy)
Black Shock (Learn from Black Flames)
Blow Fish (You MUST learn this from Lamia)
Burn Ray (You MUST learn this from FlameThrower)
Doom Claw (You MUST learn this from Doom Claw)
Exploder (Learn from Bomb or MottleTrap)
Flash (Learn from Cool Dust or Stones)
Goblin Punch (Learn from Goblin or Black Goblin)
Guard-Off (Learn from Page 128)
L5 Doom (Learn from Page 64)
L4 Quarter (You MUST learn this from Hydra in the Ronka Ruins)
Missile (You MUST learn this from Rocket Gun)
Moon Flute (Learn from Page 256)
Pep Up (Learn from Mythril Dragon)
Red Feast (Learn from Mercury Bat)
Toad Song (Learn from Elf Toad)
White Wind (You MUST learn this in Ronka Ruins if you want it)

-Make sure you have the following Songs now:

Strength Song (Crescent Town)
Temptation Song (Rikks Village)
Love Song (Easterly Village)

-Make sure you have the following Black Magic:

Fire
Ice
Bolt
Poison
Sleep
Toad (Gotten at Easterly Village)
Fire2
Ice2
Bolt2

-Make sure you have the following White Magic:

Cure
Scan
Antidote
Mute
Protes
Mini (Gotten at Catapult)
Cure2
Raise
Muddle
Esuana (Gotten at either Karnak Castle or Rikks Village)

-Make sure you have the following Time Magic:

Speed (Gotten at Walz Castle Basement)
Slow
Regen
Mute
Haste
Demi
Stop

-Make sure you have the following Summons:

- Chocobo
- Sylph
- Remora
- Shiva (Gotten at Walz Castle Tower)
- Ramuh (Gotten in random encounter at Easterly Forest)
- Ifrit
- Titan

After you have made sure you've gotten all of the above stuff, continue onto the next world.

*****END WORLD 1/BEGIN WORLD 2*****

= = = = =
A) Solitary Island and Galuf's Mission [FAQ-016]
= = = = =

Enemies:

- Shell Bear
- Tarantula
- Abductor
- Drippy

You'll notice right off the bat that you can't go anywhere. To progress with the story, you'll HAVE to use a Tent (if you don't have any Tents, the Drippy enemy drops them frequently after battles. Storyline will happen, and you'll end up fighting an Abductor. Luckily, if you're not strong enough, you won't have to worry, cuz the story will continue on whether or not you beat the Abductor. After some more storyline, you'll be forced to use Galuf alone. Make sure that you make Galuf a strong Job, like Knight or Monk, and with some sort of healing ability, like Chakra or White Magic. Make your way to the bottom of the dungeon and you'll run into Gilgamesh. There's no need for a special section on him, since all you really need to do is attack him and he'll run off after a few hits (make sure you keep your HP up at least). After the fight, you'll have all 4 party members again. You'll then want to leave the castle and head towards the bridge west of X-Death's Castle.

PERFECT GAME NOTE #2

In the dungeon, you'll find the Shell Bear enemy, which carries the extremely rare Spear (the weakest spear in the game). This is the only way to get more, and later on in the game, after you return to X-Death's Castle and transform it, you won't be able to fight these enemies again. Make sure to get as many Spears that you want now or before you transform the castle!!!

END NOTE

= = = = =
B) Battle on Big Bridge [FAQ-017]
= = = = =

- Enemies:
- Neo Garula
 - Lil Chariot
 - Fishite
 - Wing Killer

This area isn't hard to get through unless you're underleveled. There is a specific path you can follow to avoid all encounters on the bridge, save for the fight with Gilgamesh.

Boss Battle: Gilgamesh
Level: 28
HP: 6500
Item Drop: Wizard Hat
Item Steal: Hero Drink, Trident

Gilgamesh can be rough for first timers. At the start of the fight, you'll want to set up Protes on all of your characters to reduce the damage of Gilgamesh's physical attacks, and Haste to speed them up. Make sure to keep your HP above 300-400 at all times, since later on, after taking so much damage, Gilgamesh will start using Jump, which deals quite a bit of damage. Also, at the time that Gilgamesh starts using Jump, he'll also cast Protes, Shell, and Haste on himself. Keep attacking him and he'll eventually go down.

After the fight, you'll be blown away to a different continent, in where you must make your way to your next destination.

= = = = =
C) Travel to Lugor [FAQ-018]
= = = = =

Enemies:

- Kuzer
- Subterranean
- Devourer

The path to Lugor is a bit longer than normal, and the random encounters can get rough real quick, especially if you run into the Kuzer enemies, which have a ton of HP and uses ??? at infrequent times, which later in the fight, will result in an instant death to any character. I'd either recommend not fighting him or quickly killing him if possible. All the other enemies are easy to dispose of by now.

Once you reach Lugor, you don't actually HAVE to go here, but the equipment here are WELL worth the effort, especially since they're all pretty good. Make sure to stock up on 4 of everything here. Also, look for a secret passage in the left wall of the pub to find a piano. Once you're done here, head out south. You'll see a castle here, which you don't have to go to, but the Shield Dragon enemy here offers a lot of EXP, ABP, and GP at this point of the game, though the only way you can defeat them right now is to use Control and have it cast Blaze on itself. Continue on down south and head eastwards. Stay near the top while going east, since you'll need to head north afterwards. Head east to the forest, talk to the Moogle here, and save before heading inside.

= = = = =
D) To the Moogle Forest! [FAQ-019]
= = = = =

Enemies:

- Acrophis
- Blood Slime
- Mog Eater

Treasures:

- [Grove of Moogles]
- 4400 GP
- Phoenix Down

Here, you'll want to be careful that you don't run out of MP, so bring some Elixirs and Ethers with you beforehand. The majority of enemies here are weak to Lightning, so a Bolt2 or two will wipe

out just about anything here. Make your way around this area carefully, since if you miss one thing, you'll have to go through this entire area again just to get it. After you have gone across the ice to an area with two pathways, grab the 4400 GP from the treasure chest here, and take the left path. Go through the tunnel, and grab the Phoenix Down from the treasure chest here. Continue onwards, and make sure you heal up before heading up the stairs.

Boss Battle: Tyrasaurus

Level: 29

HP: 5000

Weakness: Fire

Item Drop: Elixir

Item Steal: Gold Shield

This boss is only hard due to the fact that he uses ???? at frequent times. You can easily use a Phoenix Down to end this fight, but why? Use Cure2 and strong magic on the boss, and it'll go down fast enough. As long as you keep your characters healed up and revived, you shouldn't have any problems really. Also, note that whenever you hit him with a physical attack, he'll counterattack, and sometimes with ????, so beware. Demi also actually works on this boss, if you want to try it out.

After the fight, you'll see a little scene where the moogles doesn't go into the desert. Keep this in mind, as the only fights are IN the desert, and with very strong enemies. Make your way around to the forest of the Moogles.

Moogles Forest

Treasures:

Ether

Phoenix Down

10000 GP

1 GP

Dancing Dirk

Cottage

Elf Cloak

Here, the Moogles will all run off. Go to the top left of the village and talk to the Moogles here. Grab all the treasures inside this Moogles' house, then go look for a Moogles Suit, which is in the house to the right of the far western house. Go to the last house, talk to the Moogles here, and grab the last treasure chest. Talk to a few of the Moogles outside, then go back to the house on the far northeastern side and talk to the Moogles

there. You'll end up in Val Castle afterwards.

= = = = =
E) Val Castle [FAQ-020]
= = = = =

Treasures:

- Hero Drink (Throne Room)
- Teleport spell (Throne Room)
- Angel Robe (Backroom of Shop)
- Regal Cutlass (Hidden behind castle in water)

[Skip storyline]

After the storyline, go to the roof and talk to Krille, then go check around the castle for treasures and the very useful Teleport spell. Also note that you can fight Rock Statues in the basement. While they can be killed by L5 Doom for quick EXP, ABP, and GP, you'll get better rewards later on. Make sure to check the far east part of the water to pick up the powerful Regal Cutlass!

Buy whatever you need to buy, then prepare yourself as you leave the castle. You'll run into an Abductor as soon as you leave, which shouldn't pose any threat with all 4 of your characters present. Here, you'll want to head north towards Kelb.

= = = = =
F) Kelb Village and the Valley of Dragons [FAQ-021]
= = = = =

Enemies:

[World Map]

- Ridicule
- Aqauzone
- Kornago
- Weresnake

Treasures:

- Requeim Song
- Kornago's Gourd

On the way to Kelb, make sure you have a Trainer in your party to catch a Kornago. Also, make sure you have 10000 GP in your inventory. Reason for this is, in Kelb, there will be a well that you'll want to investigate to make a man pop out. Talk to the man, and fork over a Kornago and 10000 GP to receive the Kornago Gourd, which is an extremely rare item.

In Kelb, you'll have to head to the house in the northern part of the city (the only one not locked), and proceed with the story here. Afterwards, you're free to buy anything that you need. Make sure to talk to the pack of wolves walking around in circles to get the Requiem song! This will come in handy in a few fights later on.

After you've done everything that you've wanted to do, head north to the gate and head north towards the Valley of the Dragons.

Valley of the Dragons

Enemies:

- Drippy
- Grimalkin
- Poison Eagle
- Dragon Zombie
- Skelesaur

Treasures:

- 5000 GP
- Cottage
- 7000 GP
- Coronet
- Wind Sword
- Phoenix Down

Note that you can learn Magic Hammer from the Drippy enemies here. Also, you might want to try out the Bard class here, since Requiem works well against the Dragon Zombies and

This area might be a little rough, but it's not that bad in reality. When you first come here, just head north into the first opening you see and pick up the 5000 GP there, then head outside and head north again to the next cave. Work your way around to the other side of the cave. Wrap around to the right, and head down in this cave, making sure to get the Cottage along the way. Head across the bridge and head down. About this time, you'll probably run into an enemy named ????, which you cannot kill. This ???? will be important later on here.

In the next cave, just head straight across. After this area, you'll see a bunch of bones lying around. Check the 2nd to last bone from the next exit to receive the Bonemail. A special note about this armor, is whoever is wearing it is considered Undead, therefore, all healing spells save for White Wind will harm that character, and when that character dies, you cannot revive them. However, this is one of the strongest armors in the game, so up to you if you want to use it or not. By now, you should be running into ???? with a Skelesaur and a Dragon Zombie, who both will turn against ????. If you kill both enemies in time and not have ???? die, at the end of the battle, ???? will join you as Golem (you will

Your first task is to head towards Gill's Island, though once you arrive, the island will sink. After that happens, head towards Surgate Castle (which is directly west of where Gill's Cave was). Make sure to check everywhere in this place for all the treasures. For the Library, you'll need to place 3 books in their right bookselves in order to grab the treasure. There is one treasure that you cannot get until World 3 due to a man standing in your way. Also, definitely stock up on the equipment here, as they are pretty powerful. After you're done with Surgate Castle, head towards the east of X-Death's Castle until you see a bunch of ships. You'll want to save outside of the ship, since you cannot do so inside, and there'll be a boss fight soon. To enter the fleet, land the dragon on the big ship.

[Skip storyline]

After you hear the Big Bridge music again, head up to the decks to see Gilgamesh has ambused the ship. You don't have to fight the Gobblidigoos, but if you want extra EXP and whatnot, go ahead. When you're ready, go talk to Gilgamesh to start the boss fight.

Boss Battle: Gilgamesh, Enkidoh
Level: 31/29
HP: 8888/4000
Item Drop: Gold Shield, Trident
Item Steal: Genji Glove (Gilgamesh), Green Beret (Enkidoh)

You'll WANT to have at least one person who can steal in this fight, so that you can get the unique Genji Glove from Gilgamesh. You can finish off Gilgamesh fast if you want, but if you don't, then Enkidoh will show up. You can Control Enkidoh to learn White Wind if you haven't gotten it yet, and you can learn Missile and Doom Claw from Gilgamesh now. This fight isn't too hard, as long as you keep your HP up above 600. Geomancer's Tidal Wave attack wrecks havoc on both enemies. Monks also work well here.

After the fight, you may want to rest up before following Zeza, since you won't be able to go back to the World Map during the next sequence.

= = = = =
H) Barrier Tower [FAQ-023]
= = = = =

Enemies:

Reflect Knight
Level Tripper
Traveler
Ultragigas
Ziggurat
Neon
Red Dragon
Blue Dragon
Yellow Dragon
Magnities
Gravidead

Treasures:

9000 GP
Blood Sword
18000 GP
Hair Ornament

The path is really straightforward. You shouldn't have any problems figuring out where to go. There are a few things worth noting to make this it's own seperate section.

1) There are a few treasure chest that contain powerful monsters (either Red Dragons, Blue Dragons, or Yellow Dragons). If you can, try and learn L3 Flare from Red Dragon. Also, Control works wonders against all 3 of them.

2) Now is the best time to learn L2 Old and L4 Quarter if you don't have them!! You can also learn Aero3 from Ultragigas and Time Slip from Traveler, and if you don't have them, Flash from Neon, L5 Doom from Level Trippers, and Guard-Off from Ziggurat.

3) Some worthwhile things to steal from here are: Partisan from Ultragigas, War Hammer from Reflect Knight, Poison Axe from Reflect Knights. Also, try and win some Wall Rings from Reflect Knights if you want; they sell for 25000 GP a piece.

At the top, make sure to heal up and prepare to fight the next boss.

Boss Battle: Atomos

Level: 41

HP: 19997

Item Drop: Dark Matter

Item Steal: Ether, Flail

There's a trick to this boss. As long as you have all your party members alive, it will constantly use Comet until one party member dies, then will occasionally use Comet while sucking in the KO'ed party member. After that KO'ed party member is sucked in, he/she is removed from the battle. So, the battle is pretty straightforward if you use Haste on everyone while being a powerful physical fighter like Knight or Monk. Not too hard

unless you try and keep everyone alive.

[Skip storyline]

You now have control of the submarine! Your next destination is really Gill's Cave, but there's some things that you can do now (refer to Breakpoint! MORE Optional Stuff to do section).

= = = = =
I) Gill's Shrine [FAQ-024]
= = = = =

Enemies:

- Radiator
- Metamorpha

There aren't any treasures here, so you won't have to worry about missing anything. Also note that there is a rare enemy called Metamorpha who drops the ever-so-rare Light Staff. While not being much, for perfectionists, this is the best and easiest way to get them, even when they're a rare drop. You must defeat the Metamorpha in their original forms and hope that they drop this elusive item. Also note, if for some odd reason you haven't learned it yet, you can get Red Feast here from the Radiators, who like to use it as a counterattack quite frequently.

The path is pretty straightforward, and if you went to Moore and got the spells and equipment there, none of the monsters here should pose any threat to you at all. When you reach the room with 5 treasure chests, inspect the middle treasure chest, pick up the rock, and put it in the top-left treasure box. Go inside the opened door, push the switch, then go back to the previous room and put the rock into the bottom-left treasure box and head along the path. After you go pass the room that you opened the path for, in the room after that, head to the bottom left area of the room to find a secret passage to a switch. Push the switch, then head back and go inside the new passageway that opens up. Continue on the path through the hidden tunnels. After some storyline, you'll get the Elder's Branch. After this, head off towards Moore Village.

= = = = =
J) Moore Village and Forest [FAQ-025]
= = = = =

Enemies:

- Mini Mage
- Galacjelly
- Mamon
- Imp

Succubus

Treasures:

[Moore Village]

Hunting Knife

[Moore Forest]

2500 Gil (1st area)

Ether (1st area)

4900 Gil (2nd area)

Phoenix Down (2nd area)

9500 Gil (2nd area)

Cottage (3rd area before fire)

Giant Drink (3rd area before fire)

Elixir (3rd area before fire)

Aegis Shield (3rd area before fire)

Mace (3rd area before fire)

Flame Shield (3rd area after fire, if you did not get the Aegis Shield)

Ash (3rd area after fire)

Flame Saber (3rd area after fire)

You'll have to look for a dot to the far west underneath the water and go there with the sub, then rise up with the sub to reach the area of Moore. This town has the best armor in the game until you obtain the Crystal equipment later on, so make sure to get 4 of everything here. It'll take some time, but it's well worth it. Also, make sure to pick up the 2nd Hunting Knife and play the next to last piano in the pub! Also, make ABSOLUTELY sure you get the new magics here; all will be very useful, including Haste2 and Cure3! When you're done here, head east to the forest.

Note that you can learn Little Song from the Mini Mages here.

You'll need the Elder's Branch to enter, which you get from Gill's Shrine. Proceed into the forest, and make sure to search for 2 treasure chests in this area. To proceed in this area, you'll have to check the tree that has a hole in it (the first tree you'll have to inspect is the one by the Ether treasure chest). After inspecting this tree, go inside it to the next area. In the next area, head right and up to grab the 4900 GP, then head straight up until you get the Phoenix Down. Go down and then east. Make sure to grab the 9500 GP floating around in a treasure chest around this area before you head to the next tree.

In the next area, head left and grab the Cottage, then go right and grab the Giant Drink. Head northeast to find a save point. Use this if you want. Head down, then left, and then upwards and to the left to grab the Elixir. Head straight north to grab the Mace, and then head west. You'll see the forest is on fire, in which case you'll want to grab the Aegis Shield now before you go into a hole that a Moogle pops out of. After the Moogle moves from the entrance, you'll be able to leave. Take this time to recover fully from the water here. Outside, make sure to grab

the Ash item and the Flame Sabre weapon. You can also leave the forest now via south and return to Moore Village if you need to stock up on items or get anything that you didn't get before. Save outside of the forest, and when you're ready, head north towards the Elder Tree to fight your next bosses.

Boss Battle: 4 Crystals

Level: 77

HP: 7777

Item Drop: Ash

Item Steal: Elixir

All 4 Crystals correspond with an element. Therefore, if you know the element of a crystal, you can use the opposite element to severely hurt it. However, note that after you knock a crystal's HP down to about half, it'll start constantly using it's strongest attack. You'll want to kill off all but the Wind Crystal fast. Reason for the Wind Crystal staying alive is to learn Aero3 if you don't have it yet. This battle's not too hard, as long as you keep your HP above 600 and don't attack more than 1 crystal at a time. You can also learn Aqua Rake here if you haven't gotten it yet.

After you win this fight, you'll be forced into another fight of which you cannot win regardless, then storyline happens. When all is said and done, head back to Moore Village and stock up on the armor there, and if you have enough money, head back to Surgate Castle and get some of the weapons there. Your next objective is X-Death's Castle, but make sure you stop to look at the next section.

= = = = =
K) Breakpoint! MORE Optional Stuff to do [FAQ-026]

= = = = =
Once you obtain the Submarine, you can head to a cave that is underwater northwest to a forest known as Shoat's Forest. Here, you can encounter the boss Shoat. Defeating him takes some time, since he'll counterattack you with Evil Eye constantly, which turns a party member to Stone. You'll want to bring a lot of Softs with you in this fight. As long as you can keep Stone cured and your HP above 500, you should be fine. After you defeat Shoat, you'll get the Shoat summon (you'll have to use the Shoat item in the menu to receive the summon).

Also, you can attempt to go through a cave between Val Castle and Big Bridge, which nets Gil every step, but you'll also be forced into a fight with the super-powerful Gilgame

enemy and the extremely powerful non-boss type enemies. I'd recommend not bothering with this area, since it's not worth the time and effort at all.

Now is also your last chance to get anything that you're missing in this World, since after Ex-Death's Castle, a lot of the stuff here will be gone now.

NOTE!!!

Before you go and defeat X-Death, MAKE SURE YOU HAVE ALL OF THE FOLLOWING!!!

-All treasures from all dungeons/towns

-99 Spears and Power Staffs

-All of the following White Magic:

Blink
Shell
Cure3
Reflect
Berserk

-All of the following Black Magic:

Drain
Break
Bio
Fire3
Ice3
Bolt3

-All of the following Time Magic:

Float
Comet
Slow2
Return
Demi2
Haste2
Old

-All of the following Summons:

Golem
Shoat
Carbuncle

-All of the following Blue Magic:

L4 Quarter
L2 Old
L3 Flare
Little Song
Time Slip
Aero3

(The rest you should already have from World 1)

-The Requiem Song

-ESPECIALLY the treasure in Moogle Village

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L) X-Death's Castle....Confrontation! [FAQ-027]
= =

Enemies:
Reflect Mage
Twin Lizard
Blind Wolf
A Rage
Magic Dragon
Black Warlock
AdamanGolem
Hypnot
Motor Drive

Treasures:
Ether (1F)
Diamond Shield (1F)
Ice Shield (4F)
Ether (5F)
Elixir (6F)
Gale Bow (6F)
Blizzard (7F)
Kotetsu (7F)
9900 GP (8F)
Elixir (8F)
Double Lance (10F)
8000 GP (10F)
Partisan (12F)
MagiShuriken (12F)

NOTE!!!

For your Perfect Gamers, this is the absolute last chance to get Spears from the Shell Bear in the basement. After you transform the castle, you won't be able to get these anymore. I'd recommend you get all 99 now if you so choose to!

END NOTE

The first area is pretty easy. When you reach the dead-end, try and turn back, and the castle will transform. After the castle transforms, head up. You'll be able to fight Magic Dragons now, which uses the L2 Old spell. Learn it now while you can! Also, keep an eye out for Red Dragons. They have the L3 Flare spell, which you'll have to Control them, then cast Reflect on them and have them use the spell on themselves. Also, after the castle transforms, there will be various points that you'll want either a Thief to find hidden passages (though they shouldn't be too hard to find) and a Geomancer for the magma pools and hidden holes.

In the next room, head down, then right and up. You'll see a treasure box that you can't get. Go to the left of this treasure box and pull the switch on the wall, then grab the Ice Shield from the treasure chest. Continue onwards to the next floor.

Here, you can simply skip the majority of the winding passages by simply going through a secret passage near the start of the area. Grab the Ether here and continue on. In this next room is where you'll want Geomancers. The reason being is there is a hidden passage at the far southeast corner of the area, where the Gale Bow, then head back and go to the next floor, making sure to grab the Elixir on the way.

On the 7th floor, you'll start to fight dragons now. This is your best chance to grab L3 Flare and level up. Just up ahead is a save point if you need it. To get across this area, you'll need to step on the skull on the floor and press the confirm button to stop the moving platform. Note that if you miss anywhere where you cannot walk, you'll be forced into a fight. Grab both treasures, then go save and GET L3 FLARE NOW!!!

On the 8th Floor, make sure to go right and grab the Elixir, then go all the way left and grab the 9900 GP. Head into the door afterwards. In the next area, you'll want to be cautious, as this is where the falling platforms are. Also, this is where you'll want to get the summon Carbuncle, which you'll have to fight to get. There's no real need of a strategy for him, since Geomancer's Sonic Booms destroy it real quick, and as long as you revive from X-Zone, Break, and Doom, you'll be just fine. The boss isn't too tough as long as you're around level 30 or so.

In any case, when you reach the big pool of magma, instead of going up the closest set of stairs, head to the far right and go

up those stairs to grab the 8000 GP from the treasure chest here. Go back and head up the other set of stairs to a room full of skulls. The goal here is to make it to the the bottom platform to activate the path to the next floor (the top platform leads you to Carbuncle). Make sure to grab the Double Lance from here! Up ahead is a save point, which you SHOULD use, since you have a boss fight coming up (2 if you check the treasure chest in the middle of the room, which you'll want to anyways to get the fight with Gilgamesh). Make sure to go into the room on the right in this area to grab the last 2 treasures of this castle, check the treasure chest in the middle of the previous room, and try to go into the next room to be forced to fight Gilgamesh.

Boss Battle: Gilgamesh

Level: 53/67

HP: 55000/60000

Item Drop: Excalipur

Item Steal: Potion (1st form), Genji Helmet (while in 2nd form)

Gilgamesh is a bit tougher, but not by much. You can still learn some Blue Magic from him, like Time Slip, if you don't have them. As long as you keep your HP up, there should be no reason that you ever lose to him. When he switches to his second form, all you'll want to do is steal from him until you get the Genji Helmet, since the battle will automatically end anyways soon.

After the fight, you'll have Excalipur. While being the weakest weapon in the game, it is one of the stronger Thrown weapons with an attack power of 100. Not bad, eh? Best save it for some other time. Go back and save, then continue onwards and prepare to face X-Death!

Boss Battle: X-Death

Level: 66

HP: 32768

Weakness: Holy

Item Drop: None

Item Steal: Elixir, Judge-Staff

This fight is extremely rough. X-Death will open the battle with Condemned (another Blue Magic that you could learn right now, but it's best to get it later), so that character will die in 30 seconds. Revive that character when he/she does die, and cast Reflect on your party. X-Death has very brutal spells that he'll cast later on in the fight (Fire3, Ice3, and Bolt3, as well as Meteo, which cannot be reflected). Also, keep in mind that X-Death will use L3 Flare and Vac Wave throughout the fight, which will do a load of damage, so make sure you keep as healed up as possible. Also, do not cast Slow on him, as he'll counter with Haste, and keep in mind that he will use Dispel on your party. You can also steal a Judgement Staff from him if you want, though I'd focus

more on beating him, since you can get more of those later on. As long as you keep your party healthy and in reflect status before X-Death starts double casting spells, you should do fine. Note that L3 Flare works extremely well on X-Death.

After the fight, more storyline happens, and you'll be at the start of World 3!

END WORLD 2/START WORLD 3

= = = = =
A) Back Home [FAQ-028]
= = = = =

There's not really much to do here right now, since it's mostly storyline related. However, this is your last chance to grab everything in Tycoon, so make sure you do so now. If you need to know where stuff is, refer to the earlier section on Tycoon Castle. After you gain Boko (who is still in the Pirate's Cave. Just head to the entrance and you'll get him back), you'll have to head back to Tycoon Castle and go past it. Head northwest and continue west past the mountains until you end up in an area. Make sure that you save beforehand for this boss coming up, just in case.

Boss Battle: Antilion
Level:
HP:
Item Drop: None
Item Steal:

Really, this boss isn't that hard, as long as you don't do anything stupid like letting your characters get low on life. A Knight and a Blue Mage with Time Magic should suffice in this fight. Like I said, it's not hard at all.

After some events, Faris will rejoin your team, and you'll need to head to the cave southwest of your location. You'll notice that this is Gill's Shrine, but you won't fight any random encounters here anymore (which means, if you're looking for the Metamorphas, you'll have to find them in another location now).

[Skip storyline]

You'll then have to go to the Library of Ancients, and then your next objective is to head to the Pyramid in the Sands of Tides to the west. However, before you do, MAKE SURE TO GRAB THE MAGIC SONG FROM THE SCHOLAR ON THE RIGHT ON THE TOP FLOOR! This is the only chance you get to get this song! Also, now's the last time to learn Moon Flute, L5 Doom, and Aero2 from the enemies here.

Also, I hope that you got everything from the Library of Ancients, Walz, and Rikks Village, cuz you won't be able to now.

= = = = =
B) The Pyramid [FAQ-030]
= = = = =

Enemies

- Nile
- BrandLamia
- The Damned
- Auspices
- Grand Mummy
- Archeosaur
- Pyramidia
- Mummy
- Mecha Head
- Zefa Zone
- Rock Statue
- Fall Guard

Treasures:

- Ice Shield (B1)
- Hex Ring (1F)
- Flame Shield (3F)
- Dark Matter (3F)
- White Robe (3F)
- Elixir (4F)
- Elixir (4F)
- Thornlet (4F)
- Black Robe (4F)
- Dark Matter (5F)
- Black Costume (5F)
- Dark Matter (6F)
- Crystal Mail (6F)
- Earth Hammer (7F)
- 10000 GP (7F)
- Cottage (7F)
- Elixir (7F)
- 12000 GP (7F)
- Dark Matter (7F)
- Elixir (7F)
- Dark Matter (7F)

Dark Matter (7F)
Dark Matter (7F)
9000 GP (7F)
8000 GP (7F)
Ribbon (8F)
Protect Ring (8F)
Hair Ornament (8F)

When you reach the Pyramid, you'll have to fight a pair of Gargoyles. This particular boss must be defeated at the same time, because if you defeat one and leave the other alive, the dead one will revive after a short time. The best way to deal with these guys, as you'll fight them in the other locations of the lithographs, is to use L3 Flare twice to finish them off. If you don't have L3 Flare, you'll have to alternate your attacks on each one. Having 2 Knights both with 2-Handed is a good idea in this case, and waiting on everyone's ATB to fill up also helps a lot.

After the fight, head inside the Pyramid. Note that this place is huge, and there's a lot of treasures in here, so I'd recommend getting them all here now. Also, you can learn Condemned from the Damned enemies that are in treasure chests here. Another note is that the majority of enemies here are weak to Ice, so a Knight with Ice Brand will destroy basically anything here. You can also learn Guard-Off from The Damned or Niles, and Black Shock from Niles (though you have to give Niles and The Damned Ethers.

Inside the Pyramid, head all the way to the left and work your way around to the 3 switches. Press each switch until you get a clear path in the middle of the spikes to the other side, and fall down the sand to the next floor. Note that every treasure chest contains a monster in them, so you'll need to be careful with that. Defeat the monsters here and take the Ice Shield here. Exit by going up the stairs (watch out for the snakes here), and on the next floor, go to the staircase leading up, find the secret passages leading over to the other side (watch out for snakes here too) and inspect the sarcophagus to fight a Grand Mummy. After beating it, go inside the coffin and grab the Hex Ring. Now, work your way back and press the button to stop the sand, then go back and around to the start of the area, and head up the other flight of stairs.

On the next floor, press the first and last buttons to open the doors (pressing the 2nd button releases more snakes), and make your way upstairs. Here, grab the 3 treasure chests, and then head to the right. Here, you'll need to wait for the spikes to go down, and then RUN up the stairs to the door. If you don't move fast enough, the floor will change, and you'll fall back into the spikes, which will damage all of your party member's HP.

In the next room are a bunch of limited enemies (called MechaHeads). They only give ABP when defeated, and can be tough if you're not prepared enough. However, I'd suggest

beating them all if you can just for the ABP (and to make the paths easier to navigate). Make sure to inspect the coffin and fight the Mummy's there to grab the treasure inside, and grab all the treasures on this floor! Note that the Thornlet provides excellent defenses, but puts the wearer into Gradual HP Loss state. Combine this with Bonemail and Hex Ring, and no physical attacks will really damage you. To reach the treasure on the far left, you'll need to press a switch to get to it, and to get to the next area, check the coffin on the left side of the room. You'll want to use the save point in the next room for sure, even though there's no boss in this dungeon.

Also, for Perfect Gamers, do not kill the Bludgeoner, as you'll need him to get an infinite amount of Thief Gloves from him.

On the next floor, go left and take the upper route to 2 treasure chests, then head back and go the other way. Here, you'll want to fall down the sands to where some treasure chests are. There will be a hidden passage along the left wall, which you can use to get any other hidden treasures, and will also be your way out of the tiny room. When you've gotten all of the treasures here, head back up to the sands, and press each button to stop the sand flow. Also note that if you use Secret on the 5F, you'll see the secret passage to the treasure chest in the middle left room, so you won't have to fall down here more than once.

On the 7th floor, make sure to check for hidden passages! They're everywhere here, and there's a crapload of items on this floor. You might as well get them now to avoid having to come back here later. To get one of the items, you'll need to fall down the hole on the 8th floor. On the 8th floor, watch for the pattern of the floors, and step on them accordingly. Make sure to grab all 3 treasures here. Head down the right path first to grab 2 treasure chests, then head back up the stairs and go to the left path and grab the remaining 2 treasures, and when you head up to the door, make sure to stick to the blue part of the floor. To get the rest of the treasure on the 7th floor, you'll need to go through a door in the room with the flowing sands. Make sure to press the left switch in this room as well.

Head into the last door and pick up the Lithograph here. You'll see some more storyline, and you'll need to head back towards the airship. If you want, you can head towards the nearby Moore Village if you need to stock up, but make sure that you save before going back to the Elder's Tree! However, I'd suggest saving your hard-earned money for something in the next section.

Boss Battle: Mellusion

Level: 29/29/29/33

HP: 20000

Item Drop: Maiden's Kiss

Item Steal: Leather Armor (1st form), Leather Cap (2nd form),
Leather Shoes (3rd form), Leather Shield (4th form)

This boss is a little tricky in the fact that there are 4 forms to her, 3 of which are strong against physical attacks and weak against magic attacks, and one that is the complete opposite. Therefore, make sure you have 2 Knights with magic abilities and at least one mage in your party (preferably a Black Mage, though you may want to use a Blue Mage with Time Magic). This fight shouldn't be that hard at all as long as you keep your HP up, just avoid using elemental attacks since Mellusion likes to heal from it.

After the fight, you'll get Reina back on your team, whom you'll have to bring back to life. Head towards the airship now and take a look at the next section.

= = = = =
C) The Great Optional Quest! [FAQ-029]
= = = = =

Now we've come to the big part of the game.....World 3 is basically a whole bunch of sidequests now. You know those lithographs? You don't need to get the other ones aside from the one in the Pyramid. Yep, that's right. If you wanted to, you can skip everything now and go straight to the N-Zone, where the entrance is right where Tycoon Castle used to be. However, I'd highly recommend completing these sidequests, as they generally give you the most useful things in the game. There will be one area that I'll recommend saving; the Fork Tower. Why? Well, for you Perfect Gamers, the Fork Tower is the only place you can steal more Shock Whips so.....you'll probably want to keep this place around as long as you can. Now, what are all of these sidequests? Well, here's a breakdown of each individual thing you can do right now, in no particular order:

- Easterly Falls
- Solitary Island
- Great Sea Trench (requires you to go see Cid and Mid in Catapult, which you can only access by completing Fork Tower)
- Fork Tower
- Mirage Village
- Magic Lamp quest
- Mirage Vest quest
- Bahamut quest
- Phoenix Tower
- Sunken Walz Tower (same as with Great Sea Trench)
- Odin quest
- Hydra quest
- Piano quest

As stated before, you don't HAVE to do any of these, and can

instead skip straight to the N-Zone, but like I also said, these are useful to do just to get the stuff that comes with them. We'll take a look of each of these in greater detail (some of these will be delved into in greater detail in the "The Rest of the Optional Stuff" section.

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D) Island Shrine [FAQ-031]
= =

Enemies:

- Druid
- Tote Avis
- Red Harpy
- The Damned
- MechaHead
- Shade Dancer
- Slownin

Treasures:

- Potion (Switch room)
- Hard Body (Switch room)
- 12000 GP (1F)
- Elixir (1F)
- 9000 GP (1F)
- Razor Ring (1F)
- Protect Ring (2F)
- Ether (2F)
- Crystal Helmet (2F)
- Beast Killer (3F)
- Ether (5F)
- Dragon Fang (5F)
- Circlet (7F)
- Dark Matter (7F)

Dispose of the Gargoyles the same way you did back at the Pyramid.

Inside, in the second room, there is a hidden passage in the right wall, which will lead you to a treasure chest with 12000 GP. After that, you'll need to work your way towards an open air shaft, which will suck you into a room with 2 switches. Here, go into the corners and check the walls to receive 2 hidden treasures. Next, flip each switch a different way before flipping the left one down and the right one up. In the next room, there is a treasure chest that has an optional boss in it (either Invisible or Pantera). I'd recommend using Berserk on these enemies to avoid them splitting into 3 later on in the fight, making it a lot easier to beat them. Also, keep an eye on your HP! These guys do hurt, a lot! Fire does hurt Pantera a lot, so if you have 2-Handed with a Knight and Flame Saber, you'll easily beat through it. L3 Flare also works on Pantera.

Continue onwards and make sure to expect every corner of this room. There is a treasure chest in the middle of the room that contains a MechaHead, so be careful. Head to the north when you're done with this room. On the next floor, beware of hidden holes in the floor, and grab all the treasures here. Also, don't bother fighting Tote Avis, as he's a waste of time to deal with.

You'll also want to search the 5th floor for treasures, but be wary of even more holes in the floors. On the 7th floor, make sure to grab the treasure chests on both sides of the area, then head to the middle and heal up for the boss fight ahead.

Boss Battle: Stoker
 Level: 7
 HP: 20000
 Item Drop: None
 Item Steal: Dark Matter

This boss is tricky, simply for the fact that 3 of them aren't real. Only one is, and using multi-attack abilities will cause all of them to counterattack, potentially killing your party. You'll want to keep 2 people with Blue Magic or Blue Magic/White Magic for healing and reviving purposes, and cast Haste on your party to speed things up. Have your physical fighters attack each one individually until you hit the right one, and keep at it until you finish the boss off. Also, watch out for Hurricane, as it'll reduce a character's HP to single digits. Note, you can also learn Mind Blast here.

After the fight, you'll have the 2nd lithograph, and you can now leave if you want.

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 E) Fork Tower [FAQ-032]
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Enemies:
 Tiny Mage
 Deem Master

Treasures:
 Ether
 Wonder Wand
 Potion
 Defender
 Flare spell
 Holy spell

Note that you HAVE to do this before you can go to Great

Sea Trench or Easterly Falls. However, for Perfect Gamers who like to have 99 of everything, this is one of the places that will take up the longest of your times. Reason being that there is a weapon, the Shock Whip, which you can only get more of here, and after Fork Tower disappears, you can no longer get anymore of them. Also, these enemies only appear in the Tower of Magic, which means that anytime you try and steal from them, they will immediately counterattack with a powerful physical attack that will more than likely kill anyone in your party.

And speaking of towers, you'll want to split your party into 2 groups of 2 people. Make sure the ones that you send to the left (the Tower of Magic) are mages (equipping them with Wall Rings makes them relatively safe from the enemies over there), while the ones you send to the right (the Tower of Power) don't use any magic whatsoever. The reason being, if you use the opposite attack on the enemy in the towers (for example, a physical attack on an enemy in the Tower of Magic), then that enemy will counterattack with an extremely powerful counter that will more than likely kill anyone. I would highly advise not fighting any battles here if you can help it. Also note that you cannot use Teleport to leave the tower.

You'll start with your party in the left tower, then the party on the right. MAKE ABSOLUTE SURE THAT YOU PICK UP ALL TREASURES ON THE WAY! It's impossible to miss any of these, but you will not be able to get these again after the Tower disappears. Note that at the top, you'll have to fight two bosses. The first will be with the party you brought to the Tower of Power.

Boss Battle: Minitaurus
Level: 37
HP: 19850
Item Drop: Leather Shoes
Item Steal: MagiShuriken

Being a strong physical class like Knight or Lancer helps a lot here of course, but it also helps that you bring a healthy dose of Potions and Phoenix Downs as well. Also, note that you cannot use magic here at all, so make sure you don't have any magic abilities equipped. Knights are very useful here for the fact that they have the Guard ability intact, so you can have one character guard while the other attacks, and if one dies, you can just use a Phoenix Down, bring back the KO'ed character, and hope that he/she doesn't die again (or the one that defends for him/her has enough HP to survive blocking it), and be virtually invincible the whole fight. After you kill the boss, he'll try and cast Holy, which will fail (unless you give him an Ether).

After the fight, make sure that you grab the spell quickly or else it's game over (dunno if this counts if you go into the menu or not. I managed to go into the menu, heal up and equip Steal, and still grabbed the spell). And yes, you'll want one character with Steal here.

Boss Battle: Omniscient

Level: 53

HP: 16999

Weakness: Wind

Item Drop: None

Item Steal: Tonic, Kornago's Gourd

The reason for stealing here is for Perfect Gamers, Omniscient is the holder of the 2nd Kornago's Gourd, which is the only other one in the game. If you steal and don't get Kornago's Gourd, just attack Omniscient to have him cast Return and try again. After you steal it, if you have both characters with Wall Rings, the boss will never hurt you. Make sure that you have enough Ethers or Elixirs (or both) to keep your MP up, and have both characters with Hair Ornaments. This boss is a piece of cake to beat, though make sure you have someone with Reflect or both characters alive after you kill him, otherwise you will probably die to his Flare attack he uses when he dies.

After you beat both bosses, the Tower will disappear, and the entrance to Catapult will be revealed. You'll need to go here in order to go underwater (which is essential to reaching Easterly Falls, Great Sea Trench, Sunken Walz Tower, and the hidden man south of Karnak). Also, you will now have Holy and Flare, which should give you all the Black and White Magic spells in the game. I would highly recommend, that after you get done with Catapult, to go to the sea south of the Phoenix Tower, but north of Walz Tower, and move back and forth on that sea (make sure that one character has Control and one other Learning), and keep fighting there until you encounter the Stingray enemy. Reason being is that this enemy has the powerful and useful Guardian spell, which casts Shell, Protes, and Float on your entire party. If you're fighting the weak World 1 enemies instead of the enemies that gives you no EXP, then you're in the right place. After you learn Guardian, I'd advise going to Phoenix Tower and learning the Blue Magic there, which should give you the rest of your Blue Magic spells.

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F) Easterly Falls [FAQ-033]
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- Enemies:
- Mercury Bat
 - Aquagel
 - Alcumia
 - Dinglberry
 - Corral

Fall Guard

Treasures:

- Ether (1F)
- Turtle Shell (1F)
- Air Lancet (1F)
- Giant Drink (B2)
- Rune Edge (B2)
- Protect Ring (B2)
- Phoenix Down (B3)
- Wall Ring (B3)
- Enchanter (B3)
- Artemis (B4)
- 12000 GP (B4)
- MagiShuriken (B5)
- Aegis Shield (B5)
- Double Ax (B5)
- Leviathan summon

To reach this area, head towards Easterly Falls (northwest corner of the map) and head underwater south of where you see a cave entrance (you should see an entrance underwater here. If not, look at your map and head towards the closest dot on it). You'll have to pass through a cave, though the enemies here shouldn't pose much of a threat. Outside, head towards the waterfall and walk into it to reach Easterly Falls. Defeat the Gargoyles here as normal, and head inside.

In the first area, you'll have to search carefully for the treasure here. Be wary of Alcumias here; they usually come with Frogs. If you un-toad these enemies, you'll have to fight even stronger enemies (usually Red Dragons or Yellow Dragons). And if you run into a Dinglberry, just run. They take far too long to kill and aren't really worth the time. When you've gotten the 3 treasures in this room, head up to the next area. You'll see 2 different ways to go. Either way leads to the same area, but I suggest taking the right path. Reason being that there is a treasure that is hidden along the right wall here, being the powerful Rune Edge weapon. Grab all the treasures along the path here, and when you come across a treasure chest across a waterfall, press the waterfall and hold O to run to the treasure chest. You'll have to be fast to get this one before the waterfall activates again. In the next area (B3), you'll have to go out of your way to grab a treasure chest in the upper route. After you grab this, head on down the lower route till you reach the next area, picking up the rest of the treasure along the way.

In the next room will be a Save Point. Use it if you want, then continue on. Head into the room in the center of this area and grab the Artemis, then go back and work your way to the left side of the left passage (beware of a hidden hole here) and grab the Enchanter just north of here. Head back and grab the next chest here (southern corner of this room). Now, head downstairs and be careful of holes in the ground here, as well as traps. Grab all the chests here, then head to the southwest corner, push the switch, and fall down the hole. Grab the lithograph and try to leave. A monster will try to attack you, but Leviathan

will show up and eliminate it. You CAN fight Leviathan now or later (you'll just have to go through this entire dungeon to get to him again).

Boss Battle: Leviathan

Level: 37

HP: 40000

Weakness: Lightning

Item Drop: Wall Ring

Item Steal: Elixir

Leviathan can be tough if you don't have strong enough equipment or aren't leveled up enough. He is weak to Lightning attacks, so Bolt3 and Bolt3 Sword both work extremely well against him (as well as Hydra). Make sure to keep your HP above 1200, since he can use a double Tidal Wave (which does around 500-600 damage each) and can hit the entire party. His Coilote attack you shouldn't worry about that much. He's not really hard if you just keep hammering away at him. Also, a Samurai with 2-Handed and Masamune can be devastating against this boss.

After you beat Leviathan, you'll get him as a summon and you can leave this place forever now if you wish. To leave, just run into the waterfall at the southern part of this area.

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G) Great Sea Trench [FAQ-034]
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Enemies:

Unknown

Treasures:

Water Skill (B2)

Fire Ring (B4)

Dragon Fang (B5)

Ether (B6)

Phoenix Down (B6)

Kaiser Knuckle (B8)

Meteo spell

A quick note here. The only enemies you'll encounter here are Unknowns, but there are 5 in all (2 look alike). Also note that they are all undead as well. You can learn Pep Up and Condemned here if you don't have them yet.

To reach this area, head towards the southwestern part of the underwater map. On B2, you'll want to make sure that you grab the treasure chest on the southern path. Use the save point

in the next room, then in the NEXT room, have a Geomancer in your party to avoid taking damage from the lava floors. Make sure that you keep at least 3 Bards in your party with ways to heal. Reason being that Requiem will carry you through most of the fights here. In the next area, there will be multiple switches, most of which will drop you into magma pools. You'll want to go down anyways to grab the treasure down here and continue on into the dungeon. Just make sure that you head up and grab the treasure on B4 (the switch is the middle pillar of the 3 pillars on the right side of the room). After you got both treasures, head down to B6.

There are multiple paths on this floor, so make sure to inspect them all for treasure. This is where you'll need a Geomancer, since this room is full of magma pools. Make sure to go to far right in order to go to the next floor. Here is a Dwarven Town, with no inn, but some pretty good equipment. This might be a pain for Perfect Gamers to get to all the time, since they have to go through the entire dungeon just to reach this town again. Stock up on whatever you might need, and then head onwards (don't head down the long tunnel, since that's just a waste of time). Luckily, all the stuff you can get here are also available at Mirage Village.

In the next room, go to the waterfall to go to the next area. Here, you'll want to find a switch to open the path to the last treasure in this area before moving on to the next area (which you must also press a switch for). The switch for the treasure chest is in the upper right corner. You'll have to search for the right switch for the door. In the next room is the boss, so make sure you can heal and be able to use Requiem with everyone.

Boss Battle: Triton, Nergade, Phobos
Level: 37/20/39
HP: 13333
Weakness: Ice, Fire, Earth
Item Drop: Hard Body, Power Drink, Giant Drink
Item Steal: Elixir, Elixir, Elixir

These bosses are pretty easy. The main concept here is to take them out at the same time to avoid having them revive. Best way to do this is to use Requiem with Bards. Make sure to keep your HP up above 1000 to avoid being wiped out fast (keeping it around max will help even more). Also, note that these enemies, while being undead, aren't immune to Odin, and aren't immune to Petrify either. A very easy fight as long as you don't screw up.

After the fight, you'll get the last lithograph and the final Time Magic, Meteo. Now go get the rest of the legendary weapons, and head towards where Tycoon Castle used to be to enter the N-Zone if you wish, or complete some of the optional quests in the section after the N-Zone.

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H) The N-Zone [FAQ-035]

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Enemies:

[Desert]

Centipeeler
Landsquid
QuadrHarpy
Landcrawler

[Ruins]

Grenade
Death Dealer
Cycloskull
Level Checker

[Forest]

Moss Fungus
White Flame

[Caverns]

Dragon Great
Sybaritic

[Temple]

Ninja
Yojimbo
Dragon Avis

[Castle]

Iron Giant
Death Claw
AlteRiot
JuraAvis
Fury
Sword Dancer
Mamon
Galacjelly
MiniMage

[N-Zone Final Floors]

Behemoth King
Mover
Belfagel
Crystelle
Necromancer
Mind Flayer
Crystal Dragon

Treasures:

Ether (Ruins)
Cottage (Ruins)
Elixir (Ruins)

Dark Matter (Ruins)
Elixir (Ruins)
Blood Sword (Ruins)
Dragon Fang (Forest)
Ribbon (Forest)
Power Rod (Forest)
Enchanter (Forest)
Coral Ring (Caverns)
Angel Ring (Caverns)
Thor's Hammer (Castle)
Winged Shoes (Castle)
Red Shoes (Castle Dungeon)
Prism Dress (Castle Dungeon)
Man-Eater (Castle Dungeon)
MagiShuriken (N-Zone Final Floors)
MagiShuriken (N-Zone Final Floors)
MagiShuriken (N-Zone Final Floors)
Elixir (N-Zone Final Floors)
Ragnarok (N-Zone Final Floors)

Note that this place is really huge, with lots of treasures and monsters. Also note that you can cast Teleport anytime before the true N-Zone to escape, though you'll have to go through the entire dungeon again in order to get back to X-Death.

The first area is a desert. It's pretty straight forward, and the enemies here you all encounter in the Phoenix Desert (save for the super-weak QuadrHarpy here). You shouldn't really have any problems in this part if you can handle the Phoenix Desert.

In the next area, you'll need to climb down the chain, and here, make sure to grab the 4 treasure chests you see in this room. In the next room, climb down some more chains and climb up the chain on the right to grab the treasure. Head back down and take the chain on the left through the door. Take the right path here to grab the treasure, then go back and go through the door on the left path. Climb up the chain here and head out into Mirage Village. Here, go up the left route and use the recovery pot. Note that you cannot buy anything here or talk to anyone, due to time being stopped here. Just leave the town to head to the forest area of the N-Zone.

Here, make sure to take the upper right path to grab the Dragon Fang, then take the left path. When you reach a big clearing, head south and grab the Ribbon from the treasure chest here, then head left and grab the Power Rod from the treasure chest. Head straight south and grab the Enchanter, then head up and straight left to the tree below. Make sure that you heal up before inspecting this tree, as there will be a boss fight.

Boss Battle: Wood Sprite
Level: 68
HP: 18000
Item Drop: Diamond Plate

Item Steal: Plumed Hat, Wall Ring

First thing to note is that the Wood Sprite will automatically counter with Drain everytime that she's hit. Therefore, make sure that you do more damage than she can heal, and keep your HP above 1000 at all times. This boss isn't too difficult to beat if you've done all the optional sidequests. Meteo wrecks havoc on here, as well as a White Mage with Sage Staff and Holy. Knight with 2-Handed and Excalibur and Samurai with 2-Handed and Masamune combined also destroys this boss. Nothing really hard at all, so you should be able to beat this boss no problem.

After the fight, enter the hole and you'll end up in the caverns. This area is pretty rough, and I'd suggest using Float on everyone here or having Flee. The enemies will murder you if you aren't strong enough, and Dragon Greats will counter anytime they're hit with Earthquake, which really hurts. Note that you can see an enemy beneath the waterfall. This is a superboss, whom you'll want to avoid at all costs, since you're probably nowhere near strong enough to take him on right now. You can take the waterfall as a shortcut down if you'd like. I'd recommend going through the caves though to grab the 2 treasures. Also, there is a save point in the cave below, which is about 2 screens away from you anyways. Use it now, since there is another boss in a couple rooms ahead of you. When you reach the library area, check the book on the desk to activate the boss fight. Before that, in the area above the waterfall (the area above where you see Omega), check behind the waterfall to get the Angel Ring.

Boss Battle: Apprehender

Level: 59

HP: 22200

Weakness: Fire

Item Drop: Ash

Item Steal: Ash

This boss isn't too hard. Everytime you hit him, there's a chance he'll counter with Drain, Toad, or Protes. If you can, steal the Ash from him, since it's extremely rare. This boss isn't that hard at all, since all he'll do is change your party's position, counterattack, or use a physical attack. An average party can beat him with just about any combination of Jobs. There's really no need to list a specific strategy against him. Do note that he is weak against Fire though! Watch out for the Muddle spell though.

After the fight, leave the room and you'll be in a floating temple area. Follow the invisible paths, and beware of the strong Yojimbo and Ninja enemies here. Once you reach the

other side of this area, you'll run into the castle portion of the N-Zone. Make sure to check all areas of this castle, since there's some very good equipment here. Best thing to do is in the main area, to check the left and right stairways for the paths to two treasures. When you've gotten these treasures, head to the main area again, then take the top stairs up. You should end up in the dungeon, where you'll see lots of old men running around. Ignore these guys for now, and head to the bottom left cell to where a boss awaits you. Make sure you can steal in this fight!

Boss Battle: Azulmagia

Level: 57

HP: 27900

Weakness: Poison

Item Drop: Black Hood

Item Steal: Elixir, Giant's Glove

Reason for stealing here is that Azulmagia has the extremely rare Giant's Glove, which is the only one in the game. Also, if you want to try it, you can learn a lot of Blue Magic from this boss if you haven't gotten any yet. Make sure to keep a character who can use Dispel in case Azulmagia uses Guardian. This boss really isn't too hard at all. Keep a character that can also use Time Magic and Return in case you don't get the Giant's Glove.

After the fight, a save point will appear where the boss was. Use this to heal up and save, then go to the far right cell and open it. You'll fight yet another boss.

Boss Battle: Catastrophe

Level: 71

HP: 19997

Item Drop: Soft

Item Steal: Elixir, Cottage

You can cast Float in this battle to avoid the boss' Earth Shaker move, but he'll just use Gravity 100 to dispel it on your party. Make sure to keep a character that can use Cure3 in your party, and use a Knight with 2-Handed and Excalibur to really hammer this boss. He's also not too tough of a boss, unless you don't keep an eye on your HP.

If you want, you can try and fight all the enemies in the other cells. Do note that they can be a pain, especially in their first form where they can use Encircle and eliminate a party member from the battle. Use Return if this happens, and just focus on

attacking these enemies. The treasures are mostly for the Dancer class, and you CAN get them elsewhere, but for perfect gamers, this is something that must be done. Make sure to use the save point after you beat Catastrophe, since there's yet another boss up ahead. Before you enter the castle here, head to the far left and into the stairs. Head straight right into a hidden passage and grab the treasure here, then go back and head inside. Try and head upstairs a few times and the boss will appear.

Boss Battle: Halycanos

Level: 97

HP: 33333

Item Drop: Elf Cloak

Item Steal: Light Staff, Aegis Shield

This boss will always start the battle off by turning all of your characters into Toads. Heal from this, and continue to pound away at the boss. Note that this boss does follow a pattern, and on the 7th or 8th turn, will cast Holy that will kill a party member instantly, then restart the pattern. As long as you keep healed up and continue to attack, there should be no reason for you to ever lose. You can also steal the Light Staff from this boss, which I would recommend doing.

After the fight, go back and save and heal up. This next boss is going to be a pain for Perfect Gamers, since it's the hardest part of a Perfect Game.

Boss Battle: Twin Tania

Level: 39

HP: 50000

Weakness: Holy, Water

Item Drop: Tinker Bell

Item Steal: Phoenix Down (during normal form), Double Ax (during Giga Flare form)

The hard part of this battle is being able to survive a Giga Flare. For Perfect Gamers, that's not even the hard part. There's 2 objectives for them in this fight; one is to steal the Double Ax, which can only be stolen while the boss is charging up for Giga Flare (use Guardian to reduce the damage taken), and the 2nd part is to win the Tinker Bell by defeating the boss in its normal form. Worst part is, the Tinker Bell is a rare drop (1/16 chance of dropping), which will require quite a few restarts to get. Note that the boss isn't particularly threatening unless you let it use Giga Flare (and you don't have Guardian or anything that reduces damage on your party). About 5 hits from a Knight with 2-Handed and Excalibur will almost kill it outright (excluding

the other 3 party members attacks), and combined with a White Mage, Sage Staff, and Holy, this boss will fall easily. Note that sometimes, while in Normal form, Twin Tania will counter with Tidal Wave, which does about 1000 HP to everyone, and can counter with Mega Flare when hit with spells.

After this fight, return to the save point, heal up and save, and continue onwards to the final floors of the N-Zone. Make sure you can still steal here.

Boss Battle: Gilgamesh

Level: 59

HP: 37000

Item Drop: None

Item Steal: Genji Shield

Your main focus here is to steal the Genji Shield from Gilgamesh, then inflict about 7000 HP to him to end the battle. Note that he's not particularly hard to beat, and should fall fast.

Now, I would recommend going back and saving again if I were you. The next save point, you'll have to fight a tough boss to get, and the enemies here are particularly tough. Also note, that none of the enemies here offer any EXP, but a ton of ABP and Gil. This is the best place in the game to master Job classes, so I'd recommend mastering all Job classes after you beat Necrophobe to make beating X-Death easier. For EXP purpose, I recommend the room before Twin Tania. Reason being that the Iron Giants offer 2500 EXP a piece for each party member alive (that's 10000 EXP for 1 party member alive). Best way to deal with these enemies is to use the Sword Magic Level 5 spell Break Sword, which will instantly kill any enemy in this area (as well as in the entire N-Zone area, save for Crystal Dragons). Also note that you cannot use Teleport in this area!

Make sure to pick up all treasures in this area, except for one, which is located at the end of a very long stairway. Reason for this is that this treasure chest contains the 2nd superboss, Shinryu, of which you'll want to prepare for before taking on. When you reach the 4th area, head all the way to the left till you see a glowing light and prepare accordingly. This is the last normal boss of the game before X-Death, and the last save point will be here after you defeat him. Make sure you can steal!

Boss Battle: Necrophobe, Barrier x4

Level: 66/44

HP: 44044/8800

Weakness: All elements (Necrophobe)

Item Drop: Luminous Robe

Item Steal: Elixir (Necro), Thief Glove (Necro), Elixir, Elixir, Elixir, Elixir

Note that the only way that you can touch Necrophobe is to destroy all the barriers surrounding him, and these barriers all have Reflect automatically. Your best bet is to focus on each of them one at a time, and use Meteo to attack them all at once if possible. Note that if you let them be alone for too long, they will cast Flare and Holy off of themselves at your party, which does about 800 damage per hit. Keep your HP high at all times during this fight. After you destroy all 4 barriers, Necrophobe will say something and start attacking. Make sure that you don't kill him (note that Excalibur and Holy hurt him a lot), and knock him down to about 9000 HP. If you leave him be for a while after knocking him down to about 9000 HP, Gilgamesh will appear and help you. Make sure to focus on stealing from Gilgamesh during this time, since this is the only time to get the Genji Helmet. Gilgamesh will say his farewells to party, and end the battle by using Exploder on Necrophobe, killing him and Necrophobe.

After beating Necrophobe, save and take the time now to master all Job classes. You can fight X-Death without mastering all the Jobs, but doing so will make the battle about 3 times as hard as it should be. Also, when you master all of the Jobs, switch to Bare class. Reason being, is that the Bare class will take the highest stats from certain Jobs (such as Strength from Monk and Magic from Summoner). Also, you'll be able to equip two abilities this time, and be able to equip anything in the game. Also note that after mastering all Jobs, the following abilities will be automatically on at all times:

Dash
Counter
Secret
AntiTrap
FindHole
Medicine
Cover
2-Swords
EqShield
EqArmor
EqSword
EqRod
EqBow
EqLance
EqKatana
EqAx
EqWhip
EqHarp
EqRibbon
Barehand
Caution
Footwork
First Attack
Learning

This means that you'll never have to equip these ever again after you master all classes and switch to Bare. I would recommend this set-up of a party:

Character 1

Abilities:

Blue Magic
Time Magic

Equipment:

Hair Ornament
Winged Shoes
Black Costume
Genji Shield
Assassin

-This makes it so that you can cast Return if you need to, as well as use Quick combined with Meteo for ridiculous damage. Hair Ornament helps with saving MP, while Winged Shoes helps with speed. Black Costume helps boost multiple stats, though you CAN use other armor. Genji Shield is the best shield in the game, and Assassin is just there (you can replace this with anything else). Blue Magic is there for multi-purpose use (White Wind, Guardian, etc).

Character 2

Abilities:

White Magic
Black Magic

Equipment:

Hair Ornament
Winged Shoes
Black Costume
Sage Staff
Magus Rod

-For multiple options. White Magic is mainly there for healing, and Black Magic mainly for attacking. Sage Staff is used for powering up Holy, and Magus Rod to power up your Black Magic spells. Hair Ornament, Black Costume, and Winged Shoes are the same as above.

Character 3

Abilities:

2-Handed/Sword Magic
Sshot

Equipment:

Any swords
Ribbon
Winged Shoes
Prism Dress

-For super powerful physical attacks. 2-Handed for a single mighty blow, or 2-Swords for double attack. I'd recommend 2-Swords for the purpose of being able to use Sword Magic. Sword Magic is mainly there for the Break Sword spell, which kills basically any non-boss enemies in the game. Ribbon is there for status protections and the big stat boosts. Same with Prism Dress, and Prism Dress also protects against Confusion. Winged Shoes is self-explanatory.

Character 4

Abilities:

Summon
\$Toss/Throw

Equipment:

Any weapons
Ribbon
Bonemail/Crystal Mail
Winged Shoes

-More ways to damage multiple enemies. Summon is mainly for Odin against normal monsters, and Bahamut for those immune to Odin. Throw is for powerful damage (though you can probably get by by using 2-Swords now, and \$Toss is extremely powerful when you have a crapload of GP, which you should have by now.

This set-up should guarantee you victory in basically any fight, save for Omega and Shinryu which requires a bit more planning. For X-Death, I'd recommend being around Level 40-50.

When you're finally ready, use the final save point, and head up to fight the final boss of the game.

Boss Battle: X-Death

Level: 77

HP: 49001

Item Steal: Phoenix Down, Wonder Rod

A thing to note about this fight; the more damage you do to X-Death, the weaker he gets. The main focus here is to attack X-Death relentlessly, but make sure to keep your HP high due to Meteos, Flares and Holys. Also, watch out for White Ball, which will instantly kill anyone and put Stone on them. Recover from that immediately! Also, later on in the fight, X-Death might use the Void attack, which will completely eliminate any character from the battle. If you took the time to master all the jobs, then this fight should be easy to finish.

After beating X-Death, you have one last boss to fight.

Boss Battle: Neo X-Death

Level: 67/81/86/83

HP: 55000/50000/60000/55000

Item Steal:

This boss is comprised of 4 parts, each with a crapload of HP. There is a 5th part, but it acts as a dummy and takes 0 damage. This boss can and will hit hard if you let him, and his Grand Cross attack causes random statuses, including instant death and reducing HP to single digits. Recover from this IMMEDIATELY, and focus on each party one at a time. \$Toss is great here, but don't bother with multi-hitting spells, as they'll tend to not hit the targets you want them to hit. Note that Neo X-Death does use Meteo and the powerful Vac Wave attacks, so I'd recommend using Guardian on your party if you have it. Keep your HP near max at all times, and you should be able to beat Neo X-Death with minimal problems.

Congratualations! You've beaten the game! Note that the ending is dependant on the number of characters left alive at the end of the fight with Neo X-Death, so if you want the best ending,

you'll need to have all 4 characters survive the battle with Neo X-Death.

For those who want to know how to beat Omega and Shinryu, refer to the next section.

= = = = =
I) The Rest of the Optional Stuff [FAQ-036]
= = = = =

---Hydra Quest---

Treasures:

Hydra summon

You'll need all 4 party members in your party to do this. Head to the Pirate Cave, where you first met Faris, and you'll be able to get the Hydra summon.

---Piano Quest---

Treasures:

Power Song
Level Song

If you haven't done this, go play the piano in each town that you come to, if it has it. The list of towns that has a piano are as follows:

- Tule Village
- Kerwin
- Karnak
- Crescent Island
- Jacole Village
- Lugor
- Moore Village
- Mirage Village

Note that some of these pianos are hidden, and the one in Mirage Village isn't even in a Pub. After you have played all the pianos, head back to Crescent Island and talk to the Bard there to receive the last 2 songs of the game. You'll probably

have to play the piano at the Bard's house first before talking to the bard.

---Mirage Town---

Treasures:

- Black chocobo
- Mirage Vest
- Thief Knife

You really want to come to this town. To find it, head to the land ring (look at the map and you'll see a peninsula to the far south) and look for a forest. Land near the forest and head towards the center, and the screen should fade out into the village. This village has the best equipment that you can buy in the game, as well as the Black Chocobo needed to go to North Mountain and Phoenix Tower, the last piano, and the most powerful spells for each type of magic that you need.

Also with the Black Chocobo, do not land it in Elder's Forest, because due to a glitch, you'll never get it back.

---Bahamut Quest---

Treasures:

- Bahamut summon

This is very worthwhile to do, since it nets you the most powerful summon in the game. You'll need to get the Black Chocobo from Mirage Village, and fly it over to the desert in the north. Look for a forest to land in, and trek your way north and then east to North Mountain. Be wary though! The enemies are pretty strong here, and the Landcrawler enemy spells doom for a weak party, since you cannot escape it normally. At North Mountain, just make your way back to the top to fight Bahamut.

Boss Battle: Bahamut

Level:

HP:

Item Drop:

Item Steal:

With the Wall Ring, Bahamut is very easy to take down. Without it, it'll be pretty tough. If you've learned it, cast Guardian on all of your party members at the start of the fight, followed by

Haste2. Then, cast Reflect on all of your party members. Not only will this decrease the damage you take from all of Bahamut's attacks, but his Mega Flare will now be reflected back at him when he uses it. I'd suggest a team of 2 Knights, a Time Mage, and a White Mage. Have both of your mages with Hair Ornaments and Blue Magic, and give your Knights 2-Handed. Keep your HP above 1000 at all times, since Bahamut can easily wipe out a weakened character.

After the fight, you're done with North Mountain. Also for the Perfect Gamers, you can steal Silver Glasses again now if you want.

---Phoenix Tower---

Enemies:

- Sherry
- Magic Pot
- Disabler
- Kuzer
- Liquid Flame
- Hypnot
- Soul Cannon
- Serpentina

Treasures:

- 5000 GP (5F)
- Phoenix Down (5F)
- 10000 GP (10F)
- Phoenix Down (10F)
- Phoenix Down (15F)
- 15000 GP (15F)
- 20000 GP (20F)
- Phoenix Down (20F)
- 25000 GP (25F)
- Ab Splitter (25F)
- Phoenix summon

This 25 floor dungeon is a little rough on a lower-leveled party. I'd recommend leveling up to at least Level 35 before attempting this dungeon.

Here, you can learn the Blue Magic spells Little Song, Toad Song, Roulette, and Blow Fish. Also, I'd recommend having the Mimic job class before here, and at least 8 Elixirs. Reason being is that there is an enemy called the Magic Pot that is virtually impossible to kill unless you're at an extremely high level, and will only leave when you give it Elixirs. To avoid having to give it more than one Elixir, you can use the Mimic class to Mime the Elixir over and over until it leaves, or you can use a Time Mage with Return to attempt to use one Elixir only. You'll want to do this

now, since each Magic Pot nets a godly 100 ABP. Very useful in mastering Jobs really fast.

There are normally 2 routes to take (all hidden in the walls, and in the same places on each floor). However, one will be the right way, while the other, you'll have to fight an old enemy (either a Hypnot, Kuzer, Soul Cannon, or Liquid Flame). I'd recommend learning the pattern to go in order to avoid the enemies (the Soul Cannon you might want to fight though, as you can only get more Protect Rings from it here). Also, the regular enemies here all have very useful steals and drops, so try and get as many as you can (they also sell for a nice amount of GP). At the top of the tower, you'll run into Reina's dragon, and then you'll go into a flashback. When given the option to cut the dragon's tongue, select no, and you'll receive the Phoenix summon. After this, if you got all the treasures from here, you're pretty much done with Phoenix Tower. Do note that you can steal lots of nice equipment here for selling for quick GP, or for making your characters stronger.

---Lugor Village---

Treasures:

Ribbon

The only thing really left here to do is to get the Ribbon from the child in the Weapon/Armor shop. Go into the Armor shop, and look for a secret passage in the wall near the girl, then talk to the girl and you should get the Ribbon. Piece of cake!

---Moore Village---

Treasures:

Brave Blade

Chicken Knife

Here, you'll want to work your way over to the far west side of town, until you can walk south into the hidden house. You'll need to navigate your way around the hidden area here until you run into an old man and two boxes. In the left box is the Brave Blade, while the box on the right has the Chicken Knife. I'd suggest the Chicken Knife for the reason that it's actually the strongest weapon in the game if you run away

enough with it equipped. Brave Blade only gets weaker as you run away, so it's not that much of a use.

---Magic Lamp Quest---

Treasures:

 Magic Lamp

This is for the Magic Lamp, which allows you to cast a summon, in order from strongest to weakest each time you use it, until you hit Chocobo for free, then you have to refill it at the location that you got it from. Where's this location you ask? Why, it's right behind Easterly Falls, but in order to get there, you'll have to travel across the world using Boko. You'll want to study the map to get there, since it's much simpler that way than me trying to explain it here and confusing everyone.

---Mirage Vest Quest---

Treasures:

 Mirage Vest

An EXTREMELY minor sidequest, where you have to go all around the world with Boko, then return to Mirage Village and talk to a man in the hidden basement area to get this armor. Not really worth it, but for perfectionists, it's something to do.

---Odin Quest---

Treasures:

 Odin summon

In order to do this, you'll need to head to Jacole Cave (just west of where Bal Castle is). If you came here before, you should know that the back of the cave before lead outside. Well, now when you climb the back of the cave, it'll lead you into the room that was locked in the basement of Bal. The first thing you'll want to do is to unlock the door just south of your and use the save point. Head north in this room now, and you'll see the summon orb. Make sure that you're fully prepare, since you have exactly 1

minute to defeat Odin, who has 17000+ HP. Best way to do this is to have everyone with a strong physical attacking Job (such as Knight with 2-Handed, or Samurai with 2-Handed and Masamune). Make sure that at least one character has Time Magic and can cast Return in case you can't deal enough damage to Odin in time. If you don't beat him in 1 minute, you'll get a Game Over, so keep that in mind. Also, note that he'll only attack once or twice the whole time (one of them being Zantetsuken, which will do about 1000 damage to everyone). After you beat Odin, you'll get your last Level 4 summon.

---Sunken Walz Tower---

Treasures:

- Hair Ornament
- Mimic class

Note, to reach Walz Tower, head towards where Phoenix Tower is, and go to the sea south of it underwater. Here, you'll have 7 minutes to get to the crystal shard. Note that the Hair Ornament isn't necessarily a treasure, since you don't find it anywhere in the area, but it's the 3rd one in the game, and you'll have to get it from the boss. Run from all encounters here, and make sure to hit the treasure chest here to reset the timer to 7 minutes before getting to the shard.

Boss Battle: Gogo

Level:

HP:

Item Drop:

Item Steal: Leather Armor, Hair Ornament

Make sure you can steal in this fight and be able to cast Return. There are 2 goals in this fight; one is to steal the rare Hair Ornament, and the other is to do nothing to end the battle and claim the Mimic class. If you attack Gogo with anything, Gogo will counterattack with the same type of attack, only extremely powerful and capable of killing anyone in one blow. You can try to fight Gogo, and he's more than likely the toughest boss in the game; even tougher than Shinryu and Omega. I'd recommend you make a separate save file for this fight, or wait until your highly leveled to try and take Gogo on. However, getting the Hair Ornament is more worth it than fighting Gogo.

After the fight, just use Teleport to leave.

---THE SUPERBOSSSES---

This section is based on how to defeat the two superbosses of the game, Omega and Shinryu, who are far tougher than Neo X-Death. Note, that there are easy ways to beat them if you want, but if you don't want to take the cheap ways, there are alternatives to fighting them. However, do note that each one requires a different strategy of course, but also depends on your levels. Note I managed to beat both at around Level 45, but that was using the cheap way. If you want to feel really good about yourself, try and beat them legitimately. You'll want to have all the classes mastered before attempting these two bosses for all the abilities available and the stat bonuses, and you'll want to be Bare class as well.

OMEGA

Omega is found in the Cleft of Dimensions, wandering about outside of the room that you fight Apprehender at. Luckily for you, if you need it, there's a save point right before Omega.

Now, there are several ways to fight Omega, and going from easiest to hardest:

I) Have someone with Wall Ring equipped or cast Reflect on one of your party members, and cast Stop on that party member to Stop Omega. Use Strategy #2 to demolish him.

II) Equip Sshot and Sword Magic while having 2-Swords active. At the start of the battle, have everyone cast Bolt3 on their swords, then use Sshot on Omega. Two turns of this will kill him.

III) Equip everyone with Winged Shoes for Auto-Haste, and have everyone with a Ribbon and Prism Dress to avoid Confusion and Blind in this fight. Also, have 2 people with White Magic so that you can use Arise to revive KO'ed people. Make sure you bring along plenty of Elixirs in this strategy!

Note that Omega is weak to Lightning, which is exploiting his weakness, but if you really want to know how to fight him the legit way, read on about him.

Omega has an extremely high defense and speed rating. Therefore, physical attacks won't hurt it that much. He also absorbs all elemental attacks except Lightning. So, why not use Bolt3 on him? There's a problem with that...he has Auto-Reflect, which means you'll have to equip your party with Wall Rings, which will make healing harder, or cast Reflect on your characters. What makes this fight even worse is the fact that Omega deals ridiculous damage. Beam Cannon will still do damage equal to half of a character's HP, and Mustard Bomb can do up to 3000 damage. Rainbow Wind is the least of your concern in this fight, so don't worry about it. Also note that Omega can use Earth Shaker, which deals about 5000 damage to everyone, so you may want to have Float on your party in this fight. Omega also will use Burn Ray, Missile, Rocket Punch, and Encircle. Encircle is by far THE worst attack you can face, since that'll leave you with one less character to fight with.

The other thing that makes Omega really hard is the fact that he attacks twice in one go, and he'll counterattack anything you hit him with twice. Therefore, there's a good chance he'll counter with Encircle twice, making the fight pretty hard to win normally. Luck is a big factor in this fight, even if you're at Level 99 with everyone.

After you defeat Omega, you'll get the Omega Badge, which does absolutely nothing, but proves that you defeated Omega.

SHINRYU

Shinryu can only be found in the treasure chest at the end of a long flight of stairs in the final area of the N-Zone. Defeating him will get you the most powerful sword in the game, Ragnarok. As with Omega, there are several ways to deal with him, and going from easiest to hardest, they are:

I) Equip everyone with Coral Ring to avoid the first Tidal Wave attack. Have everyone in the back row and cast Berserk on Shinryu, then Blink on everyone in the party. Use Dragon Lances and Jump to defeat Shinryu.

II) Equip everyone with Coral Rings and Dragon Lances. 1-2 turns of constant jumping with everyone should kill Shinryu.

III) Have everyone with Ribbon, Coral Ring, and Prism Dress. Equip two people with Flame Shields and two with Ice Shields to avoid Blaze and Blizzard respectively. Keep 2 people with White Magic to heal and revive quickly, and bring lots of Elixirs. Use Throw and MagiShurikens for lots of damage and avoid using elemental attacks on Shinryu (including the 12 Legendary Weapons).

For how Shinryu works, read on:

Bandersnatch (Plains north of Torna Canal - World 1; Area south of Tycoon, and along the path to the bridge west of Tycoon - World 3) [Rare]
Bomb (Plains around Jacole - World 1) [Rare]
Double Lizard (Area around Jacole - World 1) [Rare]
Elf Toad (Walz Castle Tower, Walz Tower) [Rare]
Fins (Seas - World 1; Lake near Kerwin, and in the northeast bay in the sea between Walz and Phoenix Tower - World 3) [Rare]
Fishite (Big Bridge) [Rare]
Karnak (Karnak Castle) [Rare]
Nut Eater (Forests around Wind Shrine - World 1; Jacole Cave) [Rare]
Page 128 (Ancient Library) [Rare]
Page 32 (Ancient Library) [Rare]
Pyramidia (Pyramid) [Rare]
Radiator (Gill's Cave) [Rare]
Sandboil (Desert west of Ancient Library - World 1; Area from Tycoon to Western Bridge, desert west of Rugor, small desert where Ronka was, Fork Tower desert, desert near Easterly Falls - World 3) [Rare]
Spizzoner (Nothern Regions - World 3) [Rare]
Tarantula (X-Death's Castle Basement) [Common]
Thunderpits (Seas - World 1; northeastern bay in the sea between Walz and Phoenix Tower, Kerwin Lake - World 3) [Rare]
Tiny Mage (Fork Tower) [Rare]
Trent (Area around X-Death's Castle) [Rare]
Twin Lizard (X-Death's Castle) [Rare]
Verminator (Forest around Rugo and Kuzer - World 2) [Rare]
Water Scorpion (Numerous areas in sea - World 3) [Rare]
Y-Burn (Walz Tower) [Common]
Byurobolos (Walz Meteor) [Rare]
Abductor (Val Castle) [Rare]

Steal

???? (Valley of the Dragons) [Common]
A Rage (X-Death's Castle) [Common]
Acrophis (Grove of Moogles) [Common]
Adamngolem (X-Death's Castle) [Common]
Aquagel (Easterly Falls) [Common]
Aquazone (Area around Val Castle, Kelb, and Surgate - World 2) [Common]
Baretta (Desert around Pyramid - World 3) [Common]
Big Horn (Area around Karwin and Walse - World 1; Area south of Tycoon, and along path to bridge west of Tycoon - World 3) [Rare]
Black Goblin (Wind Shrine) [Rare]
Bandersnatch (Plains north of Torna Canal - World 1; Area south of Tycoon, and along the path to the bridge west of Tycoon - World 3) [Common]
Bomb (Plains around Jacole - World 1) [Common]
Cactus (Great Desert - World 2) [Common]
Centipeelr (Desert south of Wind Shrine - World 3; N-Zone - Beach) [Common]
Cool Dust (Fire Ship) [Common]
Corral (Easterly Falls) [Common]
Crew Dust (Gill's Cave - Metamorpha) [Common]
Crystal Slugs (Ship Graveyard) [Common/Rare]
DeemMaster (Fork Tower) [Common]
Defeater (Fire Ship) [Common]

Desertpedo (Desert around Pyramid) [Common]
Diablo (Pirate Hideout) [Rare]
Dragon Zombie (Valley of the Dragons - Event) [Common]
Druid (Sea cavern leading to Shoat's Forest and Easterly Falls) [Common]
Elf Toad (Gill's Cave - Metamorpha) [Common]
Fan Wizard (Ronka Ruins) [Common]
Fan Wizard (Gill's Cave - Metamorpha) [Common]
Ferry Walk (Barrens around Lugor and Kuzer - World 2) [Rare]
Fins (Seas - World 1; Lake near Kerwin, and in the northeast bay in the sea between Walz and Phoenix Tower - World 3) [Common/Rare]
Ghilacat (North Mountain) [Common/Rare]
Ghilacat (Gill's Cave - Metamorpha) [Common]
Gloom Widow (Area around Moore, Kelb, Val, Big Bridge, Crescent, Mirage, and Southern Land Ring - World 3) [Common]
Gobbdigoo (Zeza's Ship) [Common]
Harpy (X-Death's Castle) [Common]
Ice Soldier (Walz Castle Tower) [Common]
Ifrit (Gill's Cave - Metamorpha) [Common]
Imp (Moore Forest) [Common]
Imp (X-Death's Castle) [Common]
Iron Dress (Cave to Shoat's Forest and Easterly Falls) [Common]
Karnak (Karnak Castle) [Common]
Karnak (Karnaka Castle) [Common]
Killer Bee (Area around Tycoon and Wind Shrine - World 1; Path to bridge west of Tycoon and area north of Tycoon north of Pirate's Cave - World 3) [Rare]
Kornago (Area around Val Castle, Kelb, and Surgate - World 2; Area around Jacole - World 3) [Common]
Landsquid (Desert south of Wind Shrine, N-Zone - Beach) [Common]
Land Turtle (Area around Surgate, Moore, and Shoat's Forest - World 2) [Common]
Landwort (Area around Karnak - World 1; area south of bridge west of Tycoon, area south of forest of area south of Tycoon - World 3) [Common]
Level Checker (N-Zone - Ruins) [Common]
Lumber Beast (Ship Graveyard) [Common]
Level Tripper (Barrier Tower) [Common]
Magic Dragon (X-Death's Castle) [Common]
Mercury Bat (Easterly Falls) [Common]
Mythril Dragon [Forest around Ancient Library - World 1; Forest north of Pirate's Cave - World 3) [Common]
Money Mage (Wind Shrine) [Common/Rare]
Mummy (Pyramid) [Common]
Nut Eater (Forests around Wind Shrine - World 1; Jacole Cave) [Common/Rare]
Octofist (Torna Canal) [Rare]
Paddle Thru (Walz Tower) [Common]
Page 32 (Ancient Library) [Common]
Page 64 (Ancient Library) [Common]
Pao (Solitary Island) [Common]
Radiator (Gill's Cave) [Rare]
Ramuh (Gill's Cave - Metamorpha) [Common]
Rock Cutter (North Mountain) [Common]
Sandboil (Desert west of Ancient Library - World 1; Area from Tycoon to Western Bridge, desert west of Rugor, small desert where Ronka was, Fork Tower desert, desert near Easterly Falls - World 3) [Common]

Sergeant (Karnak Castle) [Common/Rare]
Sergeant (Karnak Castle) [Common]
Shell Fish (Southwest outer sea - World 3) [Common]
Shiva (Gill's Cave - Metamorpha) [Common]
Slug (Area around Mua, Kelb, Val, Big Bridge, Crescent, Mirage, and Southern Land Ring - World 3) [Common]
Soccer (Torna Canal) [Rare]
Spizzoner (Nothern Regions - World 3) [Common]
Steel Bat (Pirate's Hideout) [Rare]
Stray Cat (Forests around Wind Shrine - World 1) [Rare]
Stroper (Pirate's Hideout) [Common/Rare]
Tatoo (Area around Kerwin & Walz - World 1; area around Tycoon to western bridge, south of Tycoon - World 2) [Rare]
Trent (Area around X-Death's Castle) [Common]
Unknown [1] (The Great Deep) [Common]
Unknown [2] (The Great Deep) [Common]
Unknown [3] (The Great Deep) [Common]
Unknown [4] (The Great Deep) [Common]
Verminator (Forest around Rugo and Kuzer - World 2) [Common]
Water Scorpion (Numerous areas in sea - World 3) [Common]
Weresnake (Area around Val, Kelb, and Surgate - World 2; area around Jacole - World 3) [Common]
White Snake (Wind Shrine) [Rare]
Wild Dog (Forests around Karnak - World 1; area to the west of south of the bridge west of Tycoon - World 3) [Common]
Y-Burn (Gill's Cave - Metamorpha) [Common]
Zefa Zone (Pyramid) [Common]
Wingraptor (Wind Shrine) [Common]
Karl Boss (Torna Canal) [Common]
Garula (Walz Tower) [Common]
Flame Thrower (Lonka Ruins) [Common]
Rocket Gun (Lonka Ruins) [Common]
Titan (Karnak Meteor) [Common]
Gargoyle (The 4 Temples) [Common]
Omniscient (Fork Tower) [Common]
Alte Roit (N-Zone - Castle Dungeon) [Common]

Name: Potion

Max Limit: 99

Description: Restores 500 HP to one party member

Price: 360

Sell: 180

Rarity: Common

Locations:

Shops

Lugor

Val

Kelb

Surgate

Moore

Mirage

Find

Tycoon Castle

Ronka Ruins

Island Shrine

Fork Tower

Win

Adamngolem (X-Death's Castle) [Rare]
Armon (Numerous areas in sea - World 3) [Rare]
Baretta (Desert around Pyramid - World 3) [Rare]
Blizzard (Northern Regions - World 3) [Rare]
Centipeelr (Desert south of Wind Shrine - World 3; N-Zone - Beach) [Rare]
Corbett (Outer Seas - World 1; Numerous areas in the sea -World 3) [Rare]
DeemMaster (Fork Tower) [Rare]
Ferry Walk (Barrens around Lugor and Kuzer - World 2) [Rare]
Freeziabat (Grove of Moogles) [Rare]
Grand Mummy (Pyramid) [Common]
Grenade (N-Zone - Ruins) [Rare]
Imp (X-Death's Castle) [Rare]
Level Tripper (Barrier Tower) [Rare]
Magnities (Barrier Tower) [Rare]
Mamon (Moore Forest) [Rare]
Mercury Bat (Easterly Falls) [Rare]
Shell Fish (Southwest outer sea - World 3) [Rare]
Stone Golem (Area around Easterly Village - World 1) [Rare]
Weresnake (Area around Val, Kelb, and Surgate - World 2; area around Jacole - World 3) [Rare]
Y-Burn (Gill's Cave - Metamorpha) [Rare]
Garula (Walz Tower) [Common]
Titan (Karnak Meteor) [Common]
Gargoyle (The 4 Temples) [Rare]

Steal

A Rage (X-Death's Castle) [Rare]
Abductor (X-Death's Castle) [Common]
Adamngolem (X-Death's Castle) [Rare]
Adamngolem (Pyramid - Zefa Zone summon) [Common]
Aquagel (Easterly Falls) [Rare]
Archeotoad (Lonka Ruins) [Rare]
Armon (Numerous areas in sea - World 3) [Rare]
Auspices (Pyramid) [Rare]
Bald Money (Area around Surage, Moore, and Shoat's Forest - World 2) [Rare]
Big Butterfly (Numerous areas in the sea - World 3) [Common]
Blizzard (Northern Regions - World 3) [Rare]
Bludgeoner (Pyramid) [Common]
Centipeelr (Desert south of Wind Shrine - World 3; N-Zone - Beach) [Rare]
Cure Beast (Area around Surgate, Moore, and Shoat's Forest - World 2) [Rare]
Devourer (Area around Lugor and Kuzer -World 2) [Rare]
Freeziabat (Grove of Moogles) [Common]
Gloom Widow (Area around Moore, Kelb, Val, Big Bridge, Crescent, Mirage, and Southern Land Ring - World 3) [Rare]
Gobbdigoo (Zeza's Ship) [Rare]
Grand Mummy (Pyramid) [Common]
Gravidead (Barrier Tower) [Rare]
Grenade (N-Zone - Ruins) [Common]
Grimalkin (Valley of the Dragons) [Rare]
Harpy (X-Death's Castle) [Rare]
Hyudra (Ronka Ruins) [Rare]
Imp (X-Death's Castle) [Rare]
Kuzer (Phoenix Tower) [Common]
Landsquid (Desert south of Wind Shrine, N-Zone - Beach) [Rare]
LilChariot (Big Bridge) [Rare]

Magic Pot (Phoenix Tower) [Rare]
Magic Dragon (X-Death's Castle) [Rare]
Mamon (Moore Forest) [Rare]
Maximus (N-Zone - Final Floors) [Common]
Metamorphia (Gill's Cave) [Rare]
Mog Eater (Grove of Moogles) [Rare]
Moss Fungus (N-Zone - Forest) [Common]
Mummy (Pyramid) [Rare]
Page 256 (Ancient Library) [Common]
Pao (Solitary Island) [Rare]
Poltergeist (Fire Ship) [Common]
QuadrHarpy (N-Zone - Beach) [Common]
Red Dragon (X-Death's Castle) [Common]
Red Harpy (Solitary Temple) [Common]
Rock Statue (Val Castle Basement) [Common]
Ronka Knight (Ronka Ruins) [Common]
Sea Devil (Numerous locations in the sea - World 3) [Common]
Shadow (Forest on southeastern archipelago - World 2; area around Tule, Kuzer, Gill's Cave, Northwest of Pirate's Hideout, Torna Canal, Kerwin, Karnak, Surgate, and Walz - World 3) [Rare]
Shell Bear (X-Death's Castle Basement) [Rare]
Sleepy (Forest of southeastern archipelago - World 2; area around Tule, Kuzer, Gill's Cave, northwest of Pirate's Hideout, Torna Canal, Kerwin, and Waltz - World 3) [Common]
Slug (Area around Mua, Kelb, Val, Big Bridge, Crescent, Mirage, and Southern Land Ring - World 3) [Rare]
Soul Cannon (Phoenix Tower) [Rare]
Stones (North Mountain) [Common]
Trent (Area around X-Death's Castle) [Rare]
Twin Lizard (X-Death's Castle) [Rare]
Unknown [1] (The Great Deep) [Rare]
Unknown [2] (The Great Deep) [Rare]
Unknown [3] (The Great Deep) [Rare]
Unknown [4] (The Great Deep) [Rare]
Garula (Walz Tower) [Rare]
Launcher (Lonka Ruins) [Common]
Abductor (Val Castle) [Common]
Gilgamesh - 1st Form (X-Death's Castle 2nd) [Common]
Barrier (N-Zone - Final Floors) [Common]

Name: Ether

Max Limit: 99

Description: Restores 40 MP to one party member

Price: 1500

Sell: 750

Rarity: Common

Locations:

Shops

Rikks Town

Lugor

Val

Surgate

Moore

Kelb

Mirage

Find

Tule Village
Pirate's Hideout
Tycoon Castle (x2)
Walz Tower
Library of Ancients
Ronka Ruins
Moogles Forest
Moore Forest
X-Death's Castle (x2)
Island Shrine (x2)
Fork Tower
Easterly Falls
Great Sea Trench
N-Zone - Ruins

Win

Galacjelly (Moore Forest) [Rare]
Ghilacat (Gill's Cave - Metamorphia) [Rare]
Reflect Mage (X-Death's Castle) [Rare]
Skelasuar (Valley of the Dragons) [Rare]
Sorcerer (Karnak) [Rare]
Subterranean (Area around Lugor and Kuzer - World 2) [Rare]
White Flame (N-Zone - Forest) [Rare]
Launcher (Lonka Ruins) [Common]
Abductor (Solitary Island) [Common]

Steal

Crystelle (N-Zone - Final Floors) [Common]
Druid (Solitary Temple) [Rare]
Hydra (Ronka Ruins) [Common]
Level Checker (N-Zone - Ruins) [Rare]
Lumber Beast (Ship Graveyard) [Rare]
Mottletrap (Fire Ship) [Common]
Page 128 (Ancient Library) [Common]
Prototype (Solitary Temple) [Common]
Soul Cannon (Phoenix Tower) [Common]
Tiny Mage (Fork Tower) [Rare]
Tote Avis (Solitary Temple) [Rare]
Water Bus (Area around X-Death's Castle) [Rare]
Yellow Dragon (X-Death's Castle) [Rare]
Flame Thrower (Lonka Ruins) [Rare]
Rocket Gun (Lonka Ruins) [Rare]
Atomos (Barrier Tower) [Common]

Name: Elixir

Max Limit: 99

Description: Restores all HP/MP to one party member

Price: 50000

Sell: 5

Rarity: Rare

Locations:

Shops

Mirage

Find

Tycoon Castle (x2)
Fire Ship (x3)
Karnak Castle (x6)

Ronka Ruins
Moore Forest
X-Death's Castle (x2)
Pyramid (x4)
Island Shrine
N-Zone - Ruins (x2)
N-Zone - Final Floors

Win

Alcumia (Easterly Falls) [Rare]
Crystal Slugs (Ship Graveyard) [Rare]
Cure Beast (Area around Surgate, Moore, and Shoat's Forest - World 2) [Rare]
Fan Wizard (Gill's Cave - Metamorpha) [Rare]
Harpy (X-Death's Castle) [Rare]
Hypnot (Phoenix Tower) [Rare]
Kuzer (Area around Sealed Castle - World 2) [Rare]
La Mage (Ronka Ruins) [Rare]
Landcrawler (N-Zone - Beach; Desert around Phoenix Tower) [Rare]
Level Checker (N-Zone - Ruins) [Rare]
Lumber Beast (Ship Graveyard) [Rare]
Magic Pot (Phoenix Tower) [Rare]
Magic Dragon (X-Death's Castle) [Rare]
Mauldwin (Wind Shrine) [Rare]
Skull Eater (Jacole Cave) [Rare]
Sybaritic (N-Zone - Cave) [Rare]
Zefa Zone (Pyramid) [Rare]
Zuu (Area around Karnak) [Rare]
Gilgamesh (X-Death's Castle) [Common]
Tyrasaurus (Grove of Moogles) [Rare]
Dragon Grass (Valley of the Dragons) [Common]

Steal

Blockhead (Area around X-Death's Castle) [Rare]
Crystal Dragon (N-Zone - Final Floors) [Common]
Dinglberry (Easterly Falls) [Rare]
Fan Wizard (Ronka Ruins) [Rare]
Flare (Fork Tower) [Common]
Gigas (Karnak Castle) [Common]
Harpy (Walz Castle Basement) [Rare]
Pantera (Solitary Temple - Chest) [Rare]
Red Dragon (X-Death's Castle) [Rare]
White Flame (N-Zone - Forest) [Rare]
Zefa Zone (Pyramid) [Rare]
Zuu (Area around Karnak) [Rare]
[Earth Crystal] (Moore Forest) [Rare]
[Fire Crystal] (Moore Forest) [Rare]
[Water Crystal] (Moore Forest) [Rare]
[Wind Crystal] (Moore Forest) [Rare]
X-Death (X-Death's Castle) [Common]
Pantera (Solitary Temple - Chest) [Rare]
Triton (The Great Deep) [Rare]
Nergade (The Great Deep) [Rare]
Phobos (The Great Deep) [Rare]
Leviathan (Easterly Falls) [Common]
Catastroph (N-Zone - Castle Dungeon) [Common]
Azulmagia (N-Zone - Castle Dungeon) [Common]
Necrophobe (N-Zone - Final Floors) [Common]

Name: Phoenix Down

Max Limit: 99

Description: Recovers one party member from Wounded status.

Price: 1000

Sell: 500

Rarity: Common

Locations:

Shops

Kerwin

Karnak

Walz

Surgate

Kelb

Val

Moore

Jacole

Crescent

Easterly

Lugor

Mirage

Find

Tycoon Meteor

Tule Village

Ship Graveyard (x2)

North Mountain

Tycoon Castle (x2)

Walz Castle

Fire Ship

Library of Ancients

Ronka Ruins

Grove of Moogles

Moogle Forest

Valley of the Dragons

Moore Forest

Easterly Falls

Great Sea Trench

Phoenix Tower (x4)

Win

A Rage (X-Death's Castle) [Rare]

Aquaus (Lonka Ruins) [Common]

Death Dealer (N-Zone - Ruins) [Rare]

Druid (Sea cavern leading to Shoat's Forest and Easterly Falls) [Rare]

Gobbdigoo (Zeza's Ship) [Rare]

Harpy (Walz Castle Basement) [Rare]

Hypnot (X-Death's Castle) [Rare]

Kuzer (Phoenix Tower) [Rare]

Oculus (N-Zone - Cave) [Rare]

Page 64 (Ancient Library) [Rare]

QuadrHarpy (Desert south of Karnak - World 1) [Rare]

Wingraptor (Wind Shrine) [Common]

KimaBrain (Lonka Meteor) [Common]

Dragon Bulb 1-5 (Valley of the Dragons) [Rare]

Steal

Archeosaur (Pyramid) [Rare]

Behemoth King (N-Zone - Final Floors) [Common]

Hypnot (X-Death's Castle) [Rare]

Pantera (Solitary Temple - Chest) [Common]

Subterranean (Area around Lugor and Kuzer - World 2) [Common]
Ifrit (Ancient Library) [Common]
Gargoyle (The 4 Temples) [Rare]
Pantera (Solitary Temple - Chest) [Common]
Twin Tania - Form 1 (N-Zone - Castle Tower) [Common]
X-Death (N-Zone - Final Battle) [Common]

Name: Antidote

Max Limit: 99

Description: Cures Poison status

Price: 30

Sell: 15

Rarity: Common

Locations:

Shops

All shops except Tule

Find

Ship Graveyard (x2)

Kerwin

Win

Aquazone (Area around Val Castle, Kelb, and Surgate
- World 2) [Rare]

Auspices (Pyramid) [Rare]

BioSoldier (Area around Crescent Village - World 1) [Rare]

Moss Fungus (N-Zone - Forest) [Rare]

Poison Eagle (Valley of the Dragons) [Rare]

Sand Killer (Desert west of Ancient Library - World 1; Area
from Tycoon to Western Bridge, desert west of Rugor,
small desert where Ronka was, Fork Tower desert, desert
near Easterly Falls - World 3) [Rare]

Subterranean (Pyramid - Zefa Zone Summon) [Rare]

Wing Killer (Big Bridge) [Rare]

Steal

Armon (Numerous areas in sea - World 3) [Common]

Auspices (Pyramid) [Common]

BioSoldier (Pyramid - Zefa Zone summon) [Common]

Desertpedo (Desert around Pyramid) [Rare]

Mandrake (Barrens near Rugor and Kuzer - World 2) [Rare]

Python (Area around Tule, Kuzer, Gill's Cave, Northwest
of Pirate's Hideout, Torna Canal, Kerwin, Karnak, Surgate,
and Walz - World 3) [Common]

Sand Bear (Desert west of Ancient Library - World 1; Area
from Tycoon to Western Bridge, desert west of Rugor,
small desert where Ronka was, Fork Tower desert, desert
near Easterly Falls - World 3) [Common]

Succubus (Moore Forest) [Common]

T-Wrecks (Northern Regions - World 3) [Common]

Name: Eye Drop

Max Limit: 99

Description: Cures Blind status

Price: 20

Sell: 10

Rarity: Common

Locations:

Shops

All shops except Tule

Find

N/A

Win

Blind Wolf (X-Death's Castle) [Rare]

Crew Dust (Gill's Cave - Metamorpha) [Rare]

Jestrex (N-Zone - Forest) [Rare]

Kornago (Area around Val Castle, Kelb, and Surgate - World 2; Area around Jacole - World 3) [Rare]

Python (Area around Tule, Kuzer, Gill's Cave, Northwest of Pirate's Hideout, Torna Canal, Kerwin, Karnak, Surgate, and Walz - World 3) [Rare]

Sergeant (Karnak Castle) [Rare]

Steal

Blind Wolf (X-Death's Castle) [Rare]

Cool Dust (Fire Ship) [Rare]

Galacjelly (Moore Forest) [Common]

Mandrake (Barrens near Rugor and Kuzer - World 2) [Common]

Subterranean (Pyramid - Zefa Zone Summon) [Common]

White Flame (N-Zone - Forest) [Common]

Byurobolos (Walz Meteor) [Rare]

Name: Maiden's Kiss

Max Limit: 99

Description: Cures Toad status

Price: 60

Sell: 30

Rarity: Common

Locations:

Shops

All shops except Tule

Find

Tycoon Castle

Walz Tower

Win

Elf Toad (Gill's Cave - Metamorpha) [Rare]

Mellusion (The Elder Tree) [Maiden's Kiss]

Steal

Alcumia (Easterly Falls) [Common]

BrandLamia (Pyramid) [Common]

Garula (Area around Walz Tower - World 1; Large forest south of bridge west of Tycoon - World 3) [Common/Rare]

Kestrel (Southwest Outer Seas - World 3) [Common]

Lamia (Ronka Ruins) [Common]

Ridicule (Area around Val Castle, Kelb, and Surgate - World 2; area around Jacole - World 3) [Common]

Name: Cornucopia

Max Limit: 99
Description: Cures Mini status
Price: 50
Sell: 25
Rarity: Common

Locations:

Shops

All towns except Tule

Find

N/A

Win

Shade Dancer (Solitary Temple) [Rare]

Steal

Liquid Flame (Phoenix Tower) [Common]

Biblos (Ancient Library) [Common]

Name: Soft

Max Limit: 99

Description: Cures Stone status

Price: 150

Sell: 75

Rarity: Common

Locations:

Shops

All towns except Tule

Find

North Mountain

Win

Adamngolem (Pyramid - Zefa Zone summon) [Rare]

Cybis (Seas - World 1) [Rare]

Death Claw (N-Zone - Castle) [Rare]

Gatlings (Area around Kerwin & Walz - World 1; Area south of Tycoon and along path to bridge west of Tycoon - World 3) [Rare]

Hedgehog (Forests of southeastern archipeligo - World 2; Area around Tule, Kuzer, Gill's Cave, Northwest of Pirate's Hideout, Torna Canal, Kerwin, Karnak, Surgate, and Walz - World 3) [Rare]

Rock Statue (Val Castle Basement) [Rare]

Silent Bee (Area around Karnak - World 1; Forest north of Pirate's Cave - World 3) [Rare]

Catastroph (N-Zone - Castle Dungeon) [Common]

Steal

Cactus (Great Desert - World 2) [Rare]

Cockataur (North Mountain) [Common]

Cybis (Seas - World 1) [Rare]

Gatlings (Area around Kerwin & Walz - World 1; Area south of Tycoon and along path to bridge west of Tycoon - World 3) [Rare]

Golem (Valley of the Dragons) [Common/Rare]

Hedgehog (Forests of southeastern archipeligo - World 2; Area around Tule, Kuzer, Gill's Cave, Northwest of Pirate's Hideout, Torna Canal, Kerwin, Karnak, Surgate, and Walz - World 3) [Common]

Hypnot (Phoenix Tower) [Rare]

Oculus (N-Zone - Cave) [Rare]

Skelasuar (Valley of the Dragons) [Common]
Stoned Mask (Ronka Ruins) [Common]
Stone Golem (Area around Easterly Village - World 1)
[Common]
Triton (The Great Deep) [Common]
Nergade (The Great Deep) [Common]
Phobos (The Great Deep) [Common]

Name: Holy Water

Max Limit: 99

Description: Cures Zombie status

Price: 150

Sell: 75

Rarity: Common

Locations:

Shops

Lugor

Val

Kelb

Surgate

Moore

Mirage

Find

N/A

Win

Bald Money (Area around Surage, Moore, and Shoat's
Forest - World 2) [Rare]

Blood Slime (Grove of Moogles) [Rare]

Grimalkin (Valley of the Dragons) [Rare]

Landsquid (Desert south of Wind Shrine, N-Zone - Beach)
[Rare]

Mummy (Pyramid) [Rare]

Necromancer (N-Zone - Final Floors) [Rare]

Red Harpy (Solitary Temple) [Rare]

Shadow (Forest on southeastern archipelago - World 2; area
around Tule, Kuzer, Gill's Cave, Northwest of Pirate's Hideout,
Torna Canal, Kerwin, Karnak, Surgate, and Walz - World 3)
[Rare]

The Damned (Pyramid - Chests, Solitary Temple) [Rare]

Steal

Blood Slime (Grove of Moogles) [Common]

Death Dealer (N-Zone - Ruins) [Common]

Ferry Walk (Barrens around Lugor and Kuzer - World 2) [Common]

Grand Mummy (Pyramid) [Rare]

Necromancer (N-Zone - Final Floors) [Common]

The Damned (Pyramid - Chests, Solitary Temple) [Rare]

Alte Roit (N-Zone - Castle Dungeon) [Rare]

Name: Tent

Max Limit: 99

Description: Recovers some HP/MP to party

Note: This usually recovers 1000 HP and 100 MP per use

Price: 250

Sell: 125

Rarity: Common

Locations:

Shops

All shops

Find

Tule (x2)

Wind Shrine

Pirate's Hideout

Ship Graveyard

Walz Castle

Jacole Cave

Win

Drippy (Valley of the Dragons) [Rare]

Iron Dress (Cave to Shoat's Forest and Easterly Falls) [Rare]

Pao (Solitary Island) [Common]

Tatoo (Area around Kerwin & Walz - World 1; area around

Tycoon to western bridge, south of Tycoon - World 2) [Rare]

Karl Boss (Torna Canal) [Common]

Steal

Sand Crawler (Great Desert - World 2) [Rare]

Skull Eater (Jacole Cave) [Common]

Name: Cottage

Max Limit: 99

Description: Recovers all HP/MP to party

Price: 600

Sell: 300

Rarity: Uncommon

Locations:

Shops

Lugor

Val

Surgate

Kelb

Mirage

Moore

Find

Kerwin

Tycoon Castle (x3)

Fire Ship

Ronka Ruins

Moogles Forest

Valley of the Dragons

Moore Forest

Pyramid

N-Zone - Ruins

Win

N/A

Steal

Blue Dragon (X-Death's Castle) [Rare]

Yojimbo (N-Zone - Castle) [Common]

Catastroph (N-Zone - Castle Dungeon) [Rare]

B) Battle Items [B+I]

Name: Giant Drink

Max Limit: 99

Description: Doubles character's max HP (only usable with the command Drink)

Price: 110

Sell: 55

Rarity: Uncommon

Locations:

Shops

Lugor

Val

Surgate

Kelb

Moore

Mirage

Find

Moore Forest

Easterly Falls

Win

Big Butterfly (Numerous areas in the sea - World 3) [Rare]

Gigas (Karnak Castle) [Common]

Iron (Fork Tower) [Rare]

Iron Giant (N-Zone - Castle) [Common]

Neogigas (Area around Karnak and Surgate - World 3) [Rare]

Ultragigas (Barrier Tower) [Rare]

Ultragigas (Pyramid - Zefa Zone Summon) [Common]

Phobos (The Great Deep) [Rare]

Steal

Iron (Fork Tower) [Common]

Carbuncle (X-Death's Castle) [Rare]

Name: Power Drink

Max Limit: 99

Description: Raises a character's Attack stat (only usable with the command Drink)

Price: 110

Sell: 55

Rarity: Uncommon

Locations:

Shops

Lugor

Val

Surgate

Kelb

Moore

Mirage

Find

N/A

Win

Dual Knight (Fork Tower) [Rare]

Sand Crawler (Great Desert - World 2) [Rare]

Unknown [1] (The Great Deep) [Rare]

Unknown [2] (The Great Deep) [Rare]

Falzer (North Mountain) [Common]

Nergade (The Great Deep) [Rare]

Steal

Cowpoke (Southeast archipelago (Forests - World 2; Area around Tule, Kuzer, Gill's Cave, Northwest of Pirate's Hideout, Torna Canal, Kerwin, Karnak, Surgate, and Walze -World 3) [Common]

Dragon Great (N-Zone - Cave) [Rare]

Dual Knight (Fork Tower) [Common]

Pyramidia (Pyramid) [Rare]

Ronka Knight (Ronka Ruins) [Rare]

Ultragigas (Pyramid - Zefa Zone Summon) [Rare]

Name: Hard Body

Max Limit: 99

Description: Raises a character's Defense stat (only usable with the command Drink)

Price: N/A

Sell: 110

Rarity: 55

Locations:

Shops:

Lugor

Val

Surgate

Kelb

Moore

Mirage

Find

Island Shrine

Win

Groundpeded (Gilgame's Cave) [Rare]

Nile (Pyramid) [Rare]

Unknown [4] (The Great Deep) [Rare]

Biblos (Ancient Library) [Common]

Rocket Gun (Lonka Ruins) [Common]

Triton (The Great Deep) [Rare]

Steal

Corral (Easterly Falls) [Rare]

Cowpoke (Southeast archipelago (Forests - World 2; Area around Tule, Kuzer, Gill's Cave, Northwest of Pirate's Hideout, Torna Canal, Kerwin, Karnak, Surgate, and Walz -World 3) [Rare]

QuadrHarpy (N-Zone - Beach) [Rare]

Harpy (Walz Castle Basement) [Common]

Adamantaim (Tycoon Meteor) [Common]

Name: Speed Drink

Max Limit: 99

Description: Puts character into Haste status (only usable with the command Drink)

Price: 110

Sell: 55

Rarity: Uncommon

Locations:

Shops

Lugor

Val

Surgate

Kelb

Moore

Mirage

Find

N/A

Win

Aquagel (Easterly Falls) [Rare]

Black Flame (Area near Crescent and Easterly Village - World 1) [Rare]

Cowpoke (Southeast archipelago (Forests - World 2; Area around Tule, Kuzer, Gill's Cave, Northwest of Pirate's Hideout, Torna Canal, Kerwin, Karnak, Surgate, and Walze -World 3) [Rare]

Defeater (Fire Ship) [Rare]

Unknown [3] (The Great Deep) [Rare]

Flame Thrower (Lonka Ruins) [Common]

Steal

Berserker (Fork Tower) [Common]

Black Flame (Area near Crescent and Easterly Village - World 1) [Rare]

Jestrex (N-Zone - Forest) [Common]

Name: Hero Drink

Max Limit: 99

Description: Raises all stats for character (only usable with the command Drink)

Price: 110

Sell: 55

Rarity: Uncommon

Locations:

Shops

Lugor

Val

Surgate

Kelb

Moore

Mirage

Find

Val Castle

Win

Ridicule (Area around Val Castle, Kelb, and Surgate - World 2; area around Jacole - World 3) [Rare]

Steal

Death Claw (N-Zone - Castle) [Common]

Fall Guard (Pyramid - Chests; Easterly Falls) [Rare]

Iron Claw (Karnak Castle) [Common]

Neogigas (Area around Karnak and Surgate - World 3) [Rare]

Ronka Knight (Pyramid - Zefa Zone summon) [Common]

Gilgamesh (Big Bridge) [Common]

Name: Turtle Shell

Max Limit: 99

Description: An ingredient for Mix

Price: N/A

Sell: 75

Rarity: Uncommon

Locations:

Shops

N/A

Find

Easterly Falls

Win

Glastos (Area around Karnak - World 1; area south of bridge west of Tycoon, and south of forest of the area south of Tycoon - World 3) [Common]

Sea Devil (Numerous locations in the sea - World 3) [Rare]

Adamantaim (Tycoon Meteor) [Common]

Carbuncle (X-Death's Castle) [Rare]

Steal

Cycloskull (N-Zone - Ruins) [Common]

Glastos (Area around Karnak - World 1; area south of bridge west of Tycoon, and south of forest of the area south of Tycoon - World 3) [Rare]

Land Turtle (Area around Surgate, Moore, and Shoat's Forest - World 2) [Common]

Sybaritic (N-Zone - Cave) [Common]

JuraAvis (N-Zone - Castle Dungeon) [Common]

Name: Dragon Fang

Max Limit: 99

Description: An ingredient for Mix

Price: N/A

Sell: 2500

Rarity: Uncommon

Locations:

Shops

N/A

Find

Island Shrine

Great Sea Trench

N-Zone - Forest

Win

Archeosaur (Pyramid) [Common]

Blue Dragon (X-Death's Castle) [Rare]

Dragon Avis (N-Zone - Aerial Temple) [Common]

Dragon Great (N-Zone - Cave) [Rare]

Dragon Zombie (Valley of the Dragons) [Common]

Dragon Zombie (Valley of the Dragons - Event) [Rare]

Hyudra (Ronka Ruins) [Rare]

Succubus (Moore Forest) [Rare]
T-Wrecks (Northern Regions - World 3) [Rare]
JuraAvis (N-Zone - Castle Dungeon) [Common]

Steal

Aquaus (Easterly Falls - Alcumia Toad) [Rare]
Blue Dragon (X-Death's Castle) [Common]
Dragon Great (N-Zone - Cave) [Common]
Mini Dragon (Easterly Forest - World 1) [Rare]
Red Dragon (Easterly Falls) [Rare]
Skelasuar (Valley of the Dragons - Event) [Rare]
KimaBrain (Lonka Meteor) [Rare]

Name: Dark Matter

Max Limit: 99

Description: An ingredient for Mix

Price: N/A

Sell: 5

Rarity: Rare

Locations:

Shops

N/A

Find

Pyramid (x7)
Island Shrine
N-Zone - Ruins

Win

Aquaus (Easterly Falls - Alcumia Toad) [Rare]
Desertpedo (Desert around Pyramid) [Rare]
Prototype (Solitary Temple) [Common]
Red Dragon (Easterly Falls) [Rare]
Skelasuar (Valley of the Dragons - Event) [Rare]
X-Death Soul (Sealed Castle Kuzer - World 3) [Common]
Atomos (Barrier Tower) [Common]

Steal

Dragon Zombie (Valley of the Dragons) [Rare]
Oculus (N-Zone - Cave) [Common]
Stingray (Northeastern bay in the sea between Walz and the Phoenix Tower, Kerwin Lake - World 3) [Common]
Biblos (Ancient Library) [Rare]
Stoker (Solitary Temple) [Common]

Name: Magic Lamp

Max Limit: 1

Description: Summons a random monster, starting with Bahamut and working its way down to Chocobo. Must be recharged by returning it to its acquiring location.

Price: N/A

Sell: N/A

Rarity: Very rare

Locations:

Shops

N/A

Find
Easterly Falls - Hidden Entrance
Win
N/A
Steal
N/A

C) Other Items [O+1]

Name: Dragon Seal
Max Limit: 99
Description:
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops
N/A
Find
N/A
Win
Shinryu (N-Zone - Final Floors)
Steal
N/A

Name: Omega Badge
Max Limit: 99
Description:
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops
N/A
Find
N/A
Win
Omega (N-Zone - Caverns)
Steal
N/A

D) Key Items [K+I]

Name: Memento
Max Limit: 1
Description: N/A
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops
N/A
Find
N/A
Win
N/A
Steal
N/A

Name: Pendant
Max Limit: 1
Description: N/A
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops
N/A
Find
N/A
Win
N/A
Steal
N/A

Name: Canal Key
Max Limit: 1
Description: Used to open Torna Canal
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops
N/A
Find
Tule Village (gotten from Zok)
Win
N/A
Steal
N/A

Name: Adamantite
Max Limit: 1
Description: Used to make the airship fly higher
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops
N/A
Find
Tycoon Meteor
Win
N/A
Steal
N/A

Name: Dragon Grass
Max Limit: 1
Description: Used to heal dragon
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops
N/A
Find
Valley of the Dragons
Win
N/A
Steal
N/A

Name: Whisper Grass
Max Limit: 1
Description: Used to communicate with Zeza in Barrier Tower
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops
N/A
Find
N/A
Win
N/A
Steal
N/A

Name: Elder's Branch
Max Limit: 1
Description: Needed to enter Moore Forest
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops
N/A
Find
Gill's Shrine
Win
N/A
Steal
N/A

Name: Sealed Book
Max Limit: 1
Description: Used to find the Lithographs
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops
N/A
Find
Library of Ancients (World 3)
Win
N/A
Steal
N/A

Name: Lithograph
Max Limit: 4
Description: Used to get the 12 Legendary Weapons
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops
N/A
Find
Pyramid
Great Sea Trench
Easterly Fall
Solitary Island
Win
N/A
Steal

N/A

Name: Bracelet
Max Limit: 1
Description:
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
 Shops
 N/A
 Find

 Win
 N/A
 Steal
 N/A

Name: World Map
Max Limit: 1
Description: Allows you to see the World
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
 Shops
 N/A
 Find
 Ship Graveyard
 Win
 N/A
 Steal
 N/A

= =

7) Weapon [W]

= =

A) Knives

Name: Knife
Max Limit: 1
Description:
 Attack-7
 Vigor-0
 Stamina-0
 Speed-0
 Magic Attack- 0
Price: N/A
Sell: 75
Rarity: Very rare
Can be used by:
Locations:

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

****NOTE!!****

You can only acquire one Knife in the entire game, and that is the Knife that Reina starts the game with!

Name: Dirk
Max Limit: 99
Description:
Attack-14
Vigor-0
Stamina-0
Speed-0
Magic Attack- 0

Price: 300
Sell: 150
Rarity: Common
Can be used by:

Locations:
Shops
Kerwin
Walz
Find
N/A
Win
Skeleton (Ship Graveyard) [Raer]
Steal
N/A

Name: Mythril Knife
Max Limit: 99
Description:
Attack-23
Vigor-0
Stamina-0
Speed-0
Magic Attack- 0

Price: 450
Sell: 225
Rarity: Common
Can be used by:
Locations:
Shops
Karnak
Find

N/A
Win
N/A
Steal
Y-Burn (Walz Tower) [Common]

Name: Ninja Knife
Max Limit: 99
Description:
Attack-29
Vigor-0
Stamina-0
Speed-1
Magic Attack- 0

Price: 600
Sell: 300
Rarity: Common
Can be used by:

Locations:
Shops
Karnak
Rikks
Find
N/A
Win
N/A
Steal
N/A

Name: Mage Slasher
Max Limit: 99
Description: Randomly casts Mute on enemy
Attack-31
Vigor-0
Stamina-0
Speed-0
Magic Attack- 1

Price: 900
Sell: 450
Rarity: Common
Can be used by:

Locations:
Shops
Jacole
Find
N/A
Win
N/A
Steal
Sorcerer (Karnak) [Common]

Name: Hunting Knife

Max Limit: 99

Description: Randomly blocks physical attacks (1/4 chance)

Attack-36

Vigor-0

Stamina-0

Speed-0

Magic Attack- 0

Price: N/A

Sell: 1300

Rarity: Rare

Can be used by:

Locations:

Shops

N/A

Find

Karnak Castle

Moore Village

Win

N/A

Steal

Mind Flare (N-Zone - Final Floors)

Name: Cluster

Max Limit: 99

Description:

Attack-46

Vigor-0

Stamina-0

Speed-1

Magic Attack- 0

Price: 5100

Sell: 2550

Rarity: Common

Can be used by:

Locations:

Shops

Kelb

Find

N/A

Win

N/A

Steal

N/A

Name: Halcyon Blade

Max Limit: 99

Description:

Attack-41

Vigor-0

Stamina-0

Speed-0
Magic Attack-0
Price: 3400
Sell: 1700
Rarity: Common
Can be used by:
Locations:
Shops
Lugor
Val
Kelb
Find
N/A
Win
N/A
Steal
N/A

Name: Air Lancer
Max Limit: 99
Description: Inflicts Wind-elemental damage
Attack-56
Vigor-0
Stamina-0
Speed-0
Magic Attack-0

Price: 6800
Sell: 3400
Rarity: Common
Can be used by:
Locations:
Shops
Moore
Find
Easterly Falls
Win
N/A
Steal
Moss Fungus (N-Zone - Forest) [Rare]

Name: Assassin
Max Limit: 1
Description: Randomly casts Doom on enemy
Attack-81
Vigor-0
Stamina-0
Speed-1
Magic Attack- 0

Price: N/A
Sell: 5
Rarity: Very rare
Can be used by:
Locations:

Shops
N/A
Find
Sealed Castle Kuzar (World 3)
Win
N/A
Steal
N/A

Name: Sasuke
Max Limit: 1
Description: Randomly blocks physical attacks
Attack-99
Vigor-0
Stamina-0
Speed-1
Magic Attack-0

Price: N/A
Sell: 10000
Rarity: Very rare
Can be used by:
Locations:

Shops
N/A
Find
Sealed Castle Kuzar (World 3)
Win
N/A
Steal
N/A

Name: Chicken Knife
Max Limit: 1
Description: Randomly forces your party to flee from normal battles. Attack of weapon gets stronger the more you run from battles.

Attack-46
Vigor-0
Stamina-0
Speed-5
Magic Attack- 0

Price: N/A
Sell: 1
Rarity: Very rare
Can be used by:
Locations:

Shops
N/A
Find
Lugor
Win
N/A
Steal
N/A

Name: Man-Eater

Max Limit: 99

Description: Deals critical damage against human enemies

Attack-89

Vigor-2

Stamina-2

Speed-2

Magic Attack- 2

Price: N/A

Sell: 1

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N-Zone - Castle Dungeon

Win

N/A

Steal

Alcumia (Easterly Falls) [Rare]

Name: Thief Knife

Max Limit: 1

Description: Randomly uses Mug on enemies when you attack

Attack-66

Vigor-0

Stamina-0

Speed-1

Magic Attack-0

Price: N/A

Sell: 3400

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Mirage Town

Win

N/A

Steal

N/A

Name: Dancing Dirk

Max Limit: 99

Description: Randomly uses Dance abilities on enemies when you attack

Attack-48

Vigor-0

Stamina-0
Speed-1
Magic Attack-1

Price: N/A

Sell: 2900

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Moogles Forest

Win

N/A

Steal

Shade Dancer (Solitary Temple) [Rare]

B) Swords

Name: Broadsword

Max Limit: 99

Description:

Attack-15

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 280

Sell: 140

Rarity: Common

Can be used by:

Locations:

Shops

Tule

Find

Wind Shrine

Win

N/A

Steal

N/A

Name: Long Sword

Max Limit: 99

Description:

Attack-22

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 480

Sell: 240

Rarity: Common

Can be used by:

Locations:

Shops

Kerwin

Walz

Find

N/A

Win

Ice Soldier (Walz Castle Tower) [Rare]

Steal

N/A

Name: Mythril Sword

Max Limit: 99

Description:

Attack-31

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 880

Sell: 440

Rarity: Common

Can be used by:

Locations:

Shops

Karnak

Find

N/A

Win

N/A

Steal

Ice Soldier (Walz Castle Tower) [Rare]

Name: Coral Sword

Max Limit: 99

Description: Inflicts Lightning-elemental damage.

Attack-37

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 2800

Sell: 1400

Rarity: Common

Can be used by:

Locations:

Shops

Jacole

Find

N/A

Win

N/A

Steal

Clay Claw (Airship) [Common]

Name: Ancient Sword

Max Limit: 99

Description: Randomly casts Old on enemy when you attack them

Attack-43

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 2100

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Ronka Ruins

Win

N/A

Steal

Landcrawler (N-Zone - Beach; Desert around Phoenix Tower) [Common]

Name: Regal Cutlass

Max Limit: 99

Description:

Attack-57

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 4200

Rarity: Common

Can be used by:

Locations:

Shops

Surgate

Find

Val Castle

Win

N/A

Steal

N/A

Name: Half Moon

Max Limit: 99

Description: Randomly casts Sleep on enemy when you attack

Attack-57

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 5600

Sell: 2800

Rarity: Common

Can be used by:

Locations:

Shops

Lugor

Val

Kelb

Find

N/A

Win

N/A

Steal

N/A

Name: Defender

Max Limit: 99

Description: Randomly blocks physical attacks

Attack-99

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 5500

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Fork Tower - Tower of Power

Win

N/A

Steal

Landcrawler (N-Zone - Beach; Desert around Phoenix Tower) [Rare]

Sea Devil (Numerous locations in the sea - World 3) [Rare]

Name: Excalibur

Max Limit: 1

Description: Inflicts Holy damage

Attack-110

Vigor-5

Stamina-0

Speed-0
Magic Attack-0

Price: N/A

Sell: 5

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Sealed Castle Kuzar (World 3)

Win

N/A

Steal

N/A

Name: Ragnarok

Max Limit: 1

Description:

Attack-140

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell:

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N-Zone (Shinryu treasure)

Win

N/A

Steal

N/A

Name: Blood Sword

Max Limit: 99

Description: Drains HP from enemies unless they are undead.

Accuracy of weapon is level dependent

Attack-84

Vigor-0

Stamina-0

Speed-0

Magic Attack-5

Price: N/A

Sell: 8000

Rarity: Rare

Can be used by:

Locations:

Shops

N/A

Find

Barrier Tower
N-Zone - Ruins

Win

N/A

Steal

Behemoth King (N-Zone - Final Floors)

Name: Rune Edge

Max Limit: 99

Description: Uses MP to deal critical attacks with each attack

Attack-50
Vigor-0
Stamina-0
Speed-0
Magic Attack-0

Price: N/A

Sell: 9500

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Easterly Falls

Win

N/A

Steal

Stingray (Northeastern bay in the sea between Walz and
the Phoenix Tower, Kerwin Lake - World 3) [Rare]

Name: Flame Sabre

Max Limit: 99

Description: Inflicts Fire-elemental damage

Attack-63
Vigor-0
Stamina-0
Speed-0
Magic Attack-0

Price: 10000

Sell: 5000

Rarity: Uncommon

Can be used by:

Locations:

Shops

Mirage

Find

Moore Forest

Win

N/A

Steal

Sybaritic (N-Zone - Cave) [Rare]

Name: Blizzard
Max Limit: 99
Description: Inflicts Ice-elemental damage
Attack-65
Vigor-0
Stamina-0
Speed-0
Magic Attack-0
Price: 11000
Sell: 5500
Rarity: Uncommon
Can be used by:
Locations:
Shops
Mirage Village
Find
X-Death's Castle
Win
Sword Dancer (N-Zone - Castle) [Rare]
Steal
N/A

Name: Excalipur
Max Limit: 1
Description: Deals only 1 damage when you attack with it. When thrown, has an attack power of 100.
Attack-100
Vigor-0
Stamina-0
Speed-0
Magic Attack-0
Price: N/A
Sell: 1
Rarity: Very rare
Can be used by:
Locations:
Shops
N/A
Find
Gilgamesh - 2nd Form (X-Death's Castle 2nd)
Win
N/A
Steal
N/A

Name: Brave Blade
Max Limit: 1
Description: Permanently loses 1 point in attack power each time you run from battle
Attack-144

Vigor-5
Stamina-0
Speed-0
Magic Attack-0

Price: N/A

Sell: 1

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Lugor

Win

N/A

Steal

N/A

Name: Enchanter

Max Limit: 99

Description:

Attack-102

Vigor-0

Stamina-0

Speed-0

Magic Attack-3

Price: N/A

Sell: 10000

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Easterly Falls

N-Zone - Forest

Win

N/A

Steal

Sword Dancer (N-Zone - Castle) [Rare]

C) Spears

Name: Javelin

Max Limit: 99

Description:

Attack-55

Vigor-1

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell:

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

N/A

Steal

Sand Bear (Desert west of Ancient Library - World 1; Area from Tycoon to Western Bridge, desert west of Rugor, small desert where Ronka was, Fork Tower desert, desert near Easterly Falls - World 3)

Name: Spear

Max Limit: 99

Description:

Attack-25

Vigor-0

Stamina-0

Speed-1

Magic Attack-0

Price: N/A

Sell: 50

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

N/A

Steal

Shell Bear (X-Death's Castle Basement)

Name: Mythril Pike

Max Limit: 99

Description:

Attack-30

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 790

Sell: 395

Rarity: Common

Can be used by:

Locations:

Shops

Karnak

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

Name: Trident
Max Limit: 99
Description: Inflicts Water-elemental damage
Attack-37
Vigor-0
Stamina-0
Speed-0
Magic Attack-0

Price: 2700
Sell: 1350
Rarity: Common
Can be used by:

Locations:

Shops
Jacole

Find
N/A

Win
Enkidoh (Zeza's Ship) [Common]

Steal
Dragon Avis (N-Zone - Aerial Temple) [Common]
Corbett (Outer Seas - World 1; Numerous areas in the sea
-World 3) [Rare]
QuadrHarpy (Desert south of Karnak - World 1) [Rare]
Gilgamesh (Big Bridge) [Rare]

Name: Partisan
Max Limit: 99
Description:

Attack-62
Vigor-0
Stamina-0
Speed-0
Magic Attack-0

Price: 10200
Sell: 5100
Rarity: Common
Can be used by:

Locations:

Shops
Mirage

Find
X-Death's Castle

Win
N/A

Steal
Ultragigas (Barrier Tower) [Rare]

Name: Heavy Spear

Max Limit: 1

Description:

Attack-54

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell:

Rarity: Very rare

Can be used by:

Locations:

Shops

Find

Win

Steal

Name: Holy Lance

Max Limit: 1

Description: Inflicts Holy damage

Attack-109

Vigor-3

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 5

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Sealed Castle Kuzar (World 3)

Win

N/A

Steal

N/A

Name: Dragon Lance

Max Limit: 99

Description: Deals critical damage to Dragons

Attack-119

Vigor-0

Stamina-0
Speed-0
Magic Attack-0

Price: N/A

Sell: 15000

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

N/A

Steal

JuroAvis (N-Zone/Castle Dungeon) [Rare]

Crystal Dragon (N-Zone - Final Floors) [Rare]

D) Hammers

Name: Mythril Hammer

Max Limit: 99

Description:

Attack-28

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 1050

Sell: 525

Rarity: Common

Can be used by:

Locations:

Shops

Karnak

Find

N/A

Win

N/A

Steal

Drippy (Valley of the Dragons) [Common]

Name: War Hammer

Max Limit: 99

Description:

Attack-38

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 6400
Sell: 3200
Rarity: Common
Can be used by:

Locations:

Shops

Lugor

Val

Kelb

Find

N/A

Win

N/A

Steal

BioSoldier (Area around Crescent Village - World 1) [Rare]

Reflect Knight (Barrier Tower) [Common]

Name: Earth Hammer

Max Limit: 99

Description: Randomly casts Quake on all enemies

Attack-58

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 12800

Sell: 6400

Rarity: Common

Can be used by:

Locations:

Shops

Mirage

Dwarven Town

Find

Pyramid

Win

N/A

Steal

Titan (Karnak Meteor) [Rare]

Name: Thor's Hammer

Max Limit: 99

Description: Inflicts Lightning-elemental damage

Attack-81

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 5

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N-Zone - Castle

Win

N/A

Steal

Death Claw (N-Zone - Castle) [Rare]

E) Axes

Name: Battle Axe

Max Limit: 99

Description:

Attack-23

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 650

Sell: 325

Rarity: Common

Can be used by:

Locations:

Shops

Walz

Find

N/A

Win

N/A

Steal

BioSoldier (Area around Crescent Village - World 1) [Common]

Name: Double Axe

Max Limit: 2

Description:

Attack-33

Vigor-0

Stamina-0

Speed-0

Magic Attack- 0

Price: 3200

Sell: 1600

Rarity: Common

Can be used by:

Locations:

Shops

N/A

Find

Easterly Falls

Win

N/A

Steal

Twin Tania - Form 2 (N-Zone - Castle Tower) [Rare]

Name: Poison Axe

Max Limit: 99

Description: Randomly casts Bio on enemy when you attack

Attack-48

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 9600

Sell: 3800

Rarity: Common

Can be used by:

Locations:

Shops

Surgate

Find

N/A

Win

BioSoldier (Pyramid - Zefa Zone summon) [Rare]

Steal

Bio Soldiers (outside

Reflect Knight (Barrier Tower) [Rare]

Name: Rune Axe

Max Limit: 1

Description: Uses MP to deal critical hits with each attack

Attack-71

Vigor-0

Stamina-0

Speed-0

Magic Attack-3

Price: N/A

Sell: 5

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Sealed Castle Kuzar (World 3)

Win

N/A

Steal

N/A

Name: Death Sickle

Max Limit: 99

Description: Randomly casts Doom on enemy when you attack

Attack-43

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 2950

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

Berserker (Fork Tower) [Rare]

Crescent (Area around Crescent Island - World 1) [Rare]

Steal

Bewitchin (Area around Moore, Kelb, Val, Big Bridge,

Crescent, Mirage, and Southern Land Ring - World 3) [Rare]

Name: Giant's Axe

Max Limit: 1

Description:

Attack-91

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell:

Rarity: Very rare

Can be used by:

Locations:

Shops

Find

Win

Steal

F) Katanas

Name: Katana

Max Limit: 99

Description:

Attack-42

Vigor-0
Stamina-0
Speed-0
Magic Attack-0

Price: 5800

Sell: 2900

Rarity: Common

Can be used by:

Locations:

Shops

Jacole

Lugor

Val

Kelb

Find

Tycoon Castle

Win

N/A

Steal

Slownin (Solitary Temple) [Common]

Name: Wind Sword

Max Limit: 1

Description: Randomly uses Air Wing when you attack

Attack-44

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 50

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Valley of the Dragons

Win

N/A

Steal

N/A

Name: Kotetsu

Max Limit: 1

Description:

Attack-58

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 5900

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

X-Death's Castle

Win

Slownin (Solitary Temple) [Rare]

Steal

N/A

Name: Bizen's Pride

Max Limit: 99

Description:

Attack-51

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 8800

Sell: 4400

Rarity: Common

Can be used by:

Locations:

Shops

Surgate

Find

N/A

Win

N/A

Steal

N/A

Name: Ichimonji

Max Limit: 99

Description:

Attack-87

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 14800

Sell: 7400

Rarity: Rare

Can be used by:

Locations:

Shops

Mirage

Dwarven Town

Find

N/A

Win

N/A

Steal

Ninja (N-Zone - Temple) [Rare]

Name: Murasame

Max Limit: 99

Description:

Attack-97

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell:

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

N/A

Steal

Big Butterfly (Numerous areas in the sea - World 3) [Rare]

Name: Masamune

Max Limit: 1

Description: Gives character First Strike

Attack-107

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 5

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Sealed Castle Kuzar (World 3)

Win

N/A

Steal

N/A

Name: Strato

Max Limit: 99

Description: Randomly deals double damage

Attack-117
Vigor-0
Stamina-0
Speed-0
Magic Attack-0

Price: N/A

Sell:

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

N/A

Steal

Yojimbo (N-Zone - Castle) [Rare]

G) Rods

Name: Wooden Rod

Max Limit: 99

Description:

Attack-8

Vigor-0

Stamina-0

Speed-0

Magic Attack-1

Price: 200

Sell: 100

Rarity: Common

Can be used by:

Locations:

Shops

Tule Village

Kerwin

Find

N/A

Win

N/A

Steal

Money Mage (Wind Shrine) [Rare]

Ricard Mage (Waltz Tower) [Common]

Name: Fire Rod

Max Limit: 99

Description: Inflicts Fire-elemental damage and strengthens Fire magic. When used as an item, casts Fire3.

Attack-16

Vigor-0

Stamina-0
Speed-0
Magic Attack-0

Price: 750

Sell: 375

Rarity: Common

Can be used by:

Locations:

Shops

Karnak

Find

Karnak

Win

Ricard Mage (Waltz Tower) [Rare]

Liquid Flame (2nd Form) (Fire Ship) [Common]

Steal

N/A

Name: Ice Rod

Max Limit: 99

Description: Inflicts Ice-elemental damage and strengthens Ice magic. When used as an item, casts Ice3.

Attack-16

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 750

Sell: 375

Rarity: Common

Can be used by:

Locations:

Shops

Karnak

Find

Kerwin

Win

N/A

Steal

N/A

Name: Lightning Rod

Max Limit: 99

Description: Inflicts Lightning-elemental damage and strengthens Lightning magic. When used as an item, casts Bolt3.

Attack-16

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 750

Sell: 375

Rarity: Common

Can be used by:

Locations:

Shops

Karnak

Find

N/A

Win

N/A

Steal

Yellow Dragon (X-Death's Castle) [Common]

Name: Poison Rod

Max Limit: 99

Description: Casts Bio when you attack.

Attack-32

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 1500

Rarity: 750

Can be used by:

Locations:

Shops

Kelb

Find

N/A

Win

N/A

Steal

Black Warlock (X-Death's Castle) [Common]

Name: Power Rod

Max Limit: 99

Description:

Attack-30

Vigor-0

Stamina-0

Speed-0

Magic Attack-3

Price: N/A

Sell: 1500

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N-Zone - Forest

Win

N/A

Steal

Jestrex (N-Zone - Forest) [Rare]

Name: Wonder Rod

Max Limit: 1

Description: Occasionally casts a random spell. When used as an item, casts Return.

Attack-0

Vigor-0

Stamina-0

Speed-0

Magic Attack-2

Price: N/A

Sell: 5000

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Fork Tower - Tower of Magic

Win

N/A

Steal

X-Death (N-Zone - Final Battle) [Rare]

Name: Magus Rod

Max Limit: 1

Description: Increases power of Black and White magic by 50%

Attack-40

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 10000

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Sealed Castle Kuzar (World 3)

Win

N/A

Steal

N/A

H) Staves

Name: Staff

Max Limit: 99

Description:

Attack-9

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 200

Sell: 100

Rarity: Common

Can be used by:

Locations:

Shops

Tule Village

Kerwin

Find

Wind Shrine

Win

N/A

Steal

Metamorpha (Gill's Cave) [Common]

Name: Mythril Staff

Max Limit: 99

Description:

Attack-19

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price:

Sell:

Rarity: Common

Can be used by:

Locations:

Shops

Find

N/A

Win

N/A

Steal

N/A

Name: Power Staff

Max Limit: 99

Description: Casts Berserk on enemies when you attack

Attack-0

Vigor-5

Stamina-0

Speed-0
Magic Attack-0

Price: N/A

Sell:

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

Black Warlock (X-Death's Castle) [Rare]

Steal

N/A

Name: Healing Staff

Max Limit: 99

Description: Casts Cure2 on enemies when you attack

Attack-0

Vigor-0

Stamina-0

Speed-0

Magic Attack-2

Price: N/A

Sell: 450

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Tycoon Castle

Win

Alte Roit (N-Zone - Castle Dungeon) [Rare]

Steal

DeemMaster (Fork Tower) [Rare]

Sleepy (Forest of southeastern archipelago - World 2; area around Tule, Kuzer, Gill's Cave, northwest of Pirate's Hideout, Torna Canal, Kerwin, and Waltz - World 3) [Rare]

Name: Light Staff

Max Limit: 99

Description:

Attack-45

Vigor-0

Stamina-0

Speed-0

Magic Attack-2

Price: N/A

Sell:

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

Metamorpha (Gill's Cave) [Rare]

Steal

Halycanos (N-Zone/Castle Throne Room) [Common]

Name: Sage Staff

Max Limit: 1

Description: Increases damage of Holy

Attack-53

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 10000

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Sealed Castle Kuzar (World 3)

Win

N/A

Steal

N/A

Name: Judge-Staff

Max Limit: 99

Description: Inflicts Holy damage

Attack-60

Vigor-0

Stamina-0

Speed-0

Magic Attack-2

Price: N/A

Sell: 15000

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

N/A

Steal

Black Warlock (X-Death's Castle) [Rare]

T-Wrecks (Northern Regions - World 3) [Rare]

X-Death (X-Death's Castle) [Rare]

Name: Flail

Max Limit: 99

Description: Inflicts same damage from back row

Attack-16

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 780

Sell: 390

Rarity: Common

Can be used by:

Locations:

Shops

Karnak

Find

Ship Graveyard

Win

N/A

Steal

Atomos (Barrier Tower) [Rare]

Name: Mace

Max Limit: 99

Description: Inflicts same damage from back row

Attack-50

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 7800

Sell: 3900

Rarity: Common

Can be used by:

Locations:

Shops

Mirage Village

Dwarven Town

Find

Moore Forest

Win

N/A

Steal

N/A

I) Bows

Name: Fire Bow
Max Limit: 99
Description: Inflicts Fire damage
Attack-39
Vigor-0
Stamina-0
Speed-0
Magic Attack-0

Price: 2500

Sell: 1250

Rarity: Common

Can be used by:

Locations:

Shops

Crescent Town

Find

N/A

Win

Liquid Flame - 3rd Form (Fire Ship) [Common]

Steal

N/A

Name: Ice Bow

Max Limit: 99

Description: Inflicts Ice damage

Attack-39

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 2500

Sell: 1250

Rarity: Common

Can be used by:

Locations:

Shops

Crescent Town

Find

N/A

Win

Clay Claw (Airship) [Common]

Steal

N/A

Name: Lightning Bow

Max Limit: 99

Description: Inflicts Lightning damage

Attack-39

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 2500

Sell: 1250

Rarity: Common

Can be used by:

Locations:

Shops

Crescent Town

Find

N/A

Win

N/A

Steal

N/A

Name: Dark Bow

Max Limit: 99

Description: Randomly causes Blind

Attack-43

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 3800

Sell: 1900

Rarity: Common

Can be used by:

Locations:

Shops

Lugor

Val

Kelb

Find

N/A

Win

Fan Wizard (Ronka Ruins)

Steal

N/A

Name: Crossbow

Max Limit: 99

Description: Randomly casts Doom on enemy

Attack-49

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 5000

Sell: 2500

Rarity: Rare

Can be used by:

Locations:

Shops

Kelb

Find

N/A

Win
N/A
Steal
Aquaous (Lonka Ruins) [Rare]

Name: Elfin Bow

Max Limit: 99

Description:

Attack-56
Vigor-0
Stamina-0
Speed-0
Magic Attack-0

Price: 7500

Sell: 3750

Rarity: Rare

Can be used by:

Locations:

Shops
Moore Village

Find
N/A

Win
N/A

Steal
Berserker (Fork Tower) [Rare]

Name: Yoichi's Bow

Max Limit: 1

Description:

Attack-101
Vigor-3
Stamina-0
Speed-3
Magic Attack-0

Price: N/A

Sell: 5

Rarity: Very rare

Can be used by:

Locations:

Shops
N/A

Find
Sealed Castle Kuzar (World 3)

Win
N/A

Steal
N/A

Name: Artemis

Max Limit: 99

Description:

Attack-111

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 5

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Easterly Falls

Win

N/A

Steal

Dragon Avis (N-Zone - Aerial Temple) [Rare]

Name: Silver Bow

Max Limit: 99

Description:

Attack-38

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 1500

Sell: 750

Rarity: Rare

Can be used by:

Locations:

Shops

Jacole

Find

N/A

Win

N/A

Steal

Crescent (Area around Crescent Island - World 1) [Common]

Name: Gale Bow
Max Limit: 99
Description: Randomly uses Sshot when you attack
Attack-69
Vigor-0
Stamina-0
Speed-0
Magic Attack-0
Price: N/A
Sell: 4250
Rarity: Very rare
Can be used by:
Locations:
Shops
N/A
Find
X-Death's Castle
Win
Abductor (X-Death's Castle) [Rare]
Steal
Poison Eagle (Valley of the Dragons) [Rare]

Name: Magic Bow
Max Limit: 99
Description: Casts Mute on the enemy. Attack power is based on
Magic power/
Attack-0
Vigor-0
Stamina-0
Speed-0
Magic Attack-0
Price: 10000
Sell: 5000
Rarity: Rare
Can be used by:
Locations:
Shops
Mirage Village
Dwarven Town
Find
N/A
Win
N/A
Steal
N/A

Name: Ab Splitter
Max Limit: 99
Description: Deals critical damage to birds.
Attack-91

Vigor-0
Stamina-0
Speed-0
Magic Attack-0

Price: N/A

Sell: 10000

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Phoenix Tower

Win

Tote Avis (Solitary Temple) [Common]

Steal

Tote Avis (Solitary Temple) [Rare]

J) Harps

Name: Silver Harp

Max Limit: 99

Description:

Attack-15

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 800

Sell: 400

Rarity: Rare

Can be used by:

Locations:

Shops

Crescent Town

Find

N/A

Win

N/A

Steal

N/A

Name: Dream Harp

Max Limit: 99

Description: Occasionally casts Sleep on enemy

Attack-25

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 1600

Sell: 800

Rarity: Common

Can be used by:

Locations:

Shops

Lugor

Val

Kelb

Find

N/A

Win

Traveler (Barrier Tower) [Rare]

Steal

Traveler (Barrier Tower) [Rare]

Name: Lamia's Harp

Max Limit: 99

Description: Occasionally casts Confuse on enemy

Attack-35

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 1600

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

Disabler (Phoenix Tower) [Rare]

Steal

N/A

Name: Apollo Harp

Max Limit: 1

Description: Inflicts critical damage on Undeads.

Attack-45

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 5

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Sealed Castle Kuzar (World 3)

Win

N/A

Steal

N/A

K) Whips

Name: Whip

Max Limit: 99

Description: Occasionally paralyzes the enemy

Attack-26

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 1100

Sell: 550

Rarity: Rare

Can be used by:

Locations:

Shops

Karnak

Find

N/A

Win

Magissa (North Mountain) [Common]

Steal

N/A

Name: Chain Whip

Max Limit: 99

Description: Occasionally paralyzes the enemy

Attack-52

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 3300

Sell: 1650

Rarity: Common

Can be used by:

Locations:

Shops

Lugor
Val
Kelb
Find
N/A
Win
N/A
Steal
N/A

Name: Shock Whip

Max Limit: 99

Description: Inflicts Lightning-elemental damage and randomly casts Bolt.

Attack-42

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 1100

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Jacole Cave

Win

N/A

Steal

Flare (Fork Tower) [Rare]

Name: Fire Bute

Max Limit: 1

Description: Inflicts Fire-elemental damage and randomly casts Fire3.

Attack-82

Vigor-2

Stamina-0

Speed-2

Magic Attack-0

Price: N/A

Sell: 10000

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find
Sealed Castle Kuzar (World 3)
Win
N/A
Steal
N/A

Name: Dragon's Beard

Max Limit: 99

Description:

Attack-92
Vigor-0
Stamina-0
Speed-0
Magic Attack-0

Price: N/A

Sell: 2200

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

Stingray (Northeastern bay in the sea between Walz and
the Phoenix Tower, Kerwin Lake - World 3) [Rare]

Steal

Shinryu (N-Zone)

Name: Beast Killer

Max Limit: 99

Description: Occasionally paralyzes the enemy

Attack-72
Vigor-0
Stamina-0
Speed-0
Magic Attack-0

Price: N/A

Sell: 7500

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Island Shrine

Win

N/A

Steal

Motor Drive (X-Death's Castle [Rare])
Unknown [1] (Great Sea Trench)

L) Bells

Name: Monster Bell

Max Limit: 99

Description: Inflicts same damage from back row

Attack-24

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 500

Sell: 250

Rarity: Rare

Can be used by:

Locations:

Shops

Karnak

Find

Tycoon Castle

Win

N/A

Steal

N/A

Name: Earth Bell

Max Limit: 1

Description: Inflicts same damage from back row and
randomly casts Quake.

Attack-35

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 4500

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Sealed Castle Kuzar (World 3)

Win

N/A

Steal

N/A

Name: Rune Chime

Max Limit: 99

Description: Inflicts same damage from back row. Uses MP to
inflict critical hits.

Attack-45

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell:

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

Cycloskull (N-Zone - Ruins) [Rare]

Steal

N/A

Name: Tinker Bell

Max Limit: 1

Description: Inflicts same damage from back row.

Attack-55

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 750

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

Twin Tania - Form 1 (N-Zone - Castle Tower) [Rare]

Steal

N/A

Name: Moonring

Max Limit: 99

Description: Inflicts same damage from back row.

Attack-35

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 1100

Sell: 550

Rarity: Common

Can be used by:

Locations:

Shops

Mirage Village

Find

Fire Ship

Ronka Ruins

Win

N/A

Steal

Belfagel (N-Zone - Final Floors) [Common]

Name: Razor Ring

Max Limit: 99

Description: Inflicts same damage from back row.

Attack-71

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 5500

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Island Shrine

Win

N/A

Steal

Belfagel (N-Zone - Final Floors) [Rare]

Name: Double Lance

Max Limit: 99

Description: Attacks the enemy twice and counterattacks once.

Attack-61
Vigor-0
Stamina-0
Speed-0
Magic Attack-0

Price: 10800

Sell: 5400

Rarity: Rare

Can be used by:

Locations:

Shops

Mirage Village

Find

X-Death's Castle

Win

Behemoth King (N-Zone - Final Floors) [Rare]

Soul Gun (Lonka Ruins) [Common]

Steal

Rock Statue (Val Castle Basement) [Rare]

Soul Gun (Lonka Ruins) [Common]

Name: Shuriken

Max Limit: 99

Description: Thrown weapon

Attack-0
Vigor-0
Stamina-0
Speed-0
Magic Attack-0

Price: 2500

Sell: 5

Rarity: Common

Can be used by:

Locations:

Shops

Rikks Town

Kelb

Mirage Village

Find

Tycoon Castle

Karnak Castle

Catapult (x2)

Jacole Cave

Ronka Ruins

Win

N/A

Steal

Abductor (X-Death's Castle) [Rare]

Ninja (N-Zone - Temple) [Common]

Name: MagiShuriken

Max Limit: 99

Description: Thrown weapon

Attack-0

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 25000

Sell: 5

Rarity: Rare

Can be used by:

Locations:

Shops

Mirage Village

Find

X-Death's Castle

Easterly Falls

N-Zone - Final Floors (x3)

Win

Ninja (N-Zone - Temple) [Rare]

Steal

Minitaurus (Fork Tower) [Rare]

Name: Ash

Max Limit: 99

Description: Thrown weapon

Attack-0

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: N/A

Sell: 1

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Moore Forest (after fire)

Win

Crystals (Elder Tree/Great Forest [World 2])

Apprehender (N-Zone - Library) [Common]

Steal

Apprehender (N-Zone - Library) [Common/Rare]

Name: Fire Skill

Max Limit: 99

Description: Thrown weapon. Fire-elemental damage to all enemies

Attack-0

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 200

Sell: 100

Rarity: Common

Can be used by:

Locations:

Shops

Rikks Town

Kelb

Mirage Village

Find

N/A

Win

Ifrit (Gill's Cave - Metamorpha) [Rare]

Liquid Flame (Phoenix Tower) [Rare]

Psycho Heads (Ship Graveyard) [Rare]

Ronka Knight (Pyramid - Zefa Zone summon) [Rare]

Liquid Flame - 1st Form (Fire Ship) [Common]

Ifrit (Ancient Library) [Common]

Steal

Mover (N-Zone - Final Floors) [Common]

Red Dragon (Easterly Falls) [Common]

Name: Water Skill

Max Limit: 99

Description: Thrown weapon. Water-elemental damage to all enemies.

Attack-0

Vigor-0

Stamina-0

Speed-0

Magic Attack-0

Price: 200

Sell: 100

Rarity: Common

Can be used by:

Locations:

Shops

Rikks Town

Kelb

Mirage Village

Find

Great Sea Trench

Win

Neo Garula (Big Bridge) [Rare]

Shiva (Gill's Cave - Metamorpha) [Rare]
Steal
Mover (N-Zone - Final Floors) [Rare]
Skelasuar (Valley of the Dragons - Event) [Common]

Name: Lightning Skill

Max Limit: 99

Description: Thrown weapon. Lightning-elemental damage to all enemies.

Attack-0
Vigor-0
Stamina-0
Speed-0
Magic Attack-0

Price: 200

Sell: 100

Rarity: Common

Can be used by:

Locations:

Shops

Rikks Town
Kelb
Mirage Villlage

Find

Karnak Castle

Win

Mover (N-Zone - Final Floors) [Rare]
Ramuh (Gill's Cave - Metamorpha) [Rare]
Thunderpits (Seas - World 1; northeastern bay in the sea between Walz and Phoenix Tower, Kerwin Lake - World 3) [Common]

Steal

Aquaus (Easterly Falls - Alcumia Toad) [Common]

= =

8) Helmets [H]

= =

Name: Leather Cap

Max Limit: 99

Description:

Defense-1
MDefense-1
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: 50

Sell: 25

Rarity: Common

Can be used by:

Locations:

Shops

Tule Village

Find

Pirate's Hideout

Wind Shrine

Win

Sleepy (Forest of southeastern archipelago - World 2; area around Tule, Kuzer, Gill's Cave, northwest of Pirate's Hideout, Torna Canal, Kerwin, and Waltz - World 3) [Common]

Steal

Mellusion - 2nd Form (The Elder Tree) [Common]

Name: Bronze Helmet

Max Limit: 99

Description:

Defense-2

MDefense-2

Vigor-0

Stamina-0

Speed-0

MAttack-0

Evade%-0%

Price: 250

Sell: 125

Rarity: Common

Can be used by:

Locations:

Shops

Kerwin

Find

N/A

Win

N/A

Steal

N/A

Name: Iron Helmet

Max Limit: 99

Description:

Defense-4

MDefense-2

Vigor-0

Stamina-0

Speed-0

MAttack-0

Evade%-0%

Price: 350

Sell: 175

Rarity: Common

Can be used by:

Locations:

Shops
Walz
Find
N/A
Win
N/A
Steal
Iron Giant (N-Zone - Castle) [Common]

Name: Mythril Helmet

Max Limit: 99

Description:

Defense-6
MDefense-2
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: 550

Sell: 225

Rarity: Common

Can be used by:

Locations:

Shops
Karnak
Find
N/A
Win
N/A
Steal
Sword Dancer (N-Zone - Castle) [Common]

Name: Gold Helmet

Max Limit: 99

Description:

Defense-8
MDefense-2
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: 3500

Sell: 1750

Rarity: Common

Can be used by:

Locations:

Shops
Lugor
Find
N/A
Win
N/A

Steal
N/A

Name: Diamond Helmet

Max Limit: 99

Description:

Defense-10
MDefense-2
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: 7000

Sell: 3500

Rarity: Common

Can be used by:

Locations:

Shops

Moore Village

Find

N/A

Win

N/A

Steal

BioSoldier (Pyramid - Zefa Zone summon) [Rare]

Name: Crystal Helmet

Max Limit: 99

Description:

Defense-13
MDefense-2
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: 10500

Sell: 5250

Rarity: Common

Can be used by:

Locations:

Shops

Mirage Village

Find

Island Shrine

Win

Crystelle (N-Zone - Final Floors) [Rare]

Steal

N/A

Name: Plumed Hat

Max Limit: 99

Description:

Defense-2
MDefense-2
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: 350

Sell: 175

Rarity: Common

Can be used by:

Locations:

Shops

Karnak

Crescent Town

Find

N/A

Win

N/A

Steal

Wood Sprite (N-Zone - Forest [Common])

Dinglberry (Easterly Falls [Common])

Name: Wizard Hat

Max Limit: 99

Description: Randomly evades magic attacks

Defense-4
MDefense-2
Vigor-0
Stamina-0
Speed-0
MAttack-1
Evade%-0%

Price: 1500

Sell: 750

Rarity: Common

Can be used by:

Locations:

Shops

Lugor

Val

Kelb

Surgate

Find

N/A

Win

Gilgamesh (Big Bridge [Common])

MiniMage (Moore Forest [Rare])

Steal

MiniMage (Moore Forest [Rare])

Name: Poet Cap

Max Limit: 99

Description:

Defense-6
MDefense-2
Vigor-0
Stamina-0
Speed-0
MAttack-2
Evade%-0%

Price: 3000

Sell: 1500

Rarity: Common

Can be used by:

Locations:

Shops

Moore Village

Find

N/A

Win

Flare (Fork Tower [Rare])

Steal

Death Dealer (N-Zone - Ruins [Rare])

Name: Circlet

Max Limit: 99

Description:

Defense-10
MDefense-2
Vigor-0
Stamina-0
Speed-0
MAttack-3
Evade%-0%

Price: 4500

Sell: 2250

Rarity: Rare

Can be used by:

Locations:

Shops

Mirage Village

Find

Island Shrine

Win

Maximus (N-Zone - Final Floors) [Rare]

Steal

N/A

Name: Hair Ornament

Max Limit: 3

Description: Reduces MP costs of spells by 50%

Defense-0
MDefense-2
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: N/A

Sell: 15000
Rarity: Very rare
Can be used by:
Locations:
 Shops
 N/A
 Find
 Barrier Tower
 Pyramid
 Win
 N/A
 Steal
 Gogo (Sunken Tower of Walse [World 3])

Name: Ribbon
Max Limit: 99
Description: Protects against most statuses
 Defense-12
 MDefense-2
 Vigor-5
 Stamina-5
 Speed-5
 MAttack-5
 Evade%-0%

Price: N/A

Sell: 1

Rarity: Rare

Can be used by:

Locations:
 Shops
 N/A
 Find
 Karnak Castle
 Pyramid
 Lugor (World 3)
 N-Zone - Forest
 Win
 N/A
 Steal
 Disabler (Phoenix Tower) [Rare]

Name: Rope Headband

Max Limit: 99

Description:
 Defense-6
 MDefense-0
 Vigor-3
 Stamina-0
 Speed-0
 MAttack-0
 Evade%-0%

Price: 3500

Sell: 1750

Rarity: Common

Can be used by:

Locations:

Shops

Kelb

Find

N/A

Win

N/A

Steal

Fall Guard (Easterly Falls) [Common]

Name: Green Beret

Max Limit: 99

Description:

Defense-3

MDefense-2

Vigor-1

Stamina-0

Speed-1

MAttack-0

Evade%-0%

Price: 2500

Sell: 1250

Rarity: Common

Can be used by:

Locations:

Shops

Rikks Town

Jacole

Lugor

Val

Kelb

Surgate

Find

Fire Ship

Win

N/A

Steal

Mind Flare (N-Zone - Final Floors) [Common]

Dinglberry (Easterly Falls) [Common]

Page 32 (Ancient Library) [Rare]

Enkidoh (Zeza's Ship) [Common]

Name: Black Hood

Max Limit: 99

Description:

Defense-12

MDefense-2

Vigor-0

Stamina-0

Speed-2

MAttack-0

Evade%-0%

Price: 6500

Sell: 3250

Rarity: Common

Can be used by:

Locations:

Shops

Mirage Village

Find

N/A

Win

Azulmagia (N-Zone - Castle Dungeon) [Rare]

Steal

Invisible (Solitary Temple - Chest) [Rare]

Name: Lamia's Tiara

Max Limit: 99

Description:

Defense-3

MDefense-7

Vigor-0

Stamina-0

Speed-0

MAttack-3

Evade%-0%

Price: 2500

Sell: 1250

Rarity: Very rare

Can be used by:

Locations:

Shops

Mirage Village

Find

N/A

Win

BrandLamia (Pyramid) [Rare]

Steal

Lamia (Ronka Ruins) [Rare]

Name: Tiger Mask

Max Limit: 99

Description:

Defense-9

MDefense-2

Vigor-0

Stamina-0

Speed-0

MAttack-0

Evade%-0%

Price: 5000

Sell: 2500

Rarity: Common

Can be used by:

Locations:

Shops

Moore Village

Find

N/A

Win

N/A

Steal
N/A

Name: Genji Helmet

Max Limit: 1

Description:

Defense-9
MDefense-2
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: N/A

Sell: 12500

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

N/A

Steal

Gilgamesh - 2nd Form (X-Death's Castle 2nd)

Name: Coronet

Max Limit: 1

Description: Raises success rate of Control

Defense-5
MDefense-4
Vigor-0
Stamina-0
Speed-0
MAttack-1
Evade%-0%

Price: N/A

Sell: 37500

Rarity:Very rare

Can be used by:

Locations:

Shops

N/A

Find

Valley of the Dragons

Win

N/A

Steal

N/A

Name: Thornlet

Max Limit: 99

Description: Causes HP of character to constantly
fall during battle.

Defense-20

MDefense-5
Vigor-0
Stamina-0
Speed-0
MAttack-5
Evade%-0%

Price: N/A

Sell: 1

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Pyramid

Win

N/A

Steal

BrandLamia (Pyramid) [Rare]

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9) Armor [A]

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Name: Kung-Fu Suit

Max Limit: 99

Description:

Defense-5

MDefense-2

Vigor-1

Stamina-0

Speed-0

MAttack-0

Evade%-0%

Price: 450

Sell: 225

Rarity: Common

Can be used by:

Locations:

Shops

Walz

Find

N/A

Win

N/A

Steal

N/A

Name: Ninja Suit

Max Limit: 99

Description:

Defense-9

MDefense-2
Vigor-0
Stamina-0
Speed-1
MAttack-0
Evade%-0%

Price: 3000

Sell: 1500

Rarity: Common

Can be used by:

Locations:

Shops

Rikks Town

Jacole

Lugor

Val

Kelb

Surgate

Find

Library of Ancients

Win

N/A

Steal

Page 256 (Library of Ancients [Rare])

Invisible (Solitary Temple - Chest [Common])

Name: Cotton Robe

Max Limit: 99

Description:

Defense-2

MDefense-4

Vigor-0

Stamina-0

Speed-0

MAttack-0

Evade%-0

Price: 300

Sell: 150

Rarity: Common

Can be used by:

Locations:

Shops

Kerwin

Walz

Find

N/A

Win

N/A

Steal

N/A

Name: Silk Robe

Max Limit: 99

Description:

Defense-2
MDefense-4
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: 500

Sell: 250

Rarity: Common

Can be used by:

Locations:

Shops

Karnak

Find

Walz Tower

Win

N/A

Steal

Bewitchin (Area around Moore, Kelb, Val, Big Bridge,
Crescent, Mirage, and Southern Land Ring - World 3) [Common]

Name: Earth Robe

Max Limit: 99

Description:

Defense-8
MDefense-10
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: 2000

Sell: 1000

Rarity: Common

Can be used by:

Locations:

Shops

Lugor

Val

Kelb

Surgate

Find

N/A

Win

Gravidead (Barrier Tower) [Rare]

Steal

Sorcerer (Karnak) [Rare]

Abductor (Solitary Island) [Rare]

Name: Poet Robe

Max Limit: 99

Description:

Defense-8
MDefense-10
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: 1000

Sell: 500

Rarity: Common

Can be used by:

Locations:

Shops

Crescent Town

Jacole

Find

N/A

Win

N/A

Steal

Drippy (Valley of the Dragons) [Rare]

La Mage (Ronka Ruins) [Common]

Name: Luminous Robe

Max Limit: 99

Description:

Defense-11
MDefense-12
Vigor-0
Stamina-0
Speed-0
MAttack-2
Evade%-0%

Price: 4000

Sell: 2000

Rarity: Common

Can be used by:

Locations:

Shops

Moore Village

Find

N/A

Win

Bewitchin (Area around Moore, Kelb, Val, Big Bridge,
Crescent, Mirage, and Southern Land Ring - World 3) [Rare]

Necrophobe (N-Zone - Final Floors) [Rare]

Steal

N/A

Name: Black Robe

Max Limit: 99

Description:

Defense-14
MDefense-14
Vigor-0
Stamina-0
Speed-0
MAttack-5
Evade%-0%

Price: 8000

Sell: 4000

Rarity: Rare

Can be used by:

Locations:

Shops

Mirage Village

Dwarven Town

Find

Pyramid

Win

Fury (N-Zone - Castle) [Rare]

Steal

N/A

Name: White Robe

Max Limit: 99

Description:

Defense-14
MDefense-14
Vigor-0
Stamina-3
Speed-0
MAttack-3
Evade%-0%

Price: 8000

Sell: 4000

Rarity: Rare

Can be used by:

Locations:

Shops

Mirage Village

Dwarven Town

Find

Pyramid

Win

Mind Flare (N-Zone - Final Floors) [Rare]

Steal

N/A

Name: Mirage Vest

Max Limit: 99

Description: Causes the first attack in battle on the character to miss

Defense-14

MDefense-4

Vigor-0

Stamina-0

Speed-0

MAttack-0

Evade%-0%

Price: N/A

Sell: 50

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Mirage Village

Win

Dinglberry (Easterly Falls) [Rare]

Steal

Red Harpy (Solitary Temple) [Rare]

Name: Power Tasuki

Max Limit: 99

Description:

Defense-11

MDefense-0

Vigor-3

Stamina-0

Speed-0

MAttack-0

Evade%-0%

Price: 4500

Sell: 2250

Rarity: Rare

Can be used by:

Locations:

Shops

Kelb

Find

N/A

Win

Yojimbo (N-Zone - Castle [Rare])

Steal

N/A

Name: Angel Robe

Max Limit: 99

Description: Protects against most statuses

Defense-10
MDefense-11
Vigor-0
Stamina-5
Speed-0
MAttack-0
Evade%-0%

Price: 3000

Sell: 1500

Rarity: Common

Can be used by:

Locations:

Shops
Mirage Village
Find
Val Castle
Win
N/A
Steal
N/A

Name: Prism Dress

Max Limit: 99

Description: Increases chances of Dancer's Sword Dance.

Also protects against Confusion.

Defense-18
MDefense-3
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: N/A

Sell: 2900

Rarity: Very rare

Can be used by:

Locations:

Shops
N/A
Find
N-Zone (Castle Dungeon)
Win
N/A
Steal
Serpentina (Phoenix Tower) [Common]

Name: Leather Armor

Max Limit: 99

Description:

Defense-1
MDefense-1

Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: 80

Sell: 40

Rarity: Common

Can be used by:

Locations:

Shops

Tule Village

Find

N/A

Win

N/A

Steal

Mellusion - 1st Form (The Elder Tree) [Common]

Gogo (Sunken Walz Tower [Common])

Name: Bronze Armor

Max Limit: 99

Description:

Defense-4

MDefense-2

Vigor-0

Stamina-0

Speed-0

MAttack-0

Evade%-0%

Price: 400

Sell: 200

Rarity: Common

Can be used by:

Locations:

Shops

Kerwin

Find

N/A

Win

Siren - Normal (Ship Graveyard) [Common]

Steal

N/A

Name: Iron Armor

Max Limit: 99

Description:

Defense-6

MDefense-2

Vigor-0

Stamina-0

Speed-0

MAttack-0
Evade%-0%
Price: 500
Sell: 250
Rarity: Common
Can be used by:
Locations:
Shops
Walz
Find
N/A
Win
N/A
Steal
Iron Giant (N-Zone - Castle) [Rare]

Name: Mythril Armor

Max Limit: 99

Description:

Defense-9
MDefense-2
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: 700

Sell: 350

Rarity: Common

Can be used by:

Locations:

Shops

Karnak

Find

N/A

Win

N/A

Steal

Mythril Dragon [Forest around Ancient Library - World 1;

Forest north of Pirate's Cave - World 3) [Rare]

Name: Gold Armor

Max Limit: 99

Description:

Defense-12
MDefense-2
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: 4000
Sell: 2000
Rarity: Common
Can be used by:
Locations:

Shops
Lugor
Val
Kelb
Surgate
Find
Ronka Ruins
Win
N/A
Steal
N/A

Name: Diamond Armor
Max Limit: 99
Description:

Defense-15
MDefense-2
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: 8000
Sell: 4000
Rarity: Common
Can be used by:
Locations:

Shops
Moore Village
Find
N/A
Win
Druid (Solitary Temple) [Rare]
Imp (Moore Forest) [Rare]
Steal
Ultragigas (Pyramid - Zefa Zone Summon) [Rare]

Name: Crystal Mail
Max Limit: 99
Description:

Defense-20
MDefense-2
Vigor-0
Stamina-0
Speed-0
MAttack-0

Evade%-0%
Price: 12000
Sell: 6000
Rarity: Common
Can be used by:
Locations:
Shops
Mirage Village
Dwarven Town
Find
Pyramid
Win
Bludgeoner (Pyramid) [Rare]
Crystal Dragon (N-Zone - Final Floors) [Rare]
Steal
N/A

Name: Bronze Plate
Max Limit: 99
Description:
Defense-3
MDefense-2
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%

Price: 350
Sell: 175
Rarity: Common
Can be used by:
Locations:
Shops
Kerwin
Find
N/A
Win
N/A
Steal
N/A

Name: Silver Plate
Max Limit: 99
Description:
Defense-7
MDefense-2
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-0%
Price: 600

Sell: 300

Rarity: Common

Can be used by:

Locations:

Shops

Karnak

Find

N/A

Win

Sergeant (Karnak Castle) [Rare]

Steal

N/A

Name: Diamond Plate

Max Limit: 99

Description:

Defense-13

MDefense-2

Vigor-0

Stamina-0

Speed-0

MAttack-0

Evade%-0%

Price: 6000

Sell: 3000

Rarity: Common

Can be used by:

Locations:

Shops

Moore Village

Find

N/A

Win

Wood Sprite (N-Zone - Forest) [Rare]

Steal

N/A

Name: Dark Suit

Max Limit: 99

Description:

Defense-17

MDefense-2

Vigor-1

Stamina-0

Speed-1

MAttack-0

Evade%-0%

Price:

Sell:

Rarity:

Can be used by:

Locations:

Shops

Find

Win

Steal

Name: Bonemail

Max Limit: 99

Description: Puts character in Zombie status (though character is still under your control). Weak vs. Fire attacks.

Defense-30

MDefense-5

Vigor-0

Stamina-0

Speed-0

MAttack-0

Evade%-0%

Price: N/A

Sell: 1

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Valley of the Dragons

Win

N/A

Steal

Necromancer (N-Zone - Final Floors) [Rare]

Name: Genji Armor

Max Limit: 1

Description:

Defense-22

MDefense-2

Vigor-0

Stamina-0

Speed-0

MAttack-0

Evade%-0%

Price: N/A

Sell: 15000

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

N/A

Steal

Gilgamesh (N-Zone/Battle with Necrophobia) [Common]

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10) Shields [S]

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Name: Leather Shield

Max Limit: 99

Description:

Defense-1

MDefense-0

Vigor-0

Stamina-0

Speed-0

MAttack-0

Evade%-0%

Price: 90

Sell: 45

Rarity: Common

Can be used by:

Locations:

Shops

Tule Village

Find

N/A

Win

N/A

Steal

Mellusion - 4th Form (The Elder Tree) [Common]

Name: Bronze Shield

Max Limit: 99

Description:

Defense-1

MDefense-0

Vigor-0

Stamina-0

Speed-0

MAttack-0

Evade%-15%

Price: 290

Sell: 145

Rarity: Common

Can be used by:

Locations:

Shops

Kerwin

Find

N/A
Win
Siren - Undead (Ship Graveyard) [Common]
Steal
N/A

Name: Iron Shield

Max Limit: 99

Description:

Defense-2
MDefense-0
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-20%

Price: 390

Sell: 195

Rarity: Very rare

Can be used by:

Locations:

Shops
Walz
Find
N/A
Win
N/A
Steal
N/A

Name: Mythril Shield

Max Limit: 99

Description:

Defense-3
MDefense-0
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-25%

Price: 590

Sell: 295

Rarity: Common

Can be used by:

Locations:

Shops
Karnak
Find
N/A
Win

Page 256 (Ancient Library) [Rare]

Ronka Knight (Ronka Ruins) [Rare]

Steal

Shield Dragon (Sealed Castle Kuzer) [Common]

Name: Gold Shield

Max Limit: 99

Description:

Defense-4
MDefense-0
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-30%

Price: 3000

Sell: 1500

Rarity: Common

Can be used by:

Locations:

Shops

Lugor

Val

Kelb

Surgate

Find

Ronka Ruins

Win

Shield Dragon (Sealed Castle Kuzer) [Rare]

Gilgamesh (Zeza's Ship) [Common]

Steal

Shield Dragon (Sealed Castle Kuzer) [Rare]

Tyrasaurus (Grove of Moogles) [Rare]

Name: Aegis Shield

Max Limit: 99

Description: Randomly evades magic attacks (1/3 chance)

Defense-5
MDefense-0
Vigor-0
Stamina-0
Speed-0
MAttack-1
Evade%-33%

Price: N/A

Sell: 2250

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Moore Forest

Easterly Falls

Win

N/A

Steal

Maximus (N-Zone - Final Floors) [Rare]

Halycanos (N-Zone/Castle Throne Room) [Rare]

Name: Diamond Shield

Max Limit: 99

Description:

Defense-6

MDefense-0

Vigor-0

Stamina-0

Speed-0

MAttack0-

Evade%-35%

Price: 6000

Sell: 3000

Rarity: Common

Can be used by:

Locations:

Shops

Moore Village

Find

X-Death's Castle

Win

N/A

Steal

N/A

Name: Crystal Shield

Max Limit: 99

Description:

Defense-8

MDefense-0

Vigor-0

Stamina-0

Speed-0

MAttack-0

Evade%-45%

Price: 9000

Sell: 4500

Rarity: Common

Can be used by:

Locations:

Shops

Mirage Village

Dwarven Town

Find

N/A

Win

N/A

Steal

Crystelle (N-Zone - Final Floors) [Rare]

Name: Flame Shield

Max Limit: 99

Description: Absorbs Fire attacks.

Defense-7

MDefense-5

Vigor-0

Stamina-0

Speed-0

MAttack-0

Evade%-40%

Price: N/A

Sell: 20000

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Moore Forest (after forest, if you did not take the Aegis
Shield)

Pyramid

Win

N/A

Steal

Dual Knight (Fork Tower) [Rare]

Grenade (N-Zone - Ruins) [Rare]

Twin Tania - Form 1 (N-Zone - Castle Tower) [Rare]

Name: Genji Shield

Max Limit: 1

Description:

Defense-9

MDefense-1

Vigor-0

Stamina-0

Speed-0

MAttack-0

Evade%-50%

Price: N/A

Sell: 10000

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find
N/A
Win
N/A
Steal
Gilgamesh (N-Zone/First battle)

Name: Ice Shield
Max Limit: 99
Description: Absorbs Ice attacks
Defense-7
MDefense-5
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-40%

Price: N/A
Sell: 20000
Rarity: Very rare
Can be used by:

Locations:
Shops
N/A
Find
X-Death's Castle
Pyramid
Win
Belfagel (N-Zone - Final Floors) [Rare]
Steal
Slownin (Solitary Temple) [Rare]

Name: Cursed Shield
Max Limit: 99
Description:
Defense-15
MDefense-0
Vigor-0
Stamina-0
Speed-0
MAttack-0
Evade%-15%

Price:
Sell:
Rarity:
Can be used by:
Locations:
Shops
Find

Name: Gauntlet

Max Limit: 99

Description:

Attack-0
MAttack-0
Vigor-0
Speed-0
Defense-6
MDefense-1

Price: 3000

Sell: 1500

Rarity: Common

Can be used by:

Locations:

Shops

Val

Kelb

Surgate

Find

N/A

Win

N/A

Steal

Gilgamesh - 1st Form (X-Death's Castle 2nd) [Rare]

Name: Protect Ring

Max Limit: 99

Description: Casts Regen on equipped character

Attack-0
MAttack-0
Vigor-5
Speed-0
Defense-10
MDefense-10

Price: N/A

Sell: 15000

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Pyramid

Island Shrine

Easterly Falls

Win

N/A

Steal

Soul Cannon (Phoenix Tower) [Rare]

Name: Giant's Glove

Max Limit: 1

Description:

Attack-5

MAttack- -5

Vigor-5

Speed- -5

Defense-9

MDefense-1

Price: N/A

Sell: 2500

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

N/A

Steal

Azulmagia (N-Zone - Castle Dungeon) [Rare]

Name: Elf Cloak

Max Limit: 99

Description: Occasionally dodge attacks

Attack-0

MAttack-1

Vigor-0

Speed-0

Defense-1

MDefense-3

Price: N/A

Sell: 2000

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Walz Castle Basement

Karnak Castle

Moogles Forest

Win

Halycanos (N-Zone/Castle Throne Room) [Rare]

Steal

Sherry (Phoenix Tower) [Rare]

Name: Hex Ring
Max Limit: 99
Description: Start battle with Condemned
Attack-0
MAttack-0
Vigor-0
Speed-0
Defense-25
MDefense-5
Price: N/A
Sell:
Rarity: Very rare
Can be used by:
Locations:
Shops
N/A
Find
Pyramid
Win
N/A
Steal
Fury (N-Zone - Castle) [Rare]

Name: Silver Glasses
Max Limit: 99
Description: Protects against Blind
Attack-0
MAttack-0
Vigor-0
Speed-0
Defense-1
MDefense-1
Price: N/A
Sell: 125
Rarity: Very rare
Can be used by:
Locations:
Shops
N/A
Find
Walz
Win
Iron Claw (Karnak Castle) [Rare]
Steal
Kestrel (Southwest Outer Seas - World 3) [Rare]
Page 64 (Ancient Library) [Rare]
Stones (North Mountain) [Rare]

Name: Winged Shoes

Max Limit: 99

Description: Casts Haste on equipped character

Attack-0

MAttack-1

Vigor-0

Speed-0

Defense-4

MDefense-0

Price: N/A

Sell: 25000

Rarity: Rare

Can be used by:

Locations:

Shops

Mirage Village

Find

N-Zone - Castle

Win

Sherry (Phoenix Tower [Rare])

Steal

N/A

Name: Silver Arm Band

Max Limit: 99

Description:

Attack-0

MAttack-0

Vigor-0

Speed-0

Defense-2

MDefense-3

Price: 500

Sell: 250

Rarity: Common

Can be used by:

Locations:

Shops

Karnak

Find

Walz Tower

Win

N/A

Steal

N/A

Name: Diamond Arm Band

Max Limit: 99

Description:

Attack-0

MAttack-0

Vigor-0

Speed-0

Defense-4
MDefense-5

Price: 4000
Sell: 2000
Rarity: Common
Can be used by:
Locations:

Shops
Moore Village
Find
N/A
Win
Druid (Solitary Temple [Rare])
Imp (Moore Forest [Rare])
Steal
N/A

Name: Power Wrist
Max Limit: 99
Description:

Attack-3
MAttack-0
Vigor-0
Speed-0
Defense-3
MDefense-0

Price: 2500
Sell: 1250
Rarity: Common
Can be used by:
Locations:

Shops
Kelb
Find
Ronka Ruins
Win
N/A
Steal
Shade Dancer (Solitary Temple) [Common]
Abductor (Val Castle) [Rare]

Name: Angel Ring
Max Limit: 99
Description: Protects against Zombie and Age

Attack-0
MAttack-0
Vigor-0
Speed-0
Defense-5
MDefense-10

Price: 50000

Sell: 25000

Rarity: Rare

Can be used by:

Locations:

Shops

Easterly Village

Mirage Village

Find

N-Zone - Caverns

Win

Kestrel (Southwest Outer Seas - World 3) [Rare]

Steal

Cycloskull (N-Zone - Ruins) [Rare]

Druid (Sea cavern leading to Shoat's Forest and Eastery Falls) [Rare]

Name: Fire Ring

Max Limit: 99

Description: Nullifies Ice attacks, absorbs Fire attacks, and take double damage from Water attacks.

Attack-0

MAttack-0

Vigor-0

Speed-0

Defense-5

MDefense-5

Price: 50000

Sell: 25000

Rarity: Rare

Can be used by:

Locations:

Shops

Easterly Village

Mirage Village

Find

Great Sea Trench

Win

N/A

Steal

Red Dragon (X-Death's Castle) [Rare]

Name: Coral Ring

Max Limit: 99

Description: Nullifies Fire attacks, absorbs Water attacks, and double damage from Lightning attacks.

Attack-0

MAttack-0

Vigor-0

Speed-0

Defense-5

MDefense-5

Price: 50000
Sell: 25000
Rarity: Rare
Can be used by:

Locations:

Shops

Easterly Village
Mirage Village

Find

N-Zone - Caverns

Win

Yellow Dragon (X-Death's Castle) [Rare]

Steal

Serpentina (Phoenix Tower) [Rare]

Name: Kornago Gourd

Max Limit: 2

Description: Decreases catching requirements to 1/2

Attack-0
MAttack-0
Vigor-0
Speed-0
Defense-0
MDefense-0

Price: N/A

Sell: 5000

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Kelb

Win

N/A

Steal

Omniscient (Fork Tower) [Rare]

Name: Genji Glove

Max Limit: 1

Description:

Attack-0
MAttack-0
Vigor-0
Speed-0
Defense-12
MDefense-1

Price: N/A

Sell: 7500

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N/A

Win

N/A

Steal

Gilgamesh (Zeza's Ship) [Common]

Name: Wall Ring

Max Limit: 99

Description: Casts Wall on equipped character

Attack-0

MAttack-0

Vigor-0

Speed-0

Defense-0

MDefense-0

Price: N/A

Sell: 10000

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Easterly Falls

Win

Reflect Knight (Barrier Tower) [Rare]

Serpentina (Phoenix Tower) [Rare]

Leviathan (Easterly Falls) [Common]

Steal

Disabler (Phoenix Tower) [Common]

Fury (N-Zone - Castle) [Common]

Reflect Mage (X-Death's Castle) [Rare]

Carbuncle (X-Death's Castle) [Common]

Wood Sprite (N-Zone - Forest) [Rare]

Barrier (N-Zone - Final Floors) [Rare]

Name: Leather Shoes

Max Limit: 99

Description:

Attack-0

MAttack-0

Vigor-0

Speed-0

Defense-1

MDefense-1

Price: N/A

Sell: 35

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

Tule Village (x2)

Win

Black Goblin (Wind Shrine) [Rare]

Steal

Mellusion - 3rd Form (The Elder Tree) [Common]

Minitaurus (Fork Tower) [Common]

Name: Red Shoes

Max Limit: 99

Description: Increases success rate of Dance

Attack-0

MAttack-0

Vigor-0

Speed-0

Defense-11

MDefense-2

Price: N/A

Sell: 4900

Rarity: Very rare

Can be used by:

Locations:

Shops

N/A

Find

N-Zone (Castle Dungeon)

Win

N/A

Steal

Sherry (Phoenix Tower) [Common]

Name: Kaiser Knuckle

Max Limit: 99

Description: Increases strength to Barehand ability.

Attack-5

MAttack-0

Vigor-0

Speed-0

Defense-8

MDefense-0

Price: N/A

Sell: 7500

Rarity: Very rare

Can be used by:

Locations:

Shops

Lv: 2
MP: 3
Cost: 300
Description: Puts enemy to sleep
Location: Karnak, Crescent

Name: Toad
Lv: 2
MP: 8
Cost: 300
Description: Turns target into a toad or recovers from toad.
Location: Mirage Village

Name: Fire2
Lv: 3
MP: 10
Cost: 600
Description: Deals moderate Fire damage
Location: Karnak, Crescent

Name: Ice2
Lv: 3
MP: 10
Cost: 600
Description: Deals moderate Ice damage
Location: Karnak, Crescent

Name: Bolt2
Lv: 3
MP: 10
Cost: 600
Description: Deals moderate Lightning damage
Location: Karnak, Crescent

Name: Drain
Lv: 4
MP: 13
Cost: 3000
Description: Drains HP from target and gives it to caster
Location: Lugor, Val, Kelb, Surgate

Name: Break

Lv: 4
MP: 15
Cost: 3000
Description: Turns target to stone
Location: Lugor, Val, Kelb, Surgate

Name: Bio
Lv: 4
MP: 16
Cost: 3000
Description: Poison enemy causing loss of HP each round
Location: Lugor, Val, Kelb, Surgate

Name: Fire3
Lv: 5
MP: 25
Cost: 6000
Description: Deals heavy Fire damage
Location: Moore

Name: Ice3
Lv: 5
MP: 25
Cost: 6000
Description: Deals heavy Ice damage
Location: Moore

Name: Bolt3
Lv: 5
MP: 25
Cost: 6000
Description: Deals heavy Lightning damage
Location: Moore

Name: Flare
Lv: 6
MP: 39
Cost: 0
Description: Deals heavy non-elemental damage
Location: Fork Tower - Tower of Magic

Name: Doom

Lv: 6
MP: 29
Cost: 10000
Description: When effective, kills target
Location: Mirage Town

Name: Psych/Asper
Lv: 6
MP: 1
Cost: 10000
Description: Drains MP from target and gives it to caster
Location: Mirage Town

B) White Magic

Name: Cure
Lv: 1
MP: 4
Cost: 180
Description: Recovers small amount of HP. Deals damage to undeads
Location: Tule, Kerwin, Karnak, Jacole

Name: Scan
Lv: 1
MP: 1
Cost: 80
Description: Displays enemy's HP, MP, Level, and statistics
Location: Tule, Kerwin, Karnak, Jacole

Name: Antidote
Lv: 1
MP: 2
Cost: 90
Description: Cures Poison
Location: Tule, Kerwin, Karnak, Jacole

Name: Mute
Lv: 2
MP: 2
Cost: 280
Description: Prevents enemy from casting magic

Location: Kerwin, Karnak, Jacole

Name: Armor/Protes

Lv: 2

MP: 3

Cost: 280

Description: Reduces damage done by physical attacks to 1/2

Location: Kerwin, Karnak, Jacole

Name: Size/Mini

Lv: 2

MP: 5

Cost: 300

Description: Shrinks enemy and vice-versa, greatly lowering attack and defense

Location: Mirage Village

Name: Cure2

Lv: 3

MP: 9

Cost: 620

Description: Restores a moderate amount of HP. Also damages undeads

Location: Karnak, Jacole

Name: Life/Raise

Lv: 3

MP: 29

Cost: 700

Description: Revives a KOed member and restores minor HP.

Causes instant death to an undead

Location: Karnak, Jacole

Name: Charm/Muddle

Lv: 3

MP: 4

Cost: 650

Description: Confuses target and forces them to attack other enemies instead

Location: Karnak, Jacole

Name: Image/Blink

Lv: 4

MP: 6

Cost: 3000

Description: Creates multiple illusions of selected character, allowing evasions against 2 attacks.

Location: Lugor, Val, Kelb, Surgate

Name: Shell

Lv: 4

MP: 5

Cost: 3000

Description: Reduces damage done by magical attacks by 1/2

Location: Lugor, Val, Kelb, Surgate

Name: Heal/Esuana

Lv: 4

MP: 10

Cost: 3000

Description: Recovers all status ailments

Location: Rikks Village, Lugor, Val, Kelb, Surgate

Name: Cure3

Lv: 5

MP: 27

Cost: 6000

Description: Restores a large amount of HP. Also damages undeads

Location: Moore Village

Name: Wall/Reflect

Lv: 5

MP: 15

Cost: 6000

Description: Bounces magic spells back at enemy party

Location: Moore Village

Name: Berserk

Lv: 5

MP: 8

Cost: 6000

Description: Causes selected target to ignore all AI scripts and constantly attack each turn with increased attack.

Location: Moore Village

Name: Life2/Arise
Lv: 6
MP: 50
Cost: 10000
Description: Revives a KOed member with full HP
Location: Mirage Town

Name: Holy
Lv: 6
MP: 20
Cost: 0
Description: Powerful Holy-elemental damage to one enemy
Location: Fork Tower - Tower of Power

Name: Dispel
Lv: 6
MP: 12
Cost: 10000
Description: Removes all magical enhancements on target
Location: Mirage Town

C) Time Magic

Name: Drag/Speed
Lv: 1
MP: 1
Cost: 30
Description: Increases caster's Speed stat
Location: Mirage Village

Name: Slow
Lv: 1
MP: 3
Cost: 80
Description: Cuts one target's ATB Gauge fill rate by half
Location: Walz, Karnak, Easterly Village

Name: Regen
Lv: 1
MP: 3
Cost: 100
Description: Gradually recovers HP over time
Location: Walz, Karnak, Easterly Village

Name: Void/Mute
Lv: 2
MP: 3
Cost: 320
Description: Prevents the party from using magic
Location: Walz, Karnak, Easterly Village

Name: Haste
Lv: 2
MP: 5
Cost: 320
Description: Increases one character's ATB Gauge fill rate
by 50%
Location: Walz, Karnak, Easterly Village

Name: Float
Lv: 2
MP: 10
Cost: 300
Description: Allows character or party to avoid Earth-elemental
attacks or damaging floors in dungeons.
Location: Mirage Village

Name: Demi
Lv: 3
MP: 9
Cost: 620
Description: Reduces one target's HP by 1/2
Location: Karnak, Easterly Village

Name: Stop
Lv: 3
MP: 8
Cost: 580
Description: Halts target's ATB Gauge from filling for a period
of time
Location: Karnak, Easterly Village

Name: Exit/Teleport
Lv: 3
MP: 15
Cost: 600

Description: Escape from dungeons and battles

Location: Mirage Village

Name: Comet

Lv: 4

MP: 7

Cost: 3000

Description: Deals random damage to a single target

Location: Lugor, Val, Kelb, Surgate

Name: Slow2

Lv: 4

MP: 9

Cost: 3000

Description: Cuts all target's ATB Gauges fill rate by half

Location: Lugor, Val, Kelb, Surgate

Name: Reset/Return

Lv: 4

MP: 1

Cost: 3000

Description: Starts battles over

Location: Lugor, Val, Kelb, Surgate

Name: Quarter/Demi2

Lv: 5

MP: 18

Cost: 6000

Description: Reduces one target's current HP to 1/8

Location: Moore Village

Name: Haste2

Lv: 5

MP: 15

Cost: 6000

Description: Increases all target's ATB Guages fill rate by 50%

Location: Moore Village

Name: Old

Lv: 5

MP: 4

Cost: 6000

Description: Ages target rapidly, causing all stats to decrease by half every turn they take.

Location: Moore Village

Name: Meteo

Lv: 6

MP: 42

Cost: 0

Description: Hits random enemies 4 times for random damage

Location: Great Sea Trench

Name: Quick

Lv: 6

MP: 77

Cost: 10000

Description: Allows caster to have 2 turns in a row after casting this spell. Cannot use this spell while under Quick.

Location: Mirage Town

Name: X-Zone

Lv: 6

MP: 20

Cost: 10000

Description: Sucks one enemy into the void for instant death

Location: Mirage Town

D) Blue Magic

Name: ????

MP: 3

Description: Inflicts non-elemental damage based on the caster's total HP minus current HP

Location:

Wild Dog (Forest around Karnak - World 1)

Subterranean (Pyramid)

Kuzer (Near Sealed Castle Kuzar - World 2)

Behemoth King (N-Zone - Final Floors)

Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: Wild Dog (World 1)

Name: Blow Fish

MP: 25

Description: Deals 1000 damage to one enemy

Location:

Lamia (Ronka Ruins)
Cactus (Northeastern Desert - World 2)
Bewitchin (Crescent Village Forest - World 3)
Hedgehog (Area around Karwen - World 3)
Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: Lamia (World 1)

Name: Aero

MP: 4

Description: Minor Wind-elemental damage

Location:

Mauldwin (Wind Shrine)
Defeater (Fire Ship)
Gigas (Escape from Karnak Castle)
Magisa (Northern Mountain boss - World 1)
Bewitchin (Crescent Village Forest - World 3)
Azulmagia (N- Zone - Castle Dungeon)

Earliest to Acquire: Mauldwin (World 1)

Name: Aero2

MP: 10

Description: Moderate Wind-elemental damage

Location:

Abductor (Bal Castle)
Fan Wizard (Lonka Ruins)
Galacjelly (Moore Forest)
Page 32 (Ancient Library)
Gilgamesh (Big Bridge)
Enkidoh (Zeza's Ship)
Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: Page 32 (World 1)

Name: Aero3

MP: 24

Description: Heavy Wind-elemental damage

Location:

Gigas (Escape from Karnak Castle)
Magic Dragon (X-Death's Castle)
Neogigas (Plains around Ancient Library - World 3)
Ultragigas (Barrier Tower)
Sherry (Phoenix Tower)
[Wind Crystal] (Moore Forest Boss)
Cyclo skull (N-Zone - Ruins)
Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: Gigas (World 1)

Name: Aqua Rake

MP: 38

Description: Deals Water-elemental damage to all enemies

Location:

Aquagel (Easterly Falls)

QuadrHarpy (Desert south of Karnak - World 1)
Mog Eater (Sinkhole far east of Lugor village)
KimaBrain (Lonka Meteor Boss)
[Water Crystal] (Moore Forest Boss)
Leviathan (Easterly Falls Boss)
Bahamut (North Mountains - World 3)
Azulmagia (N-Zone - Castle Dungeon)
Earliest to Acquire: QuadrHarpy (World 1)

Name: Black Shock

MP: 27

Description: Halves target's Level

Location:

Black Flame (Plains around Crescent Village - World 1)

Block Head

Shadow (Area near Karnak - World 3)

Nile (Pyramid)

Druid (Easterly Falls)

Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: Black Flame (World 1)

Name: Red Feast

MP: 2

Description: Drains HP from enemy and gives it to caster

Location:

Mercury Bat (Easterly Falls)

Steel Bat (Pirate's Cave)

Zombie Dragon (Valley of the Dragons - World 2)

Abductor (Bal Castle Boss)

Blood Slime (Sinkhole far east of Lugor)

Bald Money (Crescent Island - World 1)

Radiator (Gill's Cave)

Python (Area near Karnak - World 3)

Shadow (Area near Karnak - World 3)

Sybaritic (N-Zone - Cave)

Enkidoh (Zeza's Ship)

Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: Steel Bat (World 1)

Name: Doom Claw

MP: 21

Description: Reduces HP of target to single digits and paralyzes target

Location:

Iron Claw (Escape from Karnak Castle Boss)

RockStatue (Bal Castle - Basement)

Trent

Block Head

Gilgamesh (Zeza's Ship)

Death Claw (N-Zone - Castle)

Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: Iron Claw (World 1)

Name: Roulette

MP: 1

Description: Instantly kills random target

Location:

Serpentina (Phoenix Tower)
Doom Dealer (N-Zone - Ruins)
Shinryu (N-Zone - Final Floors)
Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: Serpentina (World 3)

Name: Condemned

MP: 10

Description: Target instantly dies in 30 seconds

Location:

X-Death (X-Death's Castle)
The Damned (Solitary Island Temple and Pyramid)
Unknown [4] (Great Sea Trench)
Doom Dealer (N-Zone - Ruins)
Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: X-Death (World 2)

Name: Burn Ray

MP: 5

Description: Moderate Fire-elemental damage to one enemy

Location:

FlameThrower (Lonka Ruins)
Shoat (Shoat's Forest - World 2)
MechaHead (Pyramid)
Prototype (Solitary Island Temple)
Dragon Great (N-Zone - Cave)
Omega (N-Zone - Cave)
Mind Flare (N-Zone - Final Floors)
Triton (Deep Sea Trench Boss)
Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: FlameThrower (World 1)

Name: Flash

MP: 7

Description: Blinds all enemies

Location:

Cool Dust (Fire Ship)
Stones (North Mountain)
StonedMask (Lonka Ruins)
Ramuh (Easterly Forest - World 1)
Gilgamesh (Big Bridge)
Neon (Barrier Tower)
Oculus (N-Zone - Cave)
Serpentina (Phoenix Tower)
Necrophobe (N-Zone - Final Floors Boss)
Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: Cool Dust (World 1)

Name: Frog Song

MP: 5

Description: Turns target into a Toad

Location:

Elf Toad (Waltz Tower)

ArcheoToad (Lonka Ruins)
Conago (Aera around Kelb - World 2)
Jestrex (N-Zone - Forest)
Disabler (Phoenix Tower)
Kestrel
Azulmagia (N-Zone - Castle Dungeon)
Earliest to Acquire: Elf Toad (World 1)

Name: Pep Up

MP: 13

Description: Caster is removed from battle, but completely restores one ally

Location:

Gargoyle (The 4 Shrines Boss)
Mythril Dragon (Ancient Library Forest - World 1)
Mover (N-Zone - Final Floors)
Verminator (Barren lands to the north - World 2)
Water Bus (Barren lands to the north - World 2)
Crystal Slugs (Ship Graveyard)
Unknown [2] (Deep Sea Trench)

Earliest to Acquire: Crystal Slug, though actually earliest is from Mythril Dragon. (World 1)

Name: Guard-Off

MP: 19

Description: Lower's target's Defense

Location:

Page 256 (Ancient Library)
Shadow (Area around Karnak - World 3)
Magic Dragon (X-Death's Castle)
Ziggurat (Barrier Tower)
Jestrex (N-Zone - Forest)
Nile (Pyramid)
Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: Page 256 (World 1)

Name: Goblin Punch

MP: 0

Description: Deals non-elemental damage. If the enemy is on the same level as caster, higher damage is dealt

Location:

Goblin (Plains around Tycoon - World 1)
Black Goblin (Wind Shrine)
Gobblidigoo (Zeza's Ship)
Sahagin (Ocean - World 1)
Armon
Gilgamesh (Big Bridge)
Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: Black Goblin (World 1)

Name: L.2 Old

MP: 11

Description: Casts Old on targets that are on a level that's a multiple of 2

Location:

Magic Dragon (X-Death's Castle)

Executor (Solitary Island Temple)
LvlTripper (Barrier Tower)
Level Checker (N-Zone - Ruins)
Shinryu (N-Zone - Final Floors)
Azulmagia (N-Zone - Castle Dungeon)
Earliest to Acquire: LvlTripper (World 2)

Name: L.3 Flare

MP: 18

Description: Casts Flare on enemies that are on a level that's a multiple of 3.

Location:

Red Dragon (X-Death's Castle)
X-Death (X-Death's Castle)
Archeosaur (Pyramid)
Bald Money (Crescent Island - World 1)
Subterranean (Pyramid)
Executor (Solitary Island Temple)
Level Checker (N-Zone - Ruins)
Shinryu (N-Zone - Final Floors)
Azulmagia (N-Zone - Castle Dungeon)
Earliest to Acquire: Bald Money (World 1)

Name: L.4 Quarter

MP: 9

Description: Reduces all target's current HP by 3/4 that are on a level that's multiple of 4

Location:

Hydra (Lonka Ruins)
LvlTripper (Barrier Tower)
Executor (N-Zone - Ruins)
Azulmagia (N-Zone - Castle Dungeon)
Earliest to Acquire: Hydra (World 1)

Name: L.5 Doom

MP: 22

Description: Casts Doom on targets that are on a level that's a multiple of 5

Location:

Page 64 (Ancient Library)
LvlTripper (Barrier Tower)
Executor (N-Zone - Ruins)
Azulmagia (N-Zone - Castle Dungeon)
Earliest to Acquire: Page 64 (World 1)

Name: Magic Hammer

MP: 3

Description: Takes away half of a target's MP.

Location:

Biblos (Ancient Library Boss)
Drippy (Valley of the Dragons)
Ridicule
Red Harpy (Solitary Island Temple)
Death Claw (N-Zone - Castle)
Apprehendr (N-Zone - Library Boss)
Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: Biblos (World 1)

Name: Guardian

MP: 72

Description: Casts Protes, Shell, and Float on all allies

Location:

Sting Ray (Waters near Phoenix Tower)

Crystelle (N-Zone - Final Floors)

Earliest to Acquire: Sting Ray (World 3)

Name: Mind Blast

MP: 6

Description: Inflicts small non-elemental damage as well as paralyzing target

Location:

Stalker (Solitary Island Temple Boss)

Mind Flare (N-Zone - Final Floors)

Twin Tania (N-Zone - Castle Boss)

Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: Stalker (World 3)

Name: Missile

MP: 7

Description: Reduces target's HP by 75%

Location:

Mottletrap (Fire Ship)

Rocket Gun (Lonka Ruins)

Soul Cannon (Lonka Ruins)

Enkidoh (Zeza's Ship)

Gilgamesh (Zeza's Ship)

MechaHead (Pyramid)

Prototype (Solitary Island Temple)

Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: Mottletrap (World 1)

Name: Moon Flute

MP: 3

Description: Casts Berserk on all allies

Location:

Page 256 (Ancient Library)

Harpy (Walse Castle Basement - World 1)

Bewitchin (Area around Crescent Village - World 3)

Earliest to Acquire: Page 256 (World 1)

Name: Little Song

MP: 5

Description: Casts Mini on an enemy

Location:

Gilgamesh (N-Zone - Final Floors)

MiniMage (Moore Forest)

Bewitchin (Area around Crescent Village - World 3)

Kestrel

Sherry (Phoenix Tower)

Jestrex (N-Zone - Forest)

Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: MiniMage (World 2)

Name: Exploder

MP: 1

Description: Removes user from battle, but does damage equal to current HP of caster to one enemy

Location:

Mottletrap (Fire Ship)

Bomb

Pyuroboros (Walse Meteor Boss)

Grenade (N-Zone - Ruins)

Prototype (Solitary Island Temple)

Magic Pot (Phoenix Tower)

Unknown [3] (Deep Sea Trench)

Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: Mottletrap (World 1)

Name: Time Slip

MP: 9

Description: Casts Sleep and Old on one enemy

Location:

Sherry (Phoenix Tower)

Traveler (Barrier Tower)

Gilgamesh (N-Zone - Final Floors)

Azulmagia (N-Zone - Castle Dungeon)

Earliest to Acquire: Traveler (World 2)

Name: White Wind

MP: 28

Description: Restores HP to all party members equal to the current HP of the caster

Location:

A Rage (X-Death's Castle)

Bella Donna (Phoenix Tower)

Necromancer (N-Zone - Final Floors)

Fan Wizard (Lonka Ruins)

Earliest to Acquire: Fan Wizard (World 1)

E) Summons

Name: Chocobo

Lv: 1

MP: 4

Cost: 300

Description: A chocobo appears and attacks enemy for non-elemental damage

Location: Walz, Mirage Village

Name: Sylph

Lv: 1

MP: 8

Cost: 350

Description: Steals HP from enemy to give to caster's party

Location: Walz, Mirage Village

Name: Remora

Lv: 1

MP: 2

Cost: 250

Description: Lowers target's speed stat

Location: Walz, Mirage Village

Name: Shiva

Lv: 2

MP: 10

Cost: 0

Description: Deals Ice-elemental damage to all enemies

Location: Walse Castle in World 1. Defeat in a boss battle.

Name: Ramuh

Lv: 2

MP: 12

Cost: 0

Description: Deals Lightning-elemental damage to all enemies

Location: East Istory Forest in World 1. Defeat in a random battle.

Name: Ifrit

Lv: 2

MP: 11

Cost: 0

Description: Deals Fire elemental damage to all enemies

Location: Library of the Ancients. Defeat in a boss battle.

Name: Titan

Lv: 3

MP: 25

Cost: 0

Description: Deals Earth-elemental damage

Location: Karnak Meteor. Defeat in a boss battle.

Name: Golem

Lv: 3

MP: 18

Cost: 0

Description: Protects party from physical damage.

Location: Valley of Flying Dragons. Save in a random encounter.

Name: Shoat

Lv: 4

MP: 33

Cost: 0

Description: Inflicts Stone on one enemy

Location: Forrest surrounding Northern Lake in World 2.

Must defeat in a random encounter.

Name: Carbuncle

Lv: 4

MP: 45

Cost: 0

Description: Casts Reflect on all party members

Location: X-Death's Castle. Defeat in a boss battle.

Name: Hydra

Lv: 4

MP: 32

Cost: 0

Description: Deals Lightning and Ice elemental damage to all enemies

Location: Pirate's Hideout in World 3.

Name: Odin

Lv: 5

MP: 48

Cost: 0

Description: Odin will either instantly kill all enemies or attack one enemy for heavy non-elemental damage

Location: Bal Castle Underground in World 3. Defeat in 1 minute in a boss battle.

Name: Phoenix

Lv: 5

MP: 99

Cost: 0

Description: Fire damage on all enemies and revives all KO'ed party members

Location: Tower of Phoenix in World 3. Can only acquire if you do not cut the dragon's tongue in Reina's flashback.

Name: Leviathan

Lv: 5

MP: 39

Cost: 0

Description: Deals Water-elemental damage to all enemies

Location: Easterly Falls in World 3. Defeat in a boss battle.

Name: Bahamut

Lv: 5

MP: 66

Cost: 0

Description: Deals heavy non-elemental damage to all enemies

Location: Northern Mountain in World 3. Must defeat in a boss battle to obtain.

F) Songs

Name: Power Song

Description: Temporarily increases party strength.

Caster is unable to perform any other actions.

Location: Crescent Island - World 3

Name: Vitality Song

Description: Casts Regen on party

Location: Southwestern house in Crescent - World 1

Name: Level Song

Description: Increases party's strength by increasing their levels in battle. Caster is unable to perform any actions

Location: Play all Pianos, then learn from bard in Crescent Island, World 3.

Name: Love Song

Description: Temporarily stops an enemy.

Job Name: Monk

Location: Wind Shrine

Starting Abilities: Kick

Available Equipment: None

Status Skills: HP +10%, HP +20%, HP +30%

Abilities:

Lv1: BuildUp/Store (15 AP)

A delayed physical attack that does around double damage.

Lv2: Brawl/Barehand (30 AP)

Same attack power as a Monk

Lv3: Mantra/Chkra (45 AP)

Recovers little HP and cures Poison and Blind.

Lv4: Counter (60 AP)

When damaged by a physical attack, randomly counterattack.

Lv5: HP +10% (100 AP)

Increases Max HP by 10%

Lv6: HP +20% (150 AP)

Increases Max HP by 20%

Lv7: HP +30% (300 AP)

Increases Max HP by 30%

Job Name: Thief

Location: Wind Shrine

Starting Abilities: Steal

Available Equipment: Knife, Other (Moonring, Crescent)

Status Skills: Footwork

Abilities:

Lv1: Passages/Secret (10 AP)

Can see hidden passages in dungeons and towns

Lv2: Escape/Flee (20 AP)

Escape from battles with 100% success.

Lv3: Dash (30 AP)

Run much faster in dungeons and towns.

Lv4: Steal (50 AP)

Steals an item from a monster

Lv5: Caution (75 AP)

Prevents Back Attacks

Lv6: Capture/Mug (150 AP)

Steals an item from a monster while attacking.

Lv7: Agility/Footwork (300 AP)

Same speed as a Thief.

Job Name: Dragoon/Lancer

Location: Earth Shrine

Starting Abilities: Jump

Available Equipment: Knives, Spears, Shields

Status Skills: EqSpear

Abilities:

Lv1: Jump (50 AP)
Use Jump attack. Double damage when equipped with a spear. Avoids being targeted by monsters while off-screen.

Lv2: Dragon Sword/Lance (150 AP)
Absorbs some HP and MP from an enemy

Lv3: EqLance (400 AP)
Can equip any spear regardless of Job.

Job Name: Ninja
Location: Karnak
Starting Abilities: Throw
Available Equipment: Knives, Others
Status Skills: None
Abilities:

Lv1: Smoke/Dustb (10 AP)
Allows party to escape from some battles

Lv2: Image/Twin (30 AP)
Allows character to dodge the next two physical attacks.

Lv3: Preemptive/First Attack (50 AP)
Raises Preemptive Attack for your party

Lv4: Throw (150 AP)
Allows character to throw Weapons to deal damage.

Lv5: 2-Handed/2-Swords (450 AP)
Allows character to equip a weapon in each hand

Job Name: Samurai
Location: Earth Shrine
Starting Abilities: \$Toss
Available Equipment: Knives, Katanas, Shields
Status Skills: EqKatana
Abilities:

Lv1: Swd Slap/\$slap (10 AP)
Paralyzes the enemy

Lv2: GilToss/\$Toss (30 AP)
Allows character to throw Gil to damage all enemies.

Lv3: Evade/SwdGrab (60 AP)
Increases Evade rate

Lv4: EqKatana (180 AP)
Allows character to equip katanas regardless of Job.

Lv5: Slash/Fdraw (540 AP)
Attempts to instantly kill enemy, regardless of defense statistics.

Job Name: Berserker
Location: Water Shrine
Starting Abilities: None
Available Equipment: Knives, Axes, Hammers, Shields
Status Skills: EqAxe
Abilities:

Lv1: Berserk (100 AP)
Character will attack automatically until all enemies are

defeated.

Lv2: EqAxe (400 AP)

Allows character to equip axes regardless of Job.

Job Name: Hunter

Location: Karnak

Starting Abilities: Aim

Available Equipment: Knives, Bows

Status Skills: EqBow

Abilities:

Lv1: Animals/Critt (15 AP)

Calls animals from the woods for various effects

Lv2: Aim (45 AP)

Weaker attack for 100% hit rate

Lv3: EqBow (135 AP)

Allows character to equip bows regardless of Job.

Lv4: X-Fight/Sshot (405 AP)

Attack 4 times in a row consecutively for 50% damage each hit.

Job Name: Mystic Knight/Sorcerer

Location: Water Shrine

Starting Abilities: Sword Lv6

Available Equipment: Knives, Swords, Shields

Status Skills: None

Abilities:

Lv1: Barrier/Magiwall (10 AP)

Automatically casts Shell when character is in Critical HP

Lv2: MgcSwrd Lv1/Sword Lv1 (20 AP)

Allows character to use Level 1 Sword Magic.

Lv3: MgcSwrd Lv2/Sword Lv2 (30 AP)

Allows character to use Level 2 Sword Magic.

Lv4: MgcSwrd Lv3/Sword Lv3 (50 AP)

Allows character to use Level 3 Sword Magic.

Lv5: MgcSwrd Lv4/Sword Lv4 (70 AP)

Allows character to use Level 4 Sword Magic.

Lv6: MgcSwrd Lv5/Sword Lv5 (100 AP)

Allows character to use Level 5 Sword Magic.

Lv7: MgcSwrd Lv6/Sword Lv6 (400 AP)

Allows character to use Level 6 Sword Magic.

Job Name: White Mage

Location: Wind Shrine

Starting Abilities: White Lv6

Available Equipment: Staves

Status Skills: MP +10%

Abilities:

Lv1: White Lv1 (10 AP)

Allows character to use Level 1 White Magic.

Lv2: White Lv2 (20 AP)

Allows character to use Level 2 White Magic.

Lv3: White Lv3 (30 AP)
Allows character to use Level 3 White Magic.
Lv4: White Lv4 (50 AP)
Allows character to use Level 4 White Magic.
Lv5: White Lv5 (70 AP)
Allows character to use Level 5 White Magic.
Lv6: White Lv6 (100 AP)
Allows character to use Level 6 White Magic.
Lv7: MP +10% (300 AP)
Increases Max MP by 10%

Job Name: Black Mage
Location: Wind Shrine
Starting Abilities: Black Lv6
Available Equipment: Knives, Rods
Status Skills: MP +30%
Abilities:

Lv1: Black Lv1 (10 AP)
Allows character to use Level 1 Black Magic
Lv2: Black Lv2 (20 AP)
Allows character to use Level 2 Black Magic
Lv3: Black Lv3 (30 AP)
Allows character to use Level 3 Black Magic
Lv4: Black Lv4 (50 AP)
Allows character to use Level 4 Black Magic
Lv5: Black Lv5 (70 AP)
Allows character to use Level 5 Black Magic
Lv6: Black Lv6 (100 AP)
Allows character to use Level 6 Black Magic
Lv7: MP +30% (450 AP)
Increases Max MP by 30%

Job Name: Time Mage
Location: Water Shrine
Starting Abilities: Time Lv6
Available Equipment: Knives, Rods, Staves
Status Skills: EqRod
Abilities:

Lv1: Dimen Lv1/Time Lv1 (10 AP)
Allows character to use Level 1 Time Magic
Lv2: Dimen Lv2/Time Lv2 (20 AP)
Allows character to use Level 2 Time Magic
Lv3: Dimen Lv3/Time Lv3 (30 AP)
Allows character to use Level 3 Time Magic
Lv4: Dimen Lv4/Time Lv4 (50 AP)
Allows character to use Level 4 Time Magic
Lv5: Dimen Lv5/Time Lv5 (70 AP)
Allows character to use Level 5 Time Magic
Lv6: Dimen Lv6/Time Lv6 (100 AP)
Allows character to use Level 6 Time Magic
Lv7: EqRod (250 AP)
Allows character to equip rods regardless of Jobs.

Job Name: Summoner
Location: Water Shrine
Starting Abilities: Summon Lv5
Available Equipment: Knives, Rods
Status Skills: None
Abilities:
Lv1: Summon Lv1 (15 AP)
 Allows character to use Level 1 Summons
Lv2: Summon Lv2 (30 AP)
 Allows character to use Level 2 Summons
Lv3: Summon Lv3 (45 AP)
 Allows character to use Level 3 Summons
Lv4: Summon Lv4 (60 AP)
 Allows character to use Level 4 Summons
Lv5: Summon Lv5 (100 AP)
 Allows character to use Level 5 Summons
Lv6: Conjure/Call (500 AP)
 Summons a random Summon without using MP

Job Name: Blue Mage
Location: Wind Shrine
Starting Abilities: Blue
Available Equipment: Knives, Rods, Swords, Shields
Status Skills: None
Abilities:
Lv1: Peep/Check (10 AP)
 Displays HP and weak points of selected enemy
Lv2: Learning (20 AP)
 Allows character to learn Blue Magic used on them
Lv3: Blue (70 AP)
 Allows character to use Blue Magic
Lv4: Scan/View (250 AP)
 Displays HP, weak points, level, and status of the enemy

Job Name: Red Mage
Location: Water Shrine
Starting Abilities: Red Lv3
Available Equipment: Knives, Rods, Staves, Swords
Status Skills: None
Abilities:
Lv1: Red Lv1 (20 AP)
 Allows character to use Level 1 White and Black Magic
Lv2: Red Lv2 (40 AP)
 Allows character to use Level 2 White and Black Magic
Lv3: Red Lv3 (100 AP)
 Allows character to use Level 3 White and Black Magic
Lv4: X-Magic/Redx2 (999 AP)
 Allows character to use 2 consecutive magic spells at once

Job Name: Mediator/Trainer

Location: Karnak

Starting Abilities: Catch

Available Equipment: Knives, Whips

Status Skills: EqWhip

Abilities:

Lv1: Tame (10 AP)

Paralyzes beast-type monsters

Lv2: Control (50 AP)

Allows character to control selected monster's actions

Lv3: EqWhip (100 AP)

Allows character to equip whips regardless of Job

Lv4: Catch (300 AP)

Allows character to catch weakened monsters to attack enemies when freed.

Job Name: Chemist

Location: Earth Shrine

Starting Abilities: Drink

Available Equipment: Knives, Staves

Status Skills: None

Abilities:

Lv1: Medicine (15 AP)

Doubles effects of Potions and Ethers

Lv2: Combine/Mix (30 AP)

Combines any 2 items for different effects

Lv3: Drink (45 AP)

Allows character to use various Drinks

Lv4: Pray/Recover (135 AP)

Heals party of various statuses

Lv5: Revive (405 AP)

Revives all KOed members

Job Name: Geomancer

Location: Karnak

Starting Abilities: Earth

Available Equipment: Knives, Bells

Status Skills: None

Abilities:

Lv1: Terrain/Earth (25 AP)

Attacks enemy with a random attack based on the area you're fighting in

Lv2: Pitfalls/Findhole (50 AP)

Find hidden holes in the floor

Lv3: Damage Floor/Antitrap (100 AP)

Allows character to be unharmed on damaging floors of dungeons.

Job Name: Bard

Location: Karnak

Starting Abilities: Sing

Available Equipment: Knives, Harps

Status Skills: EqHarp

Abilities:

Lv1: Hide (25 AP)

Temporarily hide from battle. Unable to be attacked.

Lv2: EqHarp (50 AP)

Allows character to equip harps regardless of Job

Lv3: Sing (100 AP)

Allows character to use Sing abilities

Job Name: Dancer

Location: Earth Shrine

Starting Abilities: Dance

Available Equipment: Knives

Status Skills: EqRibbon

Abilities:

Lv1: Flirt (25 AP)

Resets enemy's ATB gauge

Lv2: Dance (50 AP)

Allows character to use Dance abilities

Lv3: EqRibbon (325 AP)

Allows character to equip Ribbon, Prism Dress, and Red Shoes regardless of Job.

Job Name: Mime

Location: Sunken Walse Tower

Starting Abilities: Mimic

Available Equipment: Knives, Rods, Staves, Shields

Status Skills: None

Abilities:

Lv1: Mimic (999 AP)

Allows character to copy the previous command inputted.

= =

14) Item/Equipment Locations (By Area) [IEL]

= =

= =

15) Enemy Locations [EL]

= =

Name: ????

Location: Valley of the Dragons

Lv: 33

HP: 2000

MP: 500

EXP: 5000

Gil: 1
Attack: 50
Defense: 30
MDefense: 30
Speed: 50
Evade: 30
MEvade: 0
Items (Win Common):
Items (Win Rare): Tonic
Items (Steal Common): Tonic
Items (Steal Rare):
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: A Rage
Location: X-Death's Castle
Lv: 34
HP: 1050
MP: 100
EXP: 750
Gil: 366
Attack: 49
Defense: 5
MDefense: 5
Speed: 30
Evade: 10
MEvade: 0
Items (Win Common):

Items (Win Rare): Phoenix Down

Items (Steal Common): Tonic

Items (Steal Rare): Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Abductor

Location: X-Death's Castle

Lv: 5

HP: 5000

MP: 100

EXP: 500

Gil: 0

Attack: 80

Defense: 5

MDefense: 5

Speed: 50

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Gale Bow

Items (Steal Common): Potion

Items (Steal Rare): Shuriken

Elements:

Fire:

Ice: Immunje

Lightning:

Earth:

Wind:
Water:
Poison: Immune
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Acrophis
Location: Grove of Moogles
Lv: 30
HP: 900
MP: 0
EXP: 410
Gil: 267
Attack: 36
Defense: 20
MDefense: 30
Speed: 36
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Tonic
Items (Steal Rare):
Elements:
Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water: Absorb
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):

Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Adaman Golem
Location: X-Death's Castle
Lv: 37
HP: 3650
MP: 0
EXP: 1100
Gil: 378
Attack: 62
Defense: 10
MDefense: 5
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Potion
Items (Steal Common): Tonic
Items (Steal Rare): Potion
Elements:
Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:

Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Adaman Golem
Location: Pyramid (Zefa Zone summon)
Lv: 44
HP: 2000
MP: 1000
EXP: 0
Gil: 0
Attack: 60
Defense: 0
MDefense: 0
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Soft
Items (Steal Common): Potion
Items (Steal Rare):
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Alcumia

Location: Easterly Falls

Lv: 47

HP: 4500

MP: 3900

EXP: 1000

Gil: 546

Attack: 70

Defense: 10

MDefense: 10

Speed: 35

Evade: 50

MEvade: 90

Items (Win Common):

Items (Win Rare): Elixir

Items (Steal Common): Maiden's Kiss

Items (Steal Rare): Man-Eater

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Aquagel

Location: Easterly Falls

Lv: 46
HP: 3300
MP: 100
EXP: 1268
Gil: 540
Attack: 67
Defense: 20
MDefense: 0
Speed: 22
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Speed Drink
Items (Steal Common): Tonic
Items (Steal Rare): Potion

Elements:

Fire:
Ice:
Lightning: Lightning
Earth:
Wind:
Water: Absorb
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Aquaus
Location: Lonka Ruins
Lv: 26
HP: 3000
MP: 1000
EXP: 3108
Gil: 219
Attack: 42
Defense: 20
MDefense: 5

Speed: 50
Evade: 10
MEvade: 0
Items (Win Common): Phoenix Down
Items (Win Rare):
Items (Steal Common): Crossbow
Items (Steal Rare):
Elements:

Fire:
Ice: Absorb
Lightning: Absorb
Earth: Absorb
Wind: Absorb
Water: Absorb
Poison: Absorb
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Aquaus
Location: Easterly Falls (Alcumia Toad)
Lv: 46
HP: 6000
MP: 0
EXP: 2000
Gil: 552
Attack: 85
Defense: 10
MDefense: 0
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Dark Matter
Items (Steal Common): Lightning Skill
Items (Steal Rare): Dragon Fang
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Aqua Zone

Location: Area around Val Castle, Kelb, and Surgate (World 2)

Lv: 31

HP: 800

MP: 100

EXP: 590

Gil: 279

Attack: 39

Defense: 0

MDefense: 0

Speed: 30

Evade: 5

MEvade: 0

Items (Win Common):

Items (Win Rare): Antidtoe

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning: Lightning

Earth:

Wind:

Water: Absorb

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Archeosaur

Location: Pyramid

Lv: 35

HP: 9960

MP: 1000

EXP: 1800

Gil: 444

Attack: 67

Defense: 20

MDefense: 5

Speed: 33

Evade: 0

MEvade: 0

Items (Win Common): Dragon Fang

Items (Win Rare):

Items (Steal Common):

Items (Steal Rare): Phoenix Down

Elements:

Fire:

Ice:

Lightning:

Earth: Weakness

Wind:

Water:

Poison:

Holy: Weakness

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Archeotoad

Location: Lonka Ruins

Lv: 25

HP: 800

MP: 100

EXP: 390

Gil: 213

Attack: 34

Defense: 0

MDefense: 0

Speed: 25

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare):

Items (Steal Common):

Items (Steal Rare): Potion

Elements:

Fire:

Ice: Weakness

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:
Control:
Silence:
Other:
Attacks:

Name: Armon
Location: Numerous areas in the sea (World 3)
Lv: 25
HP: 1500
MP: 300
EXP: 0
Gil: 740
Attack: 90
Defense: 35
MDefense: 0
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Potion
Items (Steal Common): Antidote
Items (Steal Rare): Potion
Elements:
Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water: Absorb
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Auspices
Location: Pyramid
Lv: 35
HP: 1280
MP: 50
EXP: 800
Gil: 0
Attack: 57
Defense: 20
MDefense: 20
Speed: 42
Evade: 10
MEvade: 0
Items (Win Common):
Items (Win Rare): Antidote
Items (Steal Common): Antditote
Items (Steal Rare): Potion
Elements:
 Fire:
 Ice:
 Lightning: Absorb
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Baretta
Location: Desert around Pyarmid (World 3)
Lv: 41
HP: 1000
MP: 0
EXP: 1050

Gil: 429
Attack: 61
Defense: 55
MDefense: 20
Speed: 21
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Potion
Items (Steal Common): Tonic
Items (Steal Rare):

Elements:
Fire:
Ice: Weakness
Lightning:
Earth:
Wind:
Water:
Poison: Immune
Holy:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Behemoth King
Location: N-Zone (Final Floors)
Lv: 82
HP: 18000
MP: 300
EXP: 0
Gil: 1000
Attack: 95
Defense: 15
MDefense: 0
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):

Items (Win Rare): Double Lance
Items (Steal Common): Phoenix Down
Items (Steal Rare): Blood Sword

Elements:

Fire: Immune
Ice: Immune
Lightning:
Earth:
Wind: Immune
Water: Weakness
Poison: Immune
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Critical
Fight
????

Name: Belfagel

Location: N-Zone (Final Floors)

Lv: 55

HP: 6000

MP: 500

EXP: 0

Gil: 950

Attack: 73

Defense: 30

MDefense: 10

Speed: 40

Evade: 15

MEvade: 50

Items (Win Common):

Items (Win Rare): Ice Shield

Items (Steal Common): Moonring

Items (Steal Rare): Razor Ring

Elements:

Fire:
Ice: Immune

Lightning: Immune
Earth: Absorb
Wind: Immune
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Berserker
Location: Fork Tower
Lv: 44
HP: 2140
MP: 0
EXP: 1000
Gil: 495
Attack: 77
Defense: 5
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Death Sickle
Items (Steal Common): Speed Drink
Items (Steal Rare): Elfin Bow
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:

Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Bewitchin

Location: Area around Moore, Kelb, Val, Big Bridge, Crescent
Mirage, and Southern Land Ring (World 3)

Lv: 42

HP: 2000

MP: 200

EXP: 1200

Gil: 459

Attack: 65

Defense: 10

MDefense: 5

Speed: 25

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Luminous Robe

Items (Steal Common): Silk Robe

Items (Steal Rare): Death Sickle

Elements:

Fire:

Ice: Immune

Lightning:

Earth:

Wind:

Water:

Poison: Immune

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Big Horn

Location: Area around Kerwin and Walz (World 1); Area south of Tycoon, and along the path to the bridge west of Tycoon (World 3)

Lv: 8

HP: 90

MP: 0

EXP: 40

Gil: 50

Attack: 10

Defense: 0

MDefense: 5

Speed: 20

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Tonic

Items (Steal Common):

Items (Steal Rare): Tonic

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Big Butterfly

Location: Numerous areas in the sea (World 3)

Lv: 29

HP: 9000

MP: 500

EXP: 0

Gil: 5000

Attack: 75

Defense: 20

MDefense: 10

Speed: 55

Evade: 5

MEvade: 0

Items (Win Common):

Items (Win Rare): Giant Drink

Items (Steal Common): Potion

Items (Steal Rare): Murasame

Elements:

Fire:

Ice: Immune

Lightning:

Earth: Immune

Wind:

Water:

Poison:

Holy: Immune

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Bio Soldier
Location: Area around Crescent Village (World 1)
Lv: 18
HP: 540
MP: 500
EXP: 320
Gil: 168
Attack: 30
Defense: 0
MDefense: 5
Speed: 15
Evade: 10
MEvade: 0
Items (Win Common):
Items (Win Rare): Antidote
Items (Steal Common): Battle Axe
Items (Steal Rare): War Hammer
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison: Absorb
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Bio Soldier
Location: Pyramid (Zefa Zone summon)
Lv: 41
HP: 2000
MP: 5000

EXP: 0
Gil: 0
Attack: 60
Defense: 0
MDefense: 0
Speed: 50
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Poison Axe
Items (Steal Common): Antidote
Items (Steal Rare): Diamond Helmet
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison: Absorb
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Black Flame
Location: Area near Crescent and Easterly Village (World 1)
Lv: 22
HP: 220
MP: 100
EXP: 290
Gil: 174
Attack: 28
Defense: 0
MDefense: 25
Speed: 20
Evade: 50
MEvade: 0

Items (Win Common):
Items (Win Rare): Speed Drink
Items (Steal Common):
Items (Steal Rare): Speed Drink

Elements:

Fire:
Ice:
Lightning:
Earth: Absorb
Wind: Absorb
Water:
Poison: Absorb
Holy: Absorb

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Black Goblin
Location: Wind Shrine

Lv: 7
HP: 20
MP: 0
EXP: 20
Gil: 21
Attack: 5
Defense: 0
MDefense: 5
Speed: 10
Evade: 0
MEvade: 0

Items (Win Common):
Items (Win Rare): Leather Shoes
Items (Steal Common): Tonic
Items (Steal Rare): Tonic

Elements:

Fire:
Ice:
Lightning:

Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Black Warlock
Location: X-Death's Castle
Lv: 36
HP: 1999
MP: 500
EXP: 950
Gil: 375
Attack: 50
Defense: 10
MDefense: 5
Speed: 30
Evade: 0
MEvade: 30
Items (Win Common):
Items (Win Rare): Power Staff
Items (Steal Common): Poison Rod
Items (Steal Rare): Judge-Staff
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy: Weakness
Statuses:
 Death:
 Near Death (aka Critical):

Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Blind Wolf
Location: X-Death's Castle
Lv: 33
HP: 900
MP: 0
EXP: 500
Gil: 363
Attack: 54
Defense: 5
MDefense: 5
Speed: 25
Evade: 20
MEvade: 5
Items (Win Common):
Items (Win Rare): Eye Drop
Items (Steal Common):
Items (Steal Rare): Eye Drop
Elements:
Fire:
Ice: Immune
Lightning: Immune
Earth:
Wind:
Water:
Poison: Immune
Holy: Immune
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:

Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Blizzard
Location: Northern Regions (World 3)
Lv: 45
HP: 2300
MP: 0
EXP: 1200
Gil: 510
Attack: 77
Defense: 10
MDefense: 5
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Potion
Items (Steal Common):
Items (Steal Rare): Potion
Elements:
Fire:
Ice: Absorbs
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy: Immune
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:

Other:
Attacks:

Name: Block Head
Location: Area around X-Death's Castle
Lv: 26
HP: 600
MP: 100
EXP: 330
Gil: 228
Attack: 37
Defense: 0
MDefense: 5
Speed: 30
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare): Elixir
Elements:

Fire: Absorb
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Blood Slime

Location: Grove of Moogles

Lv: 29

HP: 600

MP: 100

EXP: 365

Gil: 264

Attack: 36

Defense: 39

MDefense: 0

Speed: 25

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Holy Water

Items (Steal Common): Holy Water

Items (Steal Rare):

Elements:

Fire: Weakness

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Bludgeoner

Location: Pyramid

Lv: 41

HP: 6000

MP: 0

EXP: 3

Gil: 10

Attack: 70

Defense: 10

MDefense: 5
Speed: 43
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Crystal Mail
Items (Steal Common): Potion
Items (Steal Rare): Thief's Glove

Elements:
Fire:
Ice:
Lightning: Immune
Earth:
Wind:
Water:
Poison:
Holy: Immune

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Blue Dragon
Location: X-Death's Castle
Lv: 38
HP: 6900
MP: 1000
EXP: 2500
Gil: 500
Attack: 64
Defense: 10
MDefense: 5
Speed: 35
Evade: 20
MEvade: 0
Items (Win Common):
Items (Win Rare): Dragon Fang
Items (Steal Common): Dragon Fang
Items (Steal Rare): Cottage

Elements:

Fire:

Ice: Absorb

Lightning: Immune

Earth:

Wind:

Water:

Poison: Immune

Holy: Immune

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control: Immune

Silence:

Other:

Attacks:

Name: Bandersnatch

Location: Plains north of Torna Canal (World 1); Area south of Tycoon, and along the path to the bridge west of Tycoon (World 3)

Lv: 9

HP: 120

MP: 0

EXP: 60

Gil: 100

Attack: 14

Defense: 0

MDefense: 5

Speed: 15

Evade: 10

MEvade: 0

Items (Win Common):

Items (Win Rare): Tonic

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Bomb
Location: Plains around Jacole (World 1)
Lv: 21
HP: 440
MP: 50
EXP: 230
Gil: 162
Attack: 29
Defense: 0
MDefense: 5
Speed: 15
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Tonic
Items (Steal Common): Tonic
Items (Steal Rare):
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:

Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Brand Lamia

Location: Pyramid

Lv: 40

HP: 2100

MP: 600

EXP: 700

Gil: 435

Attack: 54

Defense: 10

MDefense: 5

Speed: 27

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Lamia's Tiara

Items (Steal Common): Maiden's Kiss

Items (Steal Rare): Thornlet

Elements:

Fire:

Ice: Weakness

Lightning:

Earth:

Wind:

Water:

Poison: Immune

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Cactus
Location: Great Desert (World 2)
Lv: 29
HP: 1000
MP: 50
EXP: 419
Gil: 255
Attack: 37
Defense: 0
MDefense: 5
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Tonic
Items (Steal Rare): Soft

Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water: Weakness
Poison:
Holy:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Centipeeler

Location: Desert south of the Wind Shrine (World 3), N-Zone
(Beach)

Lv: 48

HP: 2780

MP: 100

EXP: 1250

Gil: 570

Attack: 75

Defense: 10

MDefense: 0

Speed: 25

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Potion

Items (Steal Common): Tonic

Items (Steal Rare): Potion

Elements:

Fire: Immune

Ice: Weakness

Lightning:

Earth:

Wind:

Water:

Poison: Immune

Holy: Immune

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Cockataur

Location: North Mountain

Lv: 12
HP: 100
MP: 0
EXP: 55
Gil: 75
Attack: 15
Defense: 0
MDefense: 5
Speed: 15
Evade: 30
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Soft
Items (Steal Rare):

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Cool Dust
Location: Fire Ship
Lv: 17
HP: 240
MP: 100
EXP: 130
Gil: 120
Attack: 21
Defense: 0
MDefense: 5

Speed: 15
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Tonic
Items (Steal Rare): Eye Drop
Elements:

Fire:
Ice: Weakness
Lightning:
Earth:
Wind: Weakness
Water: Weakness
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Corbett
Location: Outer Seas (World 1); Numerous areas in the sea
(World 3)
Lv: 29
HP: 2800
MP: 0
EXP: 0
Gil: 1000
Attack: 40
Defense: 0
MDefense: 25
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Potion
Items (Steal Common):
Items (Steal Rare): Trident

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water: Absorb
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Corral

Location: Easterly Falls

Lv: 46

HP: 2150

MP: 100

EXP: 1268

Gil: 534

Attack: 66

Defense: 20

MDefense: 0

Speed: 25

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare):

Items (Steal Common): Tonic

Items (Steal Rare): Hard Body

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water: Immune
Poison: Immune

Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Cowpoke
Location: Southeast archipelago (Forests; World 2); Area
around Tule, Kuzer, Gill's Cave, Northwest of Pirate's Hideout,
Torna Canal, Kerwin, Karnak, Surgate, and Walz (World 3)
Lv: 37
HP: 2200
MP: 100
EXP: 825
Gil: 399
Attack: 52
Defense: 5
MDefense: 5
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Speed Drink
Items (Steal Common): Power Drink
Items (Steal Rare): Hard Body
Elements:
Fire: Weakness
Ice: Immune
Lightning:
Earth:
Wind:
Water:
Poison: Immune
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:

Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Crescent

Location: Area around Crescent Island (World 1)

Lv: 22

HP: 580

MP: 0

EXP: 300

Gil: 171

Attack: 30

Defense: 0

MDefense: 5

Speed: 20

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Death Sickle

Items (Steal Common): Silver Bow

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Crew Dust
Location: Gill's Cave (Metamorpha)
Lv: 47
HP: 7000
MP: 10000
EXP: 0
Gil: 0
Attack: 40
Defense: 0
MDefense: 0
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Eye Drop
Items (Steal Common): Tonic
Items (Steal Rare):

Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Crystelle
Location: N-Zone (Final Floors)
Lv: 52
HP: 3
MP: 500
EXP: 0
Gil: 2000
Attack: 100
Defense: 50
MDefense: 0
Speed: 20
Evade: 50
MEvade: 0
Items (Win Common):
Items (Win Rare): Crystal Helmet
Items (Steal Common): Ether
Items (Steal Rare): Crystal Shield
Elements:
 Fire: Absorb
 Ice: Absorb
 Lightning: Absorb
 Earth: Absorb
 Wind: Absorb
 Water: Absorb
 Poison: Absorb
 Holy: Absorb
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Crystal Dragon
Location: N-Zone (Final Floors)
Lv: 62

HP: 17500
MP: 10000
EXP: 0
Gil: 10000
Attack: 128
Defense: 40
MDefense: 20
Speed: 50
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Crystal Mail
Items (Steal Common): Elixir
Items (Steal Rare): Dragon Lance

Elements:

Fire: Absorb
Ice: Absorb
Lightning: Absorb
Earth: Immune
Wind: Absorb
Water:
Poison:
Holy: Immune

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Crystal Slugs
Location: Ship Graveyard
Lv: 10
HP: 75
MP: 50
EXP: 38
Gil: 60
Attack: 8
Defense: 0
MDefense: 5
Speed: 15

Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Elixir
Items (Steal Common): Tonic
Items (Steal Rare): Tonic
Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water: Absorb
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Cure Beast

Location: Area around Surgate, Moore, and Shoat's Forest
(World 2)

Lv: 34

HP: 1000

MP: 100

EXP: 620

Gil: 333

Attack: 42

Defense: 0

MDefense: 5

Speed: 35

Evade: 10

MEvade: 0

Items (Win Common):

Items (Win Rare): Elixir

Items (Steal Common):

Items (Steal Rare): Potion

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Cybis
Location: Seas (World 1)
Lv: 19
HP: 25
MP: 100
EXP: 200
Gil: 100
Attack: 30
Defense: 10
MDefense: 35
Speed: 50
Evade: 90
MEvade: 10
Items (Win Common):
Items (Win Rare): Soft
Items (Steal Common):
Items (Steal Rare): Soft
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind: Immune
Water:
Poison:
Holy: Immune

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Cycloskull

Location: N-Zone (Ruins)

Lv: 48

HP: 3000

MP: 100

EXP: 1380

Gil: 564

Attack: 75

Defense: 10

MDefense: 0

Speed: 25

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Rune Chime

Items (Steal Common): Turtle Shell

Items (Steal Rare): Angel Ring

Elements:

Fire:

Ice: Immune

Lightning:

Earth:

Wind:

Water:

Poison: Immune

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Death Claw

Location: N-Zone (Castle)

Lv: 51

HP: 4000

MP: 200

EXP: 1700

Gil: 600

Attack: 70

Defense: 29

MDefense: 0

Speed: 25

Evade: 0

MEvade: 50

Items (Win Common):

Items (Win Rare): Soft

Items (Steal Common): Hero Drink

Items (Steal Rare): Thor's Hammer

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water: Weakness

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:
Control:
Silence:
Other:
Attacks:

Name: Deem Master
Location: Fork Tower
Lv: 43
HP: 2600
MP: 1000
EXP: 900
Gil: 480
Attack: 82
Defense: 45
MDefense: 0
Speed: 20
Evade: 20
MEvade: 20
Items (Win Common):
Items (Win Rare): Potion
Items (Steal Common): Tonic
Items (Steal Rare): Healing Staff
Elements:
Fire:
Ice: Immune
Lightning: Immune
Earth:
Wind:
Water:
Poison: Immune
Holy: Immune
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Defeater
Location: Fire Ship
Lv: 18
HP: 260
MP: 100
EXP: 150
Gil: 129
Attack: 22
Defense: 0
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Speed Drink
Items (Steal Common): Tonic
Items (Steal Rare):
Elements:
 Fire:
 Ice: Weakness
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Desertpedo
Location: Desert around Pyramid
Lv: 40
HP: 2150
MP: 0
EXP: 900

Gil: 426
Attack: 59
Defense: 10
MDefense: 5
Speed: 22
Evade: 0
MEvade: 250

Items (Win Common):

Items (Win Rare): Dark Matter

Items (Steal Common): Tonic

Items (Steal Rare): Antidote

Elements:

Fire:

Ice: Weakness

Lightning:

Earth:

Wind:

Water:

Poison: Immune

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Death Dealer

Location: N-Zone (Ruins)

Lv: 63

HP: 3000

MP: 100

EXP: 1400

Gil: 567

Attack: 75

Defense: 10

MDefense: 0

Speed: 25

Evade: 0

MEvade: 90

Items (Win Common):

Items (Win Rare): Phoenix Down
Items (Steal Common): Holy Water
Items (Steal Rare): Poet Cap

Elements:

Fire:
Ice: Immune
Lightning: Immune
Earth:
Wind:
Water:
Poison: Immune
Holy: Immune

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Devourer

Location: Area around Lugor and Kuzer (World 2)

Lv: 28

HP: 1000

MP: 100

EXP: 385

Gil: 246

Attack: 37

Defense: 0

MDefense: 5

Speed: 25

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare):

Items (Steal Common):

Items (Steal Rare): Potion

Elements:

Fire:
Ice:
Lightning: Absorbs
Earth:

Wind:
Water:
Poison:
Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Diablo
Location: Pirate Hideout
Lv: 3
HP: 16
MP: 0
EXP: 7
Gil: 20
Attack: 4
Defense: 3
MDefense: 5
Speed: 7
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare): Tonic
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):

Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Dinglberry
Location: Easterly Falls
Lv: 46
HP: 39393
MP: 100
EXP: 1268
Gil: 537
Attack: 119
Defense: 10
MDefense: 0
Speed: 49
Evade: 30
MEvade: 0
Items (Win Common):
Items (Win Rare): Mirage Vest
Items (Steal Common): Plumed Hat
Items (Steal Rare): Elixir
Elements:
Fire:
Ice: Immune
Lightning:
Earth:
Wind: Immune
Water:
Poison: Immune
Holy: Immune
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:

Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Disabler

Location: Phoenix Tower

Lv: 49

HP: 3800

MP: 300

EXP: 1500

Gil: 579

Attack: 77

Defense: 30

MDefense: 10

Speed: 20

Evade: 10

MEvade: 0

Items (Win Common):

Items (Win Rare): Lamia's Harp

Items (Steal Common): Wall Ring

Items (Steal Rare): Ribbon

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Doublizzard

Location: Area around Jacole (World 1)

Lv: 21

HP: 700

MP: 0

EXP: 260

Gil: 165

Attack: 29

Defense: 20

MDefense: 5

Speed: 15

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Tonic

Items (Steal Common):

Items (Steal Rare):

Elements:

Fire:

Ice: Weakness

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Dragon Avis

Location: N-Zone (Aerial Temple)

Lv: 49
HP: 7000
MP: 1000
EXP: 2020
Gil: 618
Attack: 100
Defense: 15
MDefense: 15
Speed: 22
Evade: 0
MEvade: 0
Items (Win Common): Dragon Fang
Items (Win Rare):
Items (Steal Common): Trident
Items (Steal Rare): Artemis
Elements:

Fire: Immune
Ice:
Lightning:
Earth: Immune
Wind:
Water: Weakness
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Dragon Great
Location: N-Zone (Cave)
Lv: 51
HP: 10000
MP: 1000
EXP: 1900
Gil: 615
Attack: 100
Defense: 20
MDefense: 20

Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Dragon Fang
Items (Steal Common): Dragon Fang
Items (Steal Rare): Power Drink
Elements:
 Fire: Immune
 Ice:
 Lightning:
 Earth: Immune
 Wind:
 Water: Weakness
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Dragon Zombie
Location: Valley of the Dragons
Lv: 24
HP: 5490
MP: 0
EXP: 1650
Gil: 500
Attack: 46
Defense: 10
MDefense: 5
Speed: 29
Evade: 0
MEvade: 0
Items (Win Common): Dragon Fang
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare): Dark Matter
Elements:

Fire: Weakness
Ice:
Lightning: Immune
Earth:
Wind:
Water:
Poison:
Holy: Immune

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Dragon Zombie

Location: Valley of the Dragons (Event)

Lv: 47

HP: 7000

MP: 10000

EXP: 0

Gil: 0

Attack: 50

Defense: 0

MDefense: 0

Speed: 25

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Dragon Fang

Items (Steal Common):

Items (Steal Rare): Tonic

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Drippy

Location: Valley of the Dragons

Lv: 32

HP: 900

MP: 100

EXP: 540

Gil: 294

Attack: 35

Defense: 5

MDefense: 5

Speed: 35

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Tent

Items (Steal Common): Mythril Hammer

Items (Steal Rare): Poet Robe

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison: Weakness

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Druid
Location: Solitary Temple
Lv: 42
HP: 2000
MP: 10000
EXP: 1300
Gil: 462
Attack: 52
Defense: 10
MDefense: 5
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Diamond Armband
Items (Steal Common):
Items (Steal Rare): Ether
Elements:
Fire:
Ice: Immune
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy: Immune
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:

Blind:
Control:
Silence:
Other:
Attacks:

Name: Dual Knight
Location: Fork Tower

Lv: 44
HP: 2140
MP: 0
EXP: 1100
Gil: 489
Attack: 78
Defense: 5
MDefense: 0
Speed: 1
Evade: 0
MEvade: 0

Items (Win Common):
Items (Win Rare): Power Drink
Items (Steal Common): Power Drink
Items (Steal Rare): Flame Shield

Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Elf Toad
Location: Walz Castle Tower, Walz Tower
Lv: 13
HP: 160
MP: 50
EXP: 65
Gil: 81
Attack: 15
Defense: 0
MDefense: 5
Speed: 10
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Tonic
Items (Steal Common):
Items (Steal Rare):
Elements:
 Fire:
 Ice: Weakness
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Elf Toad
Location: Gill's Cave (Metamorpha)
Lv: 47
HP: 7000
MP: 10000
EXP: 0

Gil: 0
Attack: 40
Defense: 0
MDefense: 0
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Maiden's Kiss
Items (Steal Common): Tonic
Items (Steal Rare):
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Fall Guard
Location: Pyramid (Chests), Easterly Falls
Lv: 47
HP: 4000
MP: 100
EXP: 1335
Gil: 543
Attack: 60
Defense: 30
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):

Items (Win Rare): Kaiser Knuckle

Items (Steal Common): Rope Headband

Items (Steal Rare): Hero Drink

Elements:

Fire:

Ice: Immune

Lightning:

Earth: Immune

Wind:

Water:

Poison:

Holy: Immune

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Fan Wizard

Location: Ronka Ruins

Lv: 24

HP: 1000

MP: 200

EXP: 470

Gil: 207

Attack: 35

Defense: 2

MDefense: 0

Speed: 30

Evade: 0

MEvade: 10

Items (Win Common):

Items (Win Rare): Dark Bow

Items (Steal Common): Tonic

Items (Steal Rare): Elixir

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind: Absorb
Water:
Poison:
Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Fan Wizard
Location: Gill's Cave (Metamorpha)
Lv: 47
HP: 7000
MP: 10000
EXP: 0
Gil: 0
Attack: 40
Defense: 0
MDefense: 0
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Elixir
Items (Steal Common): Tonic
Items (Steal Rare):
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):

Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Ferry Walk
Location: Barrens around Lugor and Kuzer (World 2)
Lv: 28
HP: 1000
MP: 1000
EXP: 385
Gil: 243
Attack: 36
Defense: 0
MDefense: 5
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Potion
Items (Steal Common): Holy Water
Items (Steal Rare): Tonic
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy: Absorb
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:

Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Fins

Location: Seas (World 1); Lake near Kerwin, and in the Northwest Bay in the sea between Walz and the Phoenix Tower (World 3)

Lv: 20

HP: 550

MP: 10

EXP: 180

Gil: 100

Attack: 27

Defense: 0

MDefense: 5

Speed: 26

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Tonic

Items (Steal Common): Tonic

Items (Steal Rare): Tonic

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:

Wind:

Water: Absorb

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:
Attacks:

Name: Fishite
Location: Big Bridge
Lv: 25
HP: 400
MP: 0
EXP: 300
Gil: 200
Attack: 40
Defense: 0
MDefense: 0
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Tonic
Items (Steal Common):
Items (Steal Rare):
Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water: Absorbs
Poison:
Holy:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Flare

Location: Fork Tower

Lv: 44

HP: 3000

MP: 1000

EXP: 1100

Gil: 486

Attack: 89

Defense: 35

MDefense: 0

Speed: 21

Evade: 0

MEvade: 10

Items (Win Common):

Items (Win Rare): Poet Cap

Items (Steal Common): Elixir

Items (Steal Rare): Shock Whip

Elements:

Fire:

Ice: Immune

Lightning:

Earth:

Wind:

Water:

Poison: Immune

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Freeziabat

Location: Grove of Moogles

Lv: 32

HP: 2300

MP: 200

EXP: 888

Gil: 273

Attack: 42

Defense: 30

MDefense: 15
Speed: 39
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Potion
Items (Steal Common): Potion
Items (Steal Rare):
Elements:
 Fire: Weakness
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Fury
Location: N-Zone (Castle)
Lv: 50
HP: 5000
MP: 1000
EXP: 2250
Gil: 630
Attack: 80
Defense: 20
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Black Robe
Items (Steal Common): Wall Ring
Items (Steal Rare): Hex Ring

Elements:

Fire:
Ice:
Lightning: Immune
Earth:
Wind:
Water: Weakness
Poison:
Holy: Immune

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Galacjelly

Location: Moore Forest

Lv: 34

HP: 75

MP: 100

EXP: 750

Gil: 348

Attack: 45

Defense: 20

MDefense: 0

Speed: 25

Evade: 50

MEvade: 0

Items (Win Common):

Items (Win Rare): Ether

Items (Steal Common): Eye Drop

Items (Steal Rare):

Elements:

Fire: Absorb
Ice: Absorb
Lightning: Absorb
Earth: Absorb
Wind:
Water: Absorb
Poison: Absorb

Holy: Absorb

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Garula

Location: Area around Walz Tower (World 1); In the large forest to the south of the bridge west of Tycoon (World 3)

Lv: 9

HP: 500

MP: 0

EXP: 0

Gil: 0

Attack: 12

Defense: 5

MDefense: 5

Speed: 10

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare):

Items (Steal Common): Maiden's Kiss

Items (Steal Rare): Maiden's Kiss

Elements:

Fire: Weakness

Ice: Weakness

Lightning: Weakness

Earth: Weakness

Wind: Weakness

Water: Weakness

Poison: Weakness

Holy: Weakness

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Gatlings

Location: Area around Kerwin and Walz (World 1); Area south of Tycoon, and along the path to the bridge west of Tycoon (World 3)

Lv: 7

HP: 80

MP: 0

EXP: 30

Gil: 42

Attack: 9

Defense: 0

MDefense: 5

Speed: 20

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Soft

Items (Steal Common):

Items (Steal Rare): Soft

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Ghilacat
Location: North Mountain
Lv: 12
HP: 100
MP: 20
EXP: 55
Gil: 72
Attack: 12
Defense: 0
MDefense: 0
Speed: 15
Evade: 15
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Tonic
Items (Steal Rare): Tonic
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Ghilacat

Location: Gill's Cave (Metamorpha)

Lv: 47

HP: 7000

MP: 10000

EXP: 0

Gil: 0

Attack: 55

Defense: 0

MDefense: 0

Speed: 25

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Ether

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Gigas

Location: Karnak Castle

Lv: 19
HP: 760
MP: 35
EXP: 350
Gil: 144
Attack: 28
Defense: 0
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common): Giant Drink
Items (Win Rare):
Items (Steal Common): Elixir
Items (Steal Rare):
Elements:

Fire:
Ice: Immune
Lightning:
Earth:
Wind: Absorb
Water:
Poison: Immune
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Aero
Aero2
Aero3

Name: Glastos

Location: Area around Karnak (World 1); Area south of the bridge to the west of Tycoon, and south of the forest of the area south of Tycoon (World 3)

Lv: 15
HP: 250
MP: 0
EXP: 230

Gil: 100
Attack: 20
Defense: 11
MDefense: 4
Speed: 10
Evade: 0
MEvade: 0
Items (Win Common): Turtle Shell
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare): Turtle Shell

Elements:

Fire:
Ice: Weakness
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Gloom Widow
Location: Area around Moore, Kelb, Val, Big Bridge, Crescent,
Mirage, and Southern Land Ring (World 3)
Lv: 42
HP: 1820
MP: 0
EXP: 1100
Gil: 456
Attack: 60
Defense: 10
MDefense: 5
Speed: 20
Evade: 0
MEvade: 0

Items (Win Common):
Items (Win Rare):
Items (Steal Common): Tonic
Items (Steal Rare): Potion

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water: Weakness
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Gobblidigoo
Location: Zeza's Ship
Lv: 24
HP: 1200
MP: 100
EXP: 890
Gil: 1000
Attack: 39
Defense: 5
MDefense: 5
Speed: 25
Evade: 15
MEvade: 0

Items (Win Common):
Items (Win Rare): Phoenix Down
Items (Steal Common): Tonic
Items (Steal Rare): Potion

Elements:

Fire:
Ice:
Lightning:

Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Goblin

Location: Area around Tycoon and Wind Shrine (World 1);
Path to the west of the bridge west of Tycoon, area north of Tycoon to the area north of the Pirate's Cave, and Big Bridge (World 3)

Lv: 6

HP: 16

MP: 3

EXP: 10

Gil: 20

Attack: 5

Defense: 0

MDefense: 5

Speed: 10

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Leather Cap

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

 Fire:

 Ice:

 Lightning:

 Earth:

 Wind:

 Water:

 Poison:

 Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Goblin

Location: Tycoon Meteor (Event)

Lv: 2

HP: 1

MP: 2

EXP: 3

Gil: 10

Attack: 5

Defense: 0

MDefense: 0

Speed: 10

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare):

Items (Steal Common):

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Golem

Location: Valley of the Dragons

Lv: 3

HP: 2500

MP: 1000

EXP: 0

Gil: 0

Attack: 40

Defense: 0

MDefense: 0

Speed: 10

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare):

Items (Steal Common): Soft

Items (Steal Rare): Soft

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:
Control:
Silence:
Other:
Attacks:

Name: Grand Mummy
Location: Pyramid
Lv: 0
HP: 6000
MP: 300
EXP: 0
Gil: 0
Attack: 55
Defense: 30
MDefense: 10
Speed: 34
Evade: 10
MEvade: 5
Items (Win Common): Potion
Items (Win Rare):
Items (Steal Common): Potion
Items (Steal Rare): Holy Water
Elements:
Fire: Weakness
Ice: Immune
Lightning:
Earth:
Wind:
Water:
Poison: Absorbs
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Gravidead
Location: Barrier Tower
Lv: 34
HP: 1800
MP: 200
EXP: 720
Gil: 327
Attack: 38
Defense: 30
MDefense: 20
Speed: 35
Evade: 20
MEvade: 0
Items (Win Common):
Items (Win Rare): Earth Robe
Items (Steal Common):
Items (Steal Rare): Potion
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Grenade
Location: N-Zone (Ruins)
Lv: 47
HP: 3000
MP: 500
EXP: 1100

Gil: 558
Attack: 75
Defense: 10
MDefense: 0
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Potion
Items (Steal Common): Potion
Items (Steal Rare): Flame Shield
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:
 Exploder
 Fight

Name: Grimalkin
Location: Valley of the Dragons
Lv: 32
HP: 500
MP: 0
EXP: 300
Gil: 200
Attack: 36
Defense: 5
MDefense: 0
Speed: 30
Evade: 0
MEvade: 0

Items (Win Common):
Items (Win Rare): Holy Water
Items (Steal Common):
Items (Steal Rare): Potion

Elements:

Fire: Weakness
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Groundpede
Location: Gilgame's Cave
Lv: 24
HP: 1450
MP: 200
EXP: 520
Gil: 291
Attack: 42
Defense: 5
MDefense: 0
Speed: 30
Evade: 0
MEvade: 0

Items (Win Common):
Items (Win Rare): Hard Body
Items (Steal Common):
Items (Steal Rare):

Elements:

Fire:
Ice:
Lightning:

Earth: Absorbs
Wind:
Water:
Poison:
Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Harpy
Location: Walz Castle Basement
Lv: 20
HP: 666
MP: 5000
EXP: 0
Gil: 1
Attack: 50
Defense: 50
MDefense: 50
Speed: 35
Evade: 50
MEvade: 50
Items (Win Common):
Items (Win Rare): Phoenix Down
Items (Steal Common): Hard Body
Items (Steal Rare): Elixir
Elements:
 Fire: Absorbs
 Ice: Absorbs
 Lightning: Absorbs
 Earth: Absorbs
 Wind: Absorbs
 Water: Absorbs
 Poison: Absorbs
 Holy: Absorbs
Statuses:
 Death:
 Near Death (aka Critical):

Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Harpy
Location: X-Death's Castle
Lv: 54
HP: 666
MP: 5000
EXP: 0
Gil: 1
Attack: 60
Defense: 65
MDefense: 60
Speed: 40
Evade: 50
MEvade: 60
Items (Win Common):
Items (Win Rare): Elixir
Items (Steal Common): Tonic
Items (Steal Rare): Potion
Elements:
Fire:
Ice: Immune
Lightning:
Earth: Absorbs
Wind:
Water:
Poison:
Holy: Absorbs
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:

Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Hedgehog

Location: Forests of southeastern arcipelago (World 2); Area
around Tule, Kuzer, Gill's Cave, Northwest of Pirate's Hideout,
Torna Canal, Kerwin, Karnak, Surgate, and Walz (World 3)

Lv: 37

HP: 1000

MP: 0

EXP: 850

Gil: 402

Attack: 54

Defense: 25

MDefense: 5

Speed: 28

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Soft

Items (Steal Common): Soft

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:
Silence:
Other:
Attacks:

Name: Hypnot
Location: X-Death's Castle
Lv: 37
HP: 2600
MP: 100
EXP: 1150
Gil: 381
Attack: 59
Defense: 5
MDefense: 5
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Phoenix Down
Items (Steal Common):
Items (Steal Rare): Phoenix Down
Elements:
Fire: Weakness
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Hypnot
Location: Phoenix Tower
Lv: 63
HP: 8000
MP: 1000
EXP: 2500
Gil: 0
Attack: 80
Defense: 0
MDefense: 0
Speed: 30
Evade: 10
MEvade: 0
Items (Win Common):
Items (Win Rare): Elixir
Items (Steal Common): Soft
Items (Steal Rare):
Elements:
 Fire: Weakness
 Ice: Immune
 Lightning:
 Earth:
 Wind:
 Water:
 Poison: Immune
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Hyudra
Location: Ronka Ruins
Lv: 25
HP: 2000
MP: 1000
EXP: 1800
Gil: 216

Attack: 38
Defense: 10
MDefense: 5
Speed: 45
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Dragon Fang
Items (Steal Common): Ether
Items (Steal Rare): Potion
Elements:
 Fire:
 Ice:
 Lightning: Absorb
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Ice Soldier
Location: Walz Castle Tower
Lv: 13
HP: 160
MP: 20
EXP: 65
Gil: 84
Attack: 17
Defense: 0
MDefense: 5
Speed: 15
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Long Sword

Items (Steal Common): Tonic
Items (Steal Rare): Mythril Sword

Elements:

Fire: Weakness
Ice: Absorb
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Ifrit

Location: Gill's Cave (Metamorpha)

Lv: 1

HP: 7000

MP: 10000

EXP: 0

Gil: 0

Attack: 0

Defense: 0

MDefense: 0

Speed: 25

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Fire Skill

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:

Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Imp

Location: Moore Forest

Lv: 36

HP: 2000

MP: 200

EXP: 840

Gil: 354

Attack: 90

Defense: 5

MDefense: 5

Speed: 30

Evade: 30

MEvade: 0

Items (Win Common):

Items (Win Rare): Diamond Armband

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Imp
Location: X-Death's Castle
Lv: 52
HP: 1000
MP: 500
EXP: 0
Gil: 0
Attack: 65
Defense: 0
MDefense: 0
Speed: 40
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Potion
Items (Steal Common): Tonic
Items (Steal Rare): Potion
Elements:
Fire:
Ice:
Lightning:
Earth: Absorbs
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:

Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Iron
Location: Fork Tower
Lv: 44
HP: 2140
MP: 0
EXP: 1200
Gil: 492
Attack: 80
Defense: 25
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Giant Drink
Items (Steal Common): Giant Drink
Items (Steal Rare):
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Iron Claw
Location: Karnak Castle
Lv: 39
HP: 900
MP: 150
EXP: 40
Gil: 100
Attack: 21
Defense: 20
MDefense: 10
Speed: 40
Evade: 0
MEvade: 1
Items (Win Common):
Items (Win Rare): Silver Glasses
Items (Steal Common): Hero Drink
Items (Steal Rare):
Elements:
 Fire:
 Ice: Immune
 Lightning:
 Earth:
 Wind:
 Water:
 Poison: Immune
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Iron Dress
Location: Cave to Shoat's Forest and Easterly Falls
Lv: 44

HP: 2200
MP: 0
EXP: 1300
Gil: 504
Attack: 70
Defense: 50
MDefense: 15
Speed: 30
Evade: 10
MEvade: 0
Items (Win Common):
Items (Win Rare): Tent
Items (Steal Common): Tonic
Items (Steal Rare):

Elements:

Fire:
Ice: Weakness
Lightning:
Earth:
Wind:
Water:
Poison: Immune
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Iron Giant
Location: N-Zone (Castle)
Lv: 61
HP: 18000
MP: 10000
EXP: 10000
Gil: 597
Attack: 100
Defense: 50
MDefense: 0
Speed: 55

Evade: 0
MEvade: 50
Items (Win Common): Giant Drink
Items (Win Rare):
Items (Steal Common): Iron Helmet
Items (Steal Rare): Iron Armor
Elements:
 Fire:
 Ice: Immune
 Lightning:
 Earth:
 Wind: Immune
 Water: Weakness
 Poison: Immune
 Holy: Immune
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Jestrex
Location: N-Zone (Forest)
Lv: 48
HP: 2580
MP: 485
EXP: 1390
Gil: 606
Attack: 90
Defense: 15
MDefense: 0
Speed: 25
Evade: 20
MEvade: 75
Items (Win Common):
Items (Win Rare): Eye Drop
Items (Steal Common): Speed Drink
Items (Steal Rare): Power Rod
Elements:
 Fire:

Ice:
Lightning: Immune
Earth:
Wind:
Water:
Poison: Weakness
Holy: Immune
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Karnak
Location: Karnak Castle
Lv: 19
HP: 140
MP: 0
EXP: 140
Gil: 141
Attack: 20
Defense: 0
MDefense: 0
Speed: 10
Evade: 10
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Tonic
Items (Steal Rare):
Elements:
Fire:
Ice:
Lightning: Immune
Earth:
Wind:
Water:
Poison:
Holy: Immune
Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Karnak
Location: Karnak Castle
Lv: 19
HP: 140
MP: 25
EXP: 140
Gil: 141
Attack: 18
Defense: 0
MDefense: 0
Speed: 10
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Tonic
Items (Steal Common): Tonic
Items (Steal Rare):
Elements:
Fire:
Ice:
Lightning: Immune
Earth:
Wind:
Water:
Poison:
Holy: Immune
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:

Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Kestrel
Location: Southwest Outer Seas (World 3)
Lv: 27
HP: 19000
MP: 10000
EXP: 0
Gil: 10000
Attack: 77
Defense: 40
MDefense: 30
Speed: 59
Evade: 40
MEvade: 10
Items (Win Common):
Items (Win Rare): Angel Ring
Items (Steal Common): Maiden's Kiss
Items (Steal Rare): Silver Glasses
Elements:
Fire:
Ice: Immune
Lightning:
Earth: Absorb
Wind: Absorb
Water: Absorb
Poison: Immune
Holy: Absorb
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:

Control:
Silence:
Other:
Attacks:

Name: Killer Bee

Location: Area around Tycoon and Wind Shrine (World 1);
Path to the bridge west of Tycoon, are north of Tycoon north
of Pirate's Cave (World 3)

Lv: 1

HP: 20

MP: 0

EXP: 15

Gil: 20

Attack: 5

Defense: 0

MDefense: 5

Speed: 10

Evade: 10

MEvade: 0

Items (Win Common):

Items (Win Rare):

Items (Steal Common):

Items (Steal Rare): Tonic

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Kornago
Location: Area around Val Castle, Kelb, and Surgate (World 2);
Area around Jacole (World 3)
Lv: 31
HP: 1000
MP: 300
EXP: 512
Gil: 285
Attack: 38
Defense: 0
MDefense: 5
Speed: 30
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Eye Drop
Items (Steal Common): Tonic
Items (Steal Rare):
Elements:
 Fire:
 Ice: Weakness
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Kuzer
Location: Area around Sealed Castle (World 2)
Lv: 28
HP: 5000

MP: 1000
EXP: 1000
Gil: 1000
Attack: 45
Defense: 10
MDefense: 0
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Elixir
Items (Steal Common):
Items (Steal Rare):

Elements:
Fire:
Ice:
Lightning:
Earth:
Wind: Weakness
Water:
Poison:
Holy:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:
????
Fight

Name: Kuzer
Location: Phoenix Tower
Lv: 63
HP: 10000
MP: 1000
EXP: 2500
Gil: 0
Attack: 75
Defense: 30
MDefense: 0
Speed: 30

Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Phoenix Down
Items (Steal Common): Potion
Items (Steal Rare):
Elements:
 Fire: Immune
 Ice:
 Lightning:
 Earth: Immune
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:
 ????
 Fight

Name: La Mage
Location: Ronka Ruins
Lv: 19
HP: 760
MP: 200
EXP: 370
Gil: 198
Attack: 25
Defense: 0
MDefense: 0
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Elixir
Items (Steal Common): Poet Robe
Items (Steal Rare):
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Lamia
Location: Ronka Ruins
Lv: 24
HP: 900
MP: 100
EXP: 490
Gil: 210
Attack: 35
Defense: 0
MDefense: 3
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Maiden's Kiss
Items (Steal Rare): Lamia's Tiar
Elements:
Fire:
Ice: Weakness
Lightning:
Earth:
Wind:
Water:
Poison: Absorbs
Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Blow Fish

Name: Landcrawler

Location: N-Zone (Beach), Desert around Phoenix Tower

Lv: 48

HP: 22000

MP: 500

EXP: 3270

Gil: 576

Attack: 100

Defense: 20

MDefense: 5

Speed: 25

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Elixir

Items (Steal Common): Ancient Sword

Items (Steal Rare): Defender

Elements:

Fire: Immune

Ice:

Lightning:

Earth: Absorbs

Wind:

Water:

Poison:

Holy:

Statuses:

Death: Immune

Near Death (aka Critical): Immune

Slow Death (aka Death Sentence):

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence:
Other:
Attacks:
 Maelstrom

Name: Landsquid
Location: Desert south of Wind Shrine, N-Zone (Beach)
Lv: 48
HP: 2780
MP: 0
EXP: 1170
Gil: 573
Attack: 71
Defense: 10
MDefense: 0
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Holy Water
Items (Steal Common): Potion
Items (Steal Rare): Tonic
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:

Blind:
Control:
Silence:
Other:
Attacks:

Name: Land Turtle

Location: Area around Surgate, Moore, and Shoat's Forest
(World 2)

Lv: 34

HP: 1300

MP: 0

EXP: 790

Gil: 336

Attack: 42

Defense: 30

MDefense: 15

Speed: 25

Evade: 0

MEvade: 0

Items (Win Common): Turtle Shell

Items (Win Rare):

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

Fire:

Ice: Weakness

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Landwort

Location: Area around Karnak (World 1); area south of the
bridge west of Tycoon, area south of forest of area south of
Tycoon (World 3)

Lv: 14

HP: 180

MP: 0

EXP: 120

Gil: 99

Attack: 19

Defense: 0

MDefense: 5

Speed: 15

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare):

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison: Absorbs

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Level Checker

Location: N-Zone (Ruins)

Lv: 54

HP: 5000
MP: 500
EXP: 1520
Gil: 624
Attack: 90
Defense: 20
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Elixir
Items (Steal Common): Tonic
Items (Steal Rare): Ether

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Lil Chariot
Location: Big Bridge
Lv: 8
HP: 480
MP: 100
EXP: 300
Gil: 200
Attack: 40
Defense: 0
MDefense: 0
Speed: 25

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Potion

Items (Steal Common):

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Liquid Flame

Location: Phoenix Tower

Lv: 63

HP: 9000

MP: 1000

EXP: 2500

Gil: 0

Attack: 81

Defense: 10

MDefense: 0

Speed: 30

Evade: 0

MEvade: 20

Items (Win Common):

Items (Win Rare): Fire Skill

Items (Steal Common): Cornucopia

Items (Steal Rare):

Elements:

Fire: Absorbs

Ice: Weakness
Lightning:
Earth:
Wind:
Water: Weakness
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Lumber Beast
Location: Ship Graveyard
Lv: 11
HP: 130
MP: 0
EXP: 46
Gil: 63
Attack: 10
Defense: 1
MDefense: 5
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Elixir
Items (Steal Common): Tonic
Items (Steal Rare): Ether
Elements:
Fire:
Ice:
Lightning: Weakness
Earth: Absorbs
Wind: Weakness
Water:
Poison:
Holy:
Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Level Tripper
Location: Barrier Tower
Lv: 34
HP: 1300
MP: 100
EXP: 710
Gil: 324
Attack: 41
Defense: 10
MDefense: 4
Speed: 30
Evade: 10
MEvade: 0
Items (Win Common):
Items (Win Rare): Potion
Items (Steal Common): Tonic
Items (Steal Rare):
Elements:
Fire:
Ice: Immune
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:

Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:
 L2 Old
 Target
 L4 Quarter

Name: Magic Pot
Location: Phoenix Tower
Lv: 91
HP: 65255
MP: 50000
EXP: 10000
Gil: 10000
Attack: 70
Defense: 255
MDefense: 255
Speed: 2
Evade: 255
MEvade: 90
Items (Win Common):
Items (Win Rare): Elixir
Items (Steal Common):
Items (Steal Rare): Potion
Elements:
 Fire: Immune
 Ice: Immune
 Lightning:
 Earth: Immune
 Wind: Immune
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:

Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Magic Dragon
Location: X-Death's Castle
Lv: 36
HP: 2900
MP: 300
EXP: 1200
Gil: 372
Attack: 58
Defense: 10
MDefense: 5
Speed: 27
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Elixir
Items (Steal Common): Tonic
Items (Steal Rare): Potion
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind: Weakness
Water:
Poison: Weakness
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Magnities

Location: Barrier Tower

Lv: 33

HP: 1200

MP: 100

EXP: 610

Gil: 315

Attack: 43

Defense: 10

MDefense: 5

Speed: 35

Evade: 40

MEvade: 0

Items (Win Common):

Items (Win Rare): Potion

Items (Steal Common):

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Mamon

Location: Moore Forest

Lv: 35

HP: 1700

MP: 100

EXP: 700
Gil: 351
Attack: 46
Defense: 5
MDefense: 5
Speed: 30
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Potion
Items (Steal Common):
Items (Steal Rare): Potion

Elements:

Fire: Weakness
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Mandrake
Location: Barrens near Rugor and Kuzer (World 2)
Lv: 28
HP: 1000
MP: 100
EXP: 385
Gil: 249
Attack: 36
Defense: 0
MDefense: 5
Speed: 25
Evade: 0
MEvade: 0

Items (Win Common):
Items (Win Rare):
Items (Steal Common): Eye Drop
Items (Steal Rare): Antidote

Elements:

Fire: Weakness
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Mauldwin
Location: Wind Shrine

Lv: 1
HP: 20
MP: 5
EXP: 20
Gil: 27
Attack: 5
Defense: 0
MDefense: 5
Speed: 10
Evade: 0
MEvade: 0

Items (Win Common):
Items (Win Rare): Elixir
Items (Steal Common):
Items (Steal Rare):

Elements:

Fire:
Ice:
Lightning:

Earth:
Wind: Absorbs
Water:
Poison:
Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:
 Aero

Name: Maximus
Location: N-Zone (Final Floors)
Lv: 51
HP: 10000
MP: 1000
EXP: 0
Gil: 900
Attack: 100
Defense: 15
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Circlet
Items (Steal Common): Potion
Items (Steal Rare): Aegis Shield
Elements:
 Fire:
 Ice:
 Lightning:
 Earth: Immune
 Wind:
 Water: Weakness
 Poison: Immune
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):

Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:
 Atom Ray
 Blaze

Name: Mercury Bat
Location: Easterly Falls
Lv: 46
HP: 500
MP: 500
EXP: 1020
Gil: 531
Attack: 65
Defense: 10
MDefense: 0
Speed: 20
Evade: 50
MEvade: 0
Items (Win Common):
Items (Win Rare): Potion
Items (Steal Common): Tonic
Items (Steal Rare):
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:

Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Metamorpha

Location: Gill's Cave

Lv: 43

HP: 7000

MP: 10000

EXP: 20

Gil: 777

Attack: 40

Defense: 10

MDefense: 5

Speed: 33

Evade: 0

MEvade: 10

Items (Win Common):

Items (Win Rare): Light Staff

Items (Steal Common): Staff

Items (Steal Rare): Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind: Weakness

Water: Weakness

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:
Attacks:

Name: Mind Flare
Location: N-Zone (Final Floors)
Lv: 53
HP: 4700
MP: 500
EXP: 0
Gil: 800
Attack: 90
Defense: 20
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): White Robe
Items (Steal Common): Green Beret
Items (Steal Rare): Hunting Knife
Elements:
Fire:
Ice: Immune
Lightning:
Earth:
Wind: Immune
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:
Mind Blast
Fight

Name: Mini Dragon
Location: Easterly Forest (World 1)

Lv: 22
HP: 1000
MP: 100
EXP: 900
Gil: 180
Attack: 30
Defense: 30
MDefense: 20
Speed: 20
Evade: 30
MEvade: 50
Items (Win Common):
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare): Dragon Fang

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Frost Bite (Ice elemental/All PM)

Name: Mini Mage
Location: Moore Forest
Lv: 11
HP: 1100
MP: 10
EXP: 600
Gil: 345
Attack:30
Defense: 5
MDefense: 0
Speed: 30

Evade: 0
MEvade: 1
Items (Win Common):
Items (Win Rare): Wizard Hat
Items (Steal Common):
Items (Steal Rare): Wizard Hat

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Little Song

Name: Mythril Dragon

Location: Forest around Ancient Library (World 1); Forest north of Pirate's Cave (World 3)

Lv: 16
HP: 600
MP: 200
EXP: 270
Gil: 114
Attack: 28
Defense: 15
MDefense: 20
Speed: 15
Evade: 0
MEvade: 0

Items (Win Common):
Items (Win Rare): Mythril Glove
Items (Steal Common): Tonic
Items (Steal Rare): Mythril Armor

Elements:

Fire:

Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:
 Pep Up

Name: Money Mage
Location: Wind Shrine
Lv: 5
HP: 20
MP: 7
EXP: 20
Gil: 30
Attack: 5
Defense: 0
MDefense: 5
Speed: 7
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Wooden Rod
Items (Steal Common): Tonic
Items (Steal Rare): Tonic
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:

Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Moss Fungus
Location: N-Zone (Forest)
Lv: 48
HP: 5000
MP: 200
EXP: 1520
Gil: 591
Attack: 75
Defense: 15
MDefense: 0
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Antidote
Items (Steal Common): Potion
Items (Steal Rare): Air Lancet
Elements:
Fire: Weakness
Ice: Immune
Lightning:
Earth:
Wind: Immune
Water: Weakness
Poison: Absorbs
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:

Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Motor Drive
Location: X-Death's Castle
Lv: 38
HP: 3300
MP: 0
EXP: 1300
Gil: 384
Attack: 63
Defense: 15
MDefense: 15
Speed: 32
Evade: 20
MEvade: 0
Items (Win Common):
Items (Win Rare): Hero Drink
Items (Steal Common): Tonic
Items (Steal Rare): Beast Killer
Elements:
Fire: Weakness
Ice: Weakness
Lightning: Weakness
Earth: Immune
Wind:
Water:
Poison:
Holy: Immune
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Mottletrap

Location: Fire Ship

Lv: 17

HP: 240

MP: 100

EXP: 150

Gil: 126

Attack: 24

Defense: 10

MDefense: 0

Speed: 20

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare):

Items (Steal Common): Ether

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Exploder

Name: Mover

Location: N-Zone (Final Floors)

Lv: 52

HP: 10000

MP: 500
EXP: 0
Gil: 50000
Attack: 128
Defense: 40
MDefense: 0
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Lightning Skill
Items (Steal Common): Fire Skill
Items (Steal Rare): Water Skill
Elements:
 Fire: Weakness
 Ice: Immune
 Lightning:
 Earth:
 Wind:
 Water:
 Poison: Absorbs
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:
 Pep Up
 Delta Attack

Name: Mummy
Location: Pyramid
Lv: 27
HP: 2900
MP: 50
EXP: 0
Gil: 500
Attack: 48
Defense: 25
MDefense: 20
Speed: 50
Evade: 10

MEvade: 0

Items (Win Common):

Items (Win Rare): Holy Water

Items (Steal Common): Tonic

Items (Steal Rare): Potion

Elements:

Fire: Weakness

Ice: Immune

Lightning:

Earth:

Wind:

Water:

Poison: Immune

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Necromancer

Location: N-Zone (Final Floors)

Lv: 54

HP: 6900

MP: 300

EXP: 0

Gil: 1000

Attack: 79

Defense: 15

MDefense: 30

Speed: 27

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Holy Water

Items (Steal Common): Holy Water

Items (Steal Rare): Bonemail

Elements:

Fire:

Ice: Immune

Lightning:

Earth: Immune
Wind:
Water: Weakness
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:
Fight
Protes
Shell
Zombie Powder
White Wind

Name: Neo Garula
Location: Big Bridge
Lv: 27
HP: 980
MP: 1000
EXP: 300
Gil: 500
Attack: 40
Defense: 0
MDefense: 0
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Water Skill
Items (Steal Common):
Items (Steal Rare):
Elements:
Fire:
Ice:
Lightning: Absorbs
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Neo Goblin

Location:

Lv: 0

HP: 100

MP: 25

EXP: 40

Gil: 100

Attack: 15

Defense: 0

MDefense: 10

Speed: 40

Evade: 0

MEvade: 1

Items (Win Common):

Items (Win Rare):

Items (Steal Common):

Items (Steal Rare):

Elements:

Fire:

Ice: Immune

Lightning:

Earth:

Wind:

Water:

Poison: Immune

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Neo Gigas
Location: Area around Karnak and Surgate (World 3)
Lv: 39
HP: 4170
MP: 5000
EXP: 810
Gil: 411
Attack: 62
Defense: 5
MDefense: 30
Speed: 37
Evade: 20
MEvade: 30
Items (Win Common):
Items (Win Rare): Giant Drink
Items (Steal Common):
Items (Steal Rare): Hero Drink
Elements:
Fire:
Ice:
Lightning: Immune
Earth:
Wind: Absorbs
Water:
Poison:
Holy: Immune
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:

Silence:
Other:
Attacks:

Name: Neon

Location: Barrier Tower

Lv: 33

HP: 700

MP: 100

EXP: 600

Gil: 312

Attack: 44

Defense: 5

MDefense: 5

Speed: 25

Evade: 20

MEvade: 0

Items (Win Common):

Items (Win Rare): Speed Drink

Items (Steal Common): Spee Drink

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Nile

Location: Pyramid

Lv: 38
HP: 1200
MP: 10
EXP: 480
Gil: 441
Attack: 51
Defense: 35
MDefense: 6
Speed: 21
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Hard Body
Items (Steal Common):
Items (Steal Rare):

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Guard-Off

Name: Ninja
Location: N-Zone (Temple)
Lv: 52
HP: 5000
MP: 200
EXP: 1800
Gil: 612
Attack: 90
Defense: 15
MDefense: 0
Speed: 26

Evade: 70

MEvade: 0

Items (Win Common):

Items (Win Rare): MagiShuriken

Items (Steal Common): Shuriken

Items (Steal Rare): Ichimonji

Elements:

Fire:

Ice: Immune

Lightning:

Earth:

Wind: Immune

Water:

Poison: Immune

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Nut Eater

Location: Forests around Wind Shrine (World 1), Jacole Caev

Lv: 1

HP: 20

MP: 0

EXP: 10

Gil: 20

Attack: 5

Defense: 0

MDefense: 5

Speed: 10

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Tonic

Items (Steal Common): Tonic

Items (Steal Rare): Tonic

Elements:

Fire:

Ice:

Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Octofist
Location: Torna Canal
Lv: 7
HP: 60
MP: 0
EXP: 21
Gil: 45
Attack: 8
Defense: 0
MDefense: 5
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Tonic
Items (Steal Common):
Items (Steal Rare):
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):

Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Oculus
Location: N-Zone (Cave)
Lv: 49
HP: 2100
MP: 0
EXP: 1350
Gil: 594
Attack: 75
Defense: 33
MDefense: 16
Speed: 22
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Phoenix Down
Items (Steal Common): Dark Matter
Items (Steal Rare): Soft
Elements:
Fire:
Ice: Immune
Lightning:
Earth: Weakness
Wind:
Water: Weakness
Poison: Immune
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:

Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Paddle Thru
Location: Walz Tower
Lv: 14
HP: 280
MP: 50
EXP: 100
Gil: 93
Attack: 19
Defense: 0
MDefense: 5
Speed: 15
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Tonic
Items (Steal Rare):
Elements:
Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Page 128
Location: Ancient Library
Lv: 20
HP: 700
MP: 500
EXP: 190
Gil: 153
Attack: 28
Defense: 0
MDefense: 5
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Tonic
Items (Steal Common): Ether
Items (Steal Rare):
Elements:
 Fire: Weakness
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:
 Slimer

Name: Page 256
Location: Ancient Library
Lv: 21
HP: 900
MP: 500

EXP: 210
Gil: 156
Attack: 29
Defense: 0
MDefense: 5
Speed: 35
Evade: 10
MEvade: 0

Items (Win Common):

Items (Win Rare): Mythril Shield

Items (Steal Common): Potion

Items (Steal Rare): Ninja Suit

Elements:

Fire: Weakness

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Moon Flute

Name: Page 32

Location: Ancient Library

Lv: 19

HP: 480

MP: 500

EXP: 180

Gil: 147

Attack: 27

Defense: 0

MDefense: 5

Speed: 30

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Tonic
Items (Steal Common): Tonic
Items (Steal Rare): Green Beret

Elements:

Fire: Weakness
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Page 64

Location: Ancient Library

Lv: 20

HP: 500

MP: 500

EXP: 200

Gil: 150

Attack: 27

Defense: 1

MDefense: 5

Speed: 35

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Phoenix Down

Items (Steal Common): Tonic

Items (Steal Rare): Silver Glasses

Elements:

Fire: Weakness
Ice:
Lightning:
Earth:
Wind:

Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:
L5 Doom

Name: Pantera
Location: Solitary Temple (Chest)
Lv: 42
HP: 18000
MP: 1000
EXP: 0
Gil: 0
Attack: 61
Defense: 5
MDefense: 15
Speed: 30
Evade: 10
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Phoenix Down
Items (Steal Rare): Elixir
Elements:
Fire: Weakness
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:

Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Pao
Location: Solitary Island
Lv: 27
HP: 500
MP: 0
EXP: 0
Gil: 0
Attack: 40
Defense: 0
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common): Tent
Items (Win Rare):
Items (Steal Common): Tonic
Items (Steal Rare): Potion
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:

Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Poison Eagle
Location: Valley of the Dragons
Lv: 32
HP: 100
MP: 0
EXP: 500
Gil: 303
Attack: 37
Defense: 0
MDefense: 0
Speed: 35
Evade: 50
MEvade: 0
Items (Win Common):
Items (Win Rare): Antidote
Items (Steal Common):
Items (Steal Rare): Gale Bow
Elements:

Fire:
Ice: Immune
Lightning:
Earth: Immune
Wind:
Water:
Poison: Absorbs
Holy:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Poltergeist
Location: Fire Ship
Lv: 17
HP: 240
MP: 100
EXP: 135
Gil: 123
Attack: 21
Defense: 0
MDefense: 4
Speed: 20
Evade: 10
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Potion
Items (Steal Rare):
Elements:
 Fire:
 Ice: Absorbs
 Lightning:
 Earth:
 Wind: Weakness
 Water: Weakness
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Prototype
Location: Solitary Temple
Lv: 23
HP: 5000
MP: 1000
EXP: 2000
Gil: 0
Attack: 33

Defense: 100
MDefense: 100
Speed: 20
Evade: 0
MEvade: 10
Items (Win Common): Dark Matter
Items (Win Rare):
Items (Steal Common): Ether
Items (Steal Rare):
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Psycho Heads
Location: Ship Graveyard
Lv: 11
HP: 90
MP: 100
EXP: 46
Gil: 66
Attack: 9
Defense: 0
MDefense: 5
Speed: 10
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Fire Skill
Items (Steal Common):
Items (Steal Rare):

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Pyramidia

Location: Pyramid

Lv: 41

HP: 2200

MP: 1000

EXP: 800

Gil: 438

Attack: 61

Defense: 10

MDefense: 5

Speed: 26

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Tonic

Items (Steal Common): Power Drink

Items (Steal Rare):

Elements:

Fire: Immune
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Python

Location: Area around Tule, Kuzer, Gill's Cave, Northwest of
Pirate's Hideout, Torna Canal, Kerwin, Karnak, Surgate, and
Walz (World 3)

Lv: 39

HP: 1800

MP: 0

EXP: 680

Gil: 405

Attack: 49

Defense: 5

MDefense: 5

Speed: 24

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Eye Drop

Items (Steal Common): Antidote

Items (Steal Rare):

Elements:

Fire:

Ice: Weakness

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: QuadrHarpy

Location: Desert south of Karnak (World 1)

Lv: 23

HP: 1000

MP: 150

EXP: 1000

Gil: 186

Attack: 50

Defense: 20

MDefense: 20

Speed: 40

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Phoenix Down

Items (Steal Common):

Items (Steal Rare): Trident

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water: Absorbs

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:
Control:
Silence:
Other:
Attacks:
 Aqua Rake

Name: Radiator
Location: Gill's Cave
Lv: 40
HP: 900
MP: 1000
EXP: 800
Gil: 417
Attack: 47
Defense: 30
MDefense: 20
Speed: 5
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Tonic
Items (Steal Common):
Items (Steal Rare): Tonic
Elements:
 Fire: Weakness
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:
 Drain

Name: Ramuh
Location: Gill's Cave (Metamorpha)
Lv: 10
HP: 7000
MP: 10000
EXP: 0
Gil: 0
Attack: 0
Defense: 0
MDefense: 0
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Lightning Skill
Items (Steal Common): Tonic
Items (Steal Rare):
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Red Dragon
Location: X-Death's Castle
Lv: 30
HP: 7500
MP: 1000
EXP: 3000
Gil: 500
Attack: 65
Defense: 12

MDefense: 8
Speed: 34
Evade: 0
MEvade: 50
Items (Win Common):
Items (Win Rare): Elixir
Items (Steal Common): Potion
Items (Steal Rare): Fire Ring

Elements:

Fire: Absorbs
Ice: Weakness
Lightning: Immune
Earth: Weakness
Wind:
Water: Weakness
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Atom Ray
Blaze
L3 Flare

Name: Red Dragon
Location: Easterly Falls
Lv: 44
HP: 7500
MP: 0
EXP: 2000
Gil: 549
Attack: 83
Defense: 20
MDefense: 0
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Dark Matter
Items (Steal Common): Fire Skill

Items (Steal Rare): Dragon Fang

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Red Harpy

Location: Solitary Island

Lv: 43

HP: 1900

MP: 100

EXP: 1250

Gil: 465

Attack: 60

Defense: 10

MDefense: 5

Speed: 24

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Holy Water

Items (Steal Common): Potion

Items (Steal Rare): Mirage Vest

Elements:

Fire:

Ice:

Lightning: Immune

Earth:

Wind:

Water:

Poison:

Holy: Immune

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Red Harpy

Location: X-Death's Castle

Lv: 53

HP: 1000

MP: 500

EXP: 0

Gil: 0

Attack: 60

Defense: 0

MDefense: 0

Speed: 40

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Ether

Items (Steal Common): Tonic

Items (Steal Rare): Potion

Elements:

Fire:

Ice:

Lightning:

Earth: Absorbs

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Reflect Knight

Location: Barrier Tower

Lv: 33

HP: 1600

MP: 200

EXP: 700

Gil: 318

Attack: 47

Defense: 30

MDefense: 0

Speed: 30

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Wall Ring

Items (Steal Common): War Hammer

Items (Steal Rare): Poison Axe

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:
Silence:
Other:
Attacks:

Name: Reflect Mage
Location: X-Death's Castle
Lv: 36
HP: 1300
MP: 100
EXP: 900
Gil: 369
Attack: 52
Defense: 5
MDefense: 0
Speed: 28
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Ether
Items (Steal Common):
Items (Steal Rare): Wall Ring

Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Ricard Mage

Location: Walz Tower

Lv: 10

HP: 100

MP: 70

EXP: 75

Gil: 87

Attack: 17

Defense: 0

MDefense: 5

Speed: 15

Evade: 0

MEvade: 1

Items (Win Common):

Items (Win Rare): Fire Rod

Items (Steal Common): Wooden Rod

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Ridicule

Location: Area around Val Castle, Kelb, and Surgate (World 2);

Area around Jacole (World 3)

Lv: 31

HP: 1380

MP: 200

EXP: 900

Gil: 288

Attack: 41

Defense: 5

MDefense: 0
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Hero Drink
Items (Steal Common): Maiden's Kiss
Items (Steal Rare):
Elements:
 Fire:
 Ice:
 Lightning: Weakness
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Rock Cutter
Location: North Mountain
Lv: 11
HP: 120
MP: 0
EXP: 46
Gil: 69
Attack: 13
Defense: 0
MDefense: 5
Speed: 10
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Tonic
Items (Steal Rare):
Elements:

Fire: Weakness
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Rock Statue
Location: Val Castle Basement
Lv: 45
HP: 3300
MP: 20
EXP: 100
Gil: 507
Attack: 76
Defense: 20
MDefense: 5
Speed: 26
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Soft
Items (Steal Common): Potion
Items (Steal Rare): Double Lance
Elements:
Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison:
Holy: Immune
Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:
Break

Name: Ronka Knight
Location: Ronka Ruins
Lv: 24
HP: 860
MP: 0
EXP: 380
Gil: 201
Attack: 36
Defense: 20
MDefense: 10
Speed: 25
Evade: 20
MEvade: 0
Items (Win Common):
Items (Win Rare): Mythril Shield
Items (Steal Common): Potion
Items (Steal Rare): Power Drink
Elements:
Fire:
Ice: Immune
Lightning:
Earth:
Wind:
Water:
Poison: Immune
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:

Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Ronka Knight
Location: Pyramid (Zefa Zone summon)
Lv: 42
HP: 2000
MP: 1000
EXP: 0
Gil: 0
Attack: 70
Defense: 0
MDefense: 0
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Fire Skill
Items (Steal Common): Hero Drink
Items (Steal Rare):
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:

Other:
Attacks:

Name: Sand Bear

Location: Desert west of Ancient Library (World 1); Area from Tycoon to Western Bridge, desert west of Rugor, small desert where Ronka was, Fork Tower Desert, and desert near Easterly Falls (World 3)

Lv: 24

HP: 1000

MP: 0

EXP: 360

Gil: 195

Attack: 36

Defense: 10

MDefense: 10

Speed: 35

Evade: 0

MEvade: 0

Items (Win Common): Antidote

Items (Win Rare):

Items (Steal Common): Javelin

Items (Steal Rare):

Elements:

Fire:

Ice: Immune

Lightning:

Earth:

Wind:

Water: Weakness

Poison: Immune

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Sandboil

Location: Desert west of Ancient Library (World 1); Area from Tycoon to Western Bridge, desert west of Rugor, small desert where Ronka was, Fork Tower Desert, and desert near Easterly Falls (World 3)

Lv: 23

HP: 420

MP: 0

EXP: 260

Gil: 189

Attack: 33

Defense: 5

MDefense: 5

Speed: 20

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Tonic

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water: Weakness

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Sandcrawler

Location: Great Desert (World 2)

Lv: 29

HP: 15000

MP: 1000

EXP: 1000

Gil: 1000
Attack: 45
Defense: 10
MDefense: 5
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common): Power Drink
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare): Tent
Elements:

Fire:
Ice: Immune
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy: Immune

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Sand Killer
Location: Desert west of Ancient Library (World 1); Area from Tycoon to Western Bridge, desert west of Rugor, small desert where Ronka was, Fork Tower Desert, and desert near Easterly Falls (World 3)
Lv: 23
HP: 620
MP: 0
EXP: 300
Gil: 192
Attack: 34
Defense: 0
MDefense: 5
Speed: 20
Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Antidote

Items (Steal Common):

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water: Weakness

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Sea Devil

Location: Numerous locations in the sea (World 3)

Lv: 30

HP: 5000

MP: 1000

EXP: 0

Gil: 3000

Attack: 71

Defense: 15

MDefense: 10

Speed: 20

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Turtle Shell

Items (Steal Common): Potion

Items (Steal Rare): Defender

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:
Wind:
Water: Absorbs
Poison:
Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Sergeant
Location: Karnak Castle
Lv: 0
HP: 400
MP: 100
EXP: 160
Gil: 132
Attack: 25
Defense: 0
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Silver Plate
Items (Steal Common): Tonic
Items (Steal Rare): Tonic
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):

Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Sergeant

Location: Karnak Castle

Lv: 0

HP: 1000

MP: 25

EXP: 40

Gil: 100

Attack: 7

Defense: 0

MDefense: 10

Speed: 20

Evade: 0

MEvade: 5

Items (Win Common):

Items (Win Rare): Eye Drop

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

Fire:

Ice: Immune

Lightning:

Earth:

Wind:

Water:

Poison: Immune

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Serpentina

Location: Phoenix Tower

Lv: 49

HP: 3900

MP: 300

EXP: 1500

Gil: 582

Attack: 76

Defense: 30

MDefense: 5

Speed: 20

Evade: 10

MEvade: 0

Items (Win Common):

Items (Win Rare): Wall Ring

Items (Steal Common): Prism Dress

Items (Steal Rare): Coral Ring

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Shade Dancer
Location: Solitary Temple
Lv: 43
HP: 4480
MP: 100
EXP: 1550
Gil: 468
Attack: 75
Defense: 10
MDefense: 5
Speed: 30
Evade: 20
MEvade: 0
Items (Win Common):
Items (Win Rare): Cornucopia
Items (Steal Common): Power Wrist
Items (Steal Rare): Dancing Dirk
Elements:
Fire:
Ice: Immune
Lightning: Immune
Earth:
Wind:
Water:
Poison: Immune
Holy: Immune
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Shadow
Location: Forest of southeastern archipelago (World 2); area around Tule, Kuzer, Gill's Cave, Northwest of Pirate's Hideout, Torna Canal, Kerwin, Karnak, Surgate, and Walz (World 3)
Lv: 40
HP: 1000

MP: 0
EXP: 880
Gil: 408
Attack: 57
Defense: 25
MDefense: 5
Speed: 26
Evade: 30
MEvade: 0
Items (Win Common):
Items (Win Rare): Holy Water
Items (Steal Common):
Items (Steal Rare): Potion

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Shell Bear
Location: X-Death's Castle Basement (Before transformation)
Lv: 27
HP: 380
MP: 0
EXP: 89
Gil: 334
Attack: 37
Defense: 0
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0

Items (Win Common):
Items (Win Rare): Potion
Items (Steal Common):
Items (Steal Rare): Spear

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Fight

Name: Shell Fish

Location: Southwest Outer Sea (World 3)

Lv: 28

HP: 1000

MP: 0

EXP: 0

Gil: 540

Attack: 0

Defense: 0

MDefense: 0

Speed: 30

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Potion

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:

Wind:
Water: Absorbs
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Sherry
Location: Phoenix Tower
Lv: 49
HP: 4000
MP: 300
EXP: 1500
Gil: 585
Attack: 78
Defense: 30
MDefense: 0
Speed: 20
Evade: 10
MEvade: 0
Items (Win Common):
Items (Win Rare): Winged Shoes
Items (Steal Common): Red Shoes
Items (Steal Rare): Elf Cloak
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:

Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Shield Dragon

Location: Sealed Castle Kuzer

Lv: 29

HP: 19999

MP: 20000

EXP: 10000

Gil: 1000

Attack: 40

Defense: 40

MDefense: 25

Speed: 40

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Gold Shield

Items (Steal Common): Mythril Shield

Items (Steal Rare): Gold Shield

Elements:

Fire:

Ice: Immune

Lightning:

Earth: Immune

Wind:

Water:

Poison:

Holy: Immune

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:
 Bone
 Blaze
 Zombie Breath

Name: Shiva
Location: Gill's Cave (Metamorpha)
Lv: 51
HP: 7000
MP: 10000
EXP: 0
Gil: 0
Attack: 0
Defense: 0
MDefense: 0
Speed: 25
Evade: 0
MEvade: 50
Items (Win Common):
Items (Win Rare): Water Skill
Items (Steal Common): Tonic
Items (Steal Rare):
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Silent Bee

Location: Area around Karnak (World 1); Forest north of
Pirate's Cave (World 3)

Lv: 16

HP: 220

MP: 50

EXP: 120

Gil: 111

Attack: 20

Defense: 0

MDefense: 5

Speed: 15

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Soft

Items (Steal Common):

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Skelesaur

Location: Valley of the Dragons

Lv: 32

HP: 2590

MP: 10000
EXP: 890
Gil: 300
Attack: 39
Defense: 10
MDefense: 5
Speed: 28
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Ether
Items (Steal Common): Soft
Items (Steal Rare):

Elements:
Fire: Weakness
Ice: Immune
Lightning:
Earth:
Wind:
Water:
Poison: Immune
Holy:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Skelesaur
Location: Valley of the Dragons (Event)
Lv: 44
HP: 5800
MP: 0
EXP: 2000
Gil: 555
Attack: 85
Defense: 30
MDefense: 0
Speed: 35
Evade: 0
MEvade: 0

Items (Win Common):
Items (Win Rare): Dark Matter
Items (Steal Common): Water Skill
Items (Steal Rare): Dragon Fang

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Skelesaur
Location: Easterly Falls (Alcumia Toad)
Lv: 37
HP: 3000
MP: 500
EXP: 0
Gil: 0
Attack: 45
Defense: 40
MDefense: 20
Speed: 30
Evade: 10
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):

Elements:

Fire:
Ice: Immune
Lightning:
Earth:

Wind:
Water:
Poison: Absorbs
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Skeleton
Location: Ship Graveyard
Lv: 10
HP: 70
MP: 0
EXP: 38
Gil: 57
Attack: 8
Defense: 0
MDefense: 5
Speed: 15
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Dirk
Items (Steal Common):
Items (Steal Rare):
Elements:
Fire: Weakness
Ice:
Lightning:
Earth:
Wind:
Water:
Poison: Absorbs
Holy: Weakness
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:

Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Skull Eater
Location: Jacole Cave

Lv: 32
HP: 1
MP: 100
EXP: 300
Gil: 100
Attack: 50
Defense: 90
MDefense: 90
Speed: 50
Evade: 90
MEvade: 90

Items (Win Common):
Items (Win Rare): Elixir
Items (Steal Common): Tent
Items (Steal Rare):

Elements:
Fire:
Ice: Immune
Lightning:
Earth:
Wind: Immune
Water:
Poison: Immune
Holy: Immune

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:

Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Sleepy

Location: Forest of southeastern archipelago (World 2); area around Tule, Kuzer, Gill's Cave, Northwest of Pirate's Hideout, Torna Canal, Kerwin, and Walz (World 3)

Lv: 36

HP: 1600

MP: 100

EXP: 700

Gil: 396

Attack: 50

Defense: 5

MDefense: 5

Speed: 30

Evade: 10

MEvade: 0

Items (Win Common):

Items (Win Rare): Leather Cap

Items (Steal Common): Potion

Items (Steal Rare): Healing Staff

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Slownin
Location: Solitary Temple
Lv: 43
HP: 2400
MP: 0
EXP: 1400
Gil: 474
Attack: 81
Defense: 10
MDefense: 5
Speed: 35
Evade: 30
MEvade: 0
Items (Win Common):
Items (Win Rare): Kotetsu
Items (Steal Common): Katana
Items (Steal Rare): Ice Shield
Elements:
Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water:
Poison: Immune
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Slug
Location: Area around Mua, Kelb, Val, Big Bridge, Crescent,
Mirage, and Southern Land Ring (World 3)
Lv: 42
HP: 1820

MP: 100
EXP: 1100
Gil: 453
Attack: 62
Defense: 10
MDefense: 5
Speed: 20
Evade: 10
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Tonic
Items (Steal Rare): Potion

Elements:

Fire: Weakness
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Soccer
Location: Torna Canal
Lv: 6
HP: 50
MP: 0
EXP: 21
Gil: 40
Attack: 7
Defense: 0
MDefense: 5
Speed: 20
Evade: 0
MEvade: 0

Items (Win Common):
Items (Win Rare): Tonic
Items (Steal Common):
Items (Steal Rare):

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Sorcerer
Location: Karnak
Lv: 18
HP: 350
MP: 500
EXP: 180
Gil: 138
Attack: 20
Defense: 0
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0

Items (Win Common):
Items (Win Rare): Ether
Items (Steal Common): Mage Slasher
Items (Steal Rare): Earth Robe

Elements:

Fire:
Ice:
Lightning:
Earth:

Wind:
Water:
Poison:
Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Soul Cannon
Location: Phoenix Tower
Lv: 61
HP: 10000
MP: 60000
EXP: 2500
Gil: 0
Attack: 1
Defense: 40
MDefense: 0
Speed: 30
Evade: 0
MEvade: 25
Items (Win Common):
Items (Win Rare): Potion
Items (Steal Common): Ether
Items (Steal Rare): Protect Ring
Elements:
 Fire:
 Ice:
 Lightning: Weakness
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:

Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:
 Beam Cannon
 Missile

Name: Spizzoner
Location: Northern Regions (World 3)
Lv: 39
HP: 2300
MP: 0
EXP: 1250
Gil: 516
Attack: 71
Defense: 10
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Tonic
Items (Steal Common): Tonic
Items (Steal Rare):
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:

Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Steel Bat

Location: Pirate's Hideout

Lv: 2

HP: 20

MP: 10000

EXP: 9

Gil: 20

Attack: 3

Defense: 0

MDefense: 5

Speed: 5

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare):

Items (Steal Common):

Items (Steal Rare): Tonic

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Red Feast

Name: Stingray

Location: Northeastern bay in the sea between Walz and the Phoenix Tower, Kerwin Lake (World 3)

Lv: 93

HP: 30000

MP: 1000

EXP: 0

Gil: 0

Attack: 66

Defense: 60

MDefense: 20

Speed: 70

Evade: 40

MEvade: 70

Items (Win Common):

Items (Win Rare): Dragon's Beard

Items (Steal Common): Dark Matter

Items (Steal Rare): Rune Edge

Elements:

Fire:

Ice: Immune

Lightning:

Earth:

Wind:

Water: Absorbs

Poison: Immune

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Guardian

Name: Stoned Mask

Location: Ronka Ruins

Lv: 24

HP: 450

MP: 20

EXP: 320
Gil: 204
Attack: 34
Defense: 20
MDefense: 0
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Soft
Items (Steal Rare):

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Stone Golem
Location: Area around Easterly Village (World 1)
Lv: 22
HP: 1000
MP: 0
EXP: 550
Gil: 177
Attack: 32
Defense: 20
MDefense: 50
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):

Items (Win Rare): Potion
Items (Steal Common): Soft
Items (Steal Rare):

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Stones

Location: North Mountain

Lv: 12

HP: 50

MP: 0

EXP: 55

Gil: 78

Attack: 13

Defense: 8

MDefense: 5

Speed: 10

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare):

Items (Steal Common): Potion

Items (Steal Rare): Silver Glasses

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:

Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:
Flash

Name: Stray Cat
Location: Forests around Wind Shrine (World 1)
Lv: 2
HP: 20
MP: 0
EXP: 15
Gil: 20
Attack: 5
Defense: 0
MDefense: 5
Speed: 10
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare): Tonic
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:

Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Stroper
Location: Pirate's Hideout
Lv: 3
HP: 20
MP: 0
EXP: 8
Gil: 20
Attack: 4
Defense: 0
MDefense: 5
Speed: 7
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Tonic
Items (Steal Rare): Tonic
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:

Regen:
Blind:
Control:
Silence:
Other:
Attacks:
Fight

Name: Subterranean

Location: Area around Lugor and Kuzer (World 2)

Lv: 27

HP: 1000

MP: 100

EXP: 353

Gil: 237

Attack: 36

Defense: 0

MDefense: 5

Speed: 30

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Ether

Items (Steal Common):

Items (Steal Rare): Phoenix Down

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Subterran
Location: Pyramid (Zefa Zone summon)
Lv: 40
HP: 1600
MP: 10000
EXP: 0
Gil: 0
Attack: 60
Defense: 50
MDefense: 50
Speed: 45
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Antidote
Items (Steal Common): Eye Drop
Items (Steal Rare):
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:
 ????

Name: Succubus
Location: Moore Forest
Lv: 36
HP: 2700
MP: 100
EXP: 2200
Gil: 357
Attack: 55

Defense: 20
MDefense: 5
Speed: 35
Evade: 20
MEvade: 0
Items (Win Common):
Items (Win Rare): Dragon Fang
Items (Steal Common): Antidote
Items (Steal Rare):
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Sword Dancer
Location: N-Zone (Castle)
Lv: 48
HP: 3000
MP: 0
EXP: 2400
Gil: 561
Attack: 75
Defense: 15
MDefense: 0
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Blizzard
Items (Steal Common): Mythril Helmet
Items (Steal Rare): Enchanter

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

High Kick

Name: Sybaritic

Location: N-Zone (Caves)

Lv: 52

HP: 3200

MP: 0

EXP: 1480

Gil: 642

Attack: 100

Defense: 70

MDefense: 0

Speed: 20

Evade: 70

MEvade: 0

Items (Win Common):

Items (Win Rare): Elixir

Items (Steal Common): Turtle Shell

Items (Steal Rare): Flame Saber

Elements:

Fire: Immune
Ice:
Lightning:
Earth: Immune
Wind:
Water: Weakness
Poison:
Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Blaster (Death)

Name: T-Wrecks

Location: Northern Regions (World 3)

Lv: 45

HP: 2300

MP: 0

EXP: 2000

Gil: 513

Attack: 85

Defense: 30

MDefense: 30

Speed: 25

Evade: 20

MEvade: 0

Items (Win Common):

Items (Win Rare): Dragon Fang

Items (Steal Common): Antidote

Items (Steal Rare): Judge-Staff

Elements:

Fire:

Ice: Immune

Lightning:

Earth:

Wind: Immune

Water:

Poison: Immune

Holy: Immune

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Tarantula

Location: X-Death's Castle Basement (Before transformation)

Lv: 27

HP: 200

MP: 0

EXP: 88

Gil: 231

Attack: 35

Defense: 0

MDefense: 0

Speed: 20

Evade: 0

MEvade: 0

Items (Win Common): Tonic

Items (Win Rare):

Items (Steal Common):

Items (Steal Rare):

Elements:

Fire:

Ice: Weakness

Lightning:

Earth:

Wind:

Water:

Poison: Absorbs

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:
Other:
Attacks:
 Thread
 Fight

Name: Tattoo

Location: Area around Kerwin, Walz (World 1); area from Tycoon to western bridge, area south of Tycoon (World 3)

Lv: 8

HP: 100

MP: 0

EXP: 50

Gil: 70

Attack: 11

Defense: 3

MDefense: 10

Speed: 20

Evade: 10

MEvade: 0

Items (Win Common):

Items (Win Rare): Tonic

Items (Steal Common):

Items (Steal Rare): Tonic

Elements:

 Fire:

 Ice: Weakness

 Lightning:

 Earth:

 Wind:

 Water: Weakness

 Poison: Immune

 Holy:

Statuses:

 Death:

 Near Death (aka Critical):

 Slow Death (aka Death Sentence):

 Poison:

 Frog:

 Mini:

 Petrify:

 Slow:

 Stop:

 Paralyze:

 Sleep:

 Berserk:

 Confuse:

 Haste:

 Regen:

 Blind:

 Control:

 Silence:

 Other:

Attacks:

Name: The Damned
Location: Pyramid (Chests), Solitary Temple
Lv: 44
HP: 1980
MP: 0
EXP: 1200
Gil: 471
Attack: 65
Defense: 10
MDefense: 5
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Holy Water
Items (Steal Common):
Items (Steal Rare): Holy Water
Elements:
Fire: Immune
Ice:
Lightning: Immune
Earth:
Wind:
Water:
Poison: Absorbs
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:
Condemned

Name: Thunderpit
Location: Seas (World 1); In the northeastern bay in the sea
between Walz and the Phoenix Tower, Kerwin Lake (World 3)
Lv: 21
HP: 600
MP: 100
EXP: 160
Gil: 100
Attack: 27

Defense: 0
MDefense: 5
Speed: 25
Evade: 0
MEvade: 10
Items (Win Common): Lightning Skill
Items (Win Rare): Tonic
Items (Steal Common):
Items (Steal Rare):
Elements:
 Fire:
 Ice:
 Lightning: Weakness
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Tiny Mage
Location: Fork Tower
Lv: 43
HP: 1540
MP: 500
EXP: 780
Gil: 477
Attack: 80
Defense: 40
MDefense: 0
Speed: 20
Evade: 15
MEvade: 0
Items (Win Common):
Items (Win Rare): Tonic
Items (Steal Common):
Items (Steal Rare): Ether

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Tote Avis

Location: Solitary Temple

Lv: 47

HP: 33090

MP: 1000

EXP: 0

Gil: 0

Attack: 70

Defense: 10

MDefense: 10

Speed: 50

Evade: 10

MEvade: 10

Items (Win Common):

Items (Win Rare): Ab Splitter

Items (Steal Common): Ether

Items (Steal Rare): Ab Splitter

Elements:

Fire:
Ice:
Lightning: Immune
Earth: Immune
Wind: Absorbs
Water:
Poison: Immune
Holy: Immune

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Traveler

Location: Barrier Tower

Lv: 33

HP: 1400

MP: 100

EXP: 580

Gil: 321

Attack: 40

Defense: 0

MDefense: 5

Speed: 35

Evade: 20

MEvade: 0

Items (Win Common):

Items (Win Rare): Dream Harp

Items (Steal Common):

Items (Steal Rare): Dream Harp

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:
 Time Slip

Name: Trent

Location: Area around X-Death's Castle

Lv: 26

HP: 700

MP: 50

EXP: 330

Gil: 225

Attack: 36

Defense: 0

MDefense: 5

Speed: 25

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Tonic

Items (Steal Common): Tonic

Items (Steal Rare): Potion

Elements:

 Fire: Weakness

 Ice:

 Lightning:

 Earth:

 Wind:

 Water:

 Poison:

 Holy:

Statuses:

 Death:

 Near Death (aka Critical):

 Slow Death (aka Death Sentence):

 Poison:

 Frog:

 Mini:

 Petrify:

 Slow:

 Stop:

 Paralyze:

 Sleep:

 Berserk:

 Confuse:

 Haste:

 Regen:

 Blind:

 Control:

Silence:
Other:
Attacks:

Name: Twin Lizard
Location: X-Death's Castle
Lv: 33
HP: 1500
MP: 0
EXP: 720
Gil: 360
Attack: 54
Defense: 10
MDefense: 5
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Tonic
Items (Steal Common):
Items (Steal Rare): Potion
Elements:

Fire:
Ice: Weakness
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Ultra Gigas
Location: Barrier Tower

Lv: 34
HP: 2420
MP: 500
EXP: 1200
Gil: 330
Attack: 49
Defense: 20
MDefense: 10
Speed: 31
Evade: 10
MEvade: 0
Items (Win Common):
Items (Win Rare): Giant Drink
Items (Steal Common):
Items (Steal Rare): Partisan
Elements:

Fire:
Ice:
Lightning: Immune
Earth:
Wind: Absorbs
Water:
Poison:
Holy: Immune

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Ultra Gigas
Location: Pyramid (Zefa Zone summon)
Lv: 43
HP: 3000
MP: 1000
EXP: 0
Gil: 0
Attack: 60
Defense: 0
MDefense: 0
Speed: 35

Evade: 0
MEvade: 0
Items (Win Common): Giant Drink
Items (Win Rare):
Items (Steal Common): Power Drink
Items (Steal Rare): Diamond Armor
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Unknown [1]
Location: The Great Deep
Lv: 41
HP: 2500
MP: 0
EXP: 1200
Gil: 525
Attack: 60
Defense: 25
MDefense: 0
Speed: 22
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare): Beast Killer
Elements:
 Fire:
 Ice:

Lightning:
Earth:
Wind:
Water:
Poison: Absorbs
Holy: Weakness
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Unknown [2]
Location: The Great Deep
Lv: 47
HP: 3500
MP: 500
EXP: 1080
Gil: 519
Attack: 61
Defense: 40
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Giant Drink
Items (Steal Common): Tonic
Items (Steal Rare): Potion
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water: Weakness
Poison: Absorbs
Holy: Weakness
Statuses:
Death:
Near Death (aka Critical):

Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Unknown [3]
Location: The Great Deep
Lv: 46
HP: 2500
MP: 500
EXP: 1350
Gil: 522
Attack: 62
Defense: 30
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Power Drink
Items (Steal Common): Tonic
Items (Steal Rare): Potion
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison: Absorbs
Holy: Weakness
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:

Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Unknown [4]
Location: The Great Deep
Lv: 41
HP: 2500
MP: 500
EXP: 1200
Gil: 525
Attack: 60
Defense: 25
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Speed Drink
Items (Steal Common): Tonic
Items (Steal Rare): Potion
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison: Absorbs
Holy: Weakness
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Unknown [5]
Location: The Great Deep
Lv: 47
HP: 6500
MP: 500
EXP: 2000
Gil: 528
Attack: 67
Defense: 35
MDefense: 0
Speed: 20
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Hard Body
Items (Steal Common): Tonic
Items (Steal Rare): Potion
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison: Absorbs
 Holy: Weakness
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Verminator
Location: Forests around Rugor and Kuzer (World 2)
Lv: 27
HP: 1000
MP: 500

EXP: 353
Gil: 240
Attack: 35
Defense: 0
MDefense: 5
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Tonic
Items (Steal Common): Tonic
Items (Steal Rare):

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water: Absorbs
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Water Bus
Location: Area around X-Death's Castle
Lv: 26
HP: 600
MP: 50
EXP: 330
Gil: 222
Attack: 37
Defense: 0
MDefense: 5
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common):

Items (Win Rare):
Items (Steal Common):
Items (Steal Rare): Ether

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water: Absorbs
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Water Scorpion

Location: Numerous locations in the seas (World 3)

Lv: 26

HP: 500

MP: 0

EXP: 0

Gil: 680

Attack: 59

Defense: 20

MDefense: 0

Speed: 35

Evade: 80

MEvade: 0

Items (Win Common):

Items (Win Rare): Tonic

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:

Water: Absorbs
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: Weresnake

Location: Area around Val, Kelb, and Surgate (World 2); area around Jacole (World 3)

Lv: 31

HP: 900

MP: 20

EXP: 490

Gil: 282

Attack: 40

Defense: 0

MDefense: 5

Speed: 30

Evade: 10

MEvade: 0

Items (Win Common):

Items (Win Rare): Potion

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

Fire:

Ice: Weakness

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: White Flame
Location: N-Zone (Forest)
Lv: 49
HP: 1600
MP: 100
EXP: 1430
Gil: 588
Attack: 65
Defense: 50
MDefense: 35
Speed: 25
Evade: 33
MEvade: 0
Items (Win Common):
Items (Win Rare): Ether
Items (Steal Common): Eye Drop
Items (Steal Rare): Elixir
Elements:
Fire:
Ice: Immune
Lightning:
Earth:
Wind:
Water:
Poison: Immune
Holy: Absorbs
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:

Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: White Snake
Location: Wind Shrine
Lv: 4
HP: 25
MP: 0
EXP: 20
Gil: 24
Attack: 5
Defense: 0
MDefense: 5
Speed: 10
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare): Tonic

Elements:
Fire:
Ice: Weakness
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Wild Dog

Location: Forests around Karnak (World 1); area to the west of the area south of the bridge west of Tycoon (World 3)

Lv: 15

HP: 95

MP: 100

EXP: 70

Gil: 125

Attack: 20

Defense: 0

MDefense: 10

Speed: 10

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare):

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

Fire: Weakness

Ice:

Lightning:

Earth: Immune

Wind:

Water:

Poison: Immune

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Fight

????

Name: Wing Killer

Location: Big Bridge

Lv: 26

HP: 300

MP: 0

EXP: 300
Gil: 200
Attack: 40
Defense: 0
MDefense: 0
Speed: 28
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Antidote
Items (Steal Common):
Items (Steal Rare):

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Name: X-Death Soul
Location: Sealed Castle Kuzer (World 3)
Lv: 1
HP: 20000
MP: 20000
EXP: 0
Gil: 0
Attack: 77
Defense: 40
MDefense: 45
Speed: 50
Evade: 40
MEvade: 0
Items (Win Common): Dark Matter

Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy: Weakness

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

Doom Sword (Chance of Death)

Name: Y-Burn

Location: Walz Tower

Lv: 14

HP: 200

MP: 0

EXP: 160

Gil: 90

Attack: 17

Defense: 0

MDefense: 5

Speed: 18

Evade: 0

MEvade: 0

Items (Win Common): Tonic

Items (Win Rare):

Items (Steal Common): Mythril Knife

Items (Steal Rare):

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:

Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Y-Burn

Location: Gill's Cave (Metamorpha)

Lv: 47

HP: 7000

MP: 10000

EXP: 0

Gil: 0

Attack: 40

Defense: 0

MDefense: 0

Speed: 25

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Potion

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Yellow Dragon

Location: X-Death's Castle

Lv: 38

HP: 8500

MP: 1000

EXP: 2600

Gil: 500

Attack: 65

Defense: 10

MDefense: 5

Speed: 35

Evade: 0

MEvade: 0

Items (Win Common):

Items (Win Rare): Coral Ring

Items (Steal Common): Lightning Rod

Items (Steal Rare): Ether

Elements:

Fire:

Ice: Immune

Lightning: Absorbs

Earth:

Wind:

Water:

Poison: Immune

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Yojimbo
Location: N-Zone (Castle)
Lv: 52
HP: 3960
MP: 0
EXP: 2000
Gil: 645
Attack: 109
Defense: 5
MDefense: 0
Speed: 20
Evade: 10
MEvade: 0
Items (Win Common):
Items (Win Rare): Power Tasuki
Items (Steal Common): Cottage
Items (Steal Rare): Strato
Elements:
Fire:
Ice: Immune
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy: Immune
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Zefa Zone
Location: Pyramid
Lv: 53
HP: 3780
MP: 5000
EXP: 2000
Gil: 500
Attack: 55
Defense: 25
MDefense: 30
Speed: 30
Evade: 30
MEvade: 60
Items (Win Common):
Items (Win Rare): Elixir
Items (Steal Common): Tonic
Items (Steal Rare): Elixir
Elements:

Fire:
Ice: Immune
Lightning: Immune
Earth:
Wind:
Water:
Poison: Immune
Holy: Immune

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Zuu
Location: Area around Karnak
Lv: 15
HP: 850
MP: 0
EXP: 360
Gil: 150
Attack: 22

Defense: 0
MDefense: 5
Speed: 15
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Elixir
Items (Steal Common):
Items (Steal Rare): Elixir

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:

Attacks:

=====
Bosses (In order of appearance)
=====

Name: Wing Raptor
Location: Wind Shrine
Lv: 1/2
HP: 250
MP: 25/0
EXP: 0
Gil: 0
Attack: 7
Defense: 0/20
MDefense: 10
Speed: 25
Evade: 0/40

MEvade: 1

Items (Win Common): Phoenix Down

Items (Win Rare):

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

Fire:

Ice: Immune

Lightning:

Earth:

Wind:

Water:

Poison: Immune

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control: Immune

Silence:

Other:

Attacks:

Wind Slash

Name: Karl Boss

Location: Torna Canal

Lv: 5

HP: 650

MP: 100

EXP: 0

Gil: 0

Attack: 10

Defense: 0

MDefense: 10

Speed: 30

Evade: 0

MEvade: 0

Items (Win Common): Tent

Items (Win Rare):

Items (Steal Common): Tonic

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse: Immune
 Haste:
 Regen:
 Blind:
 Control: Immune
 Silence:
 Other:
Attacks:
 Tail Screw (Near Death)
 Coilote (Paralyze)

Name: Siren
Location: Ship Graveyard
Lv: 2
HP: 900
MP: 200
EXP: 0
Gil: 0
Attack: 15 (Normal)/14 (Undead)
Defense: 0 (Normal)/12 (Undead)
MDefense: 20 (Normal)/0 (Undead)
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common): Bronze Armor (Normal)/Bronze Shield
(Undead)
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):
Elements:
 Fire: Weakness (Undead)
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison: Absorbs (Undead)
 Holy:
Statuses:
 Death: Immune

Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence:
Other:
Attacks:

Name: Magissa
Location: North Mountain
Lv: 8
HP: 650
MP: 200
EXP: 0
Gil: 0
Attack: 14
Defense: 0
MDefense: 0
Speed: 30
Evade: 0
MEvade: 1
Items (Win Common): Whip
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow:
Stop:
Paralyze:

Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence:
Other:
Attacks:
 Regen

Name: Faltzer
Location: North Mountain
Lv: 8
HP: 850
MP: 100
EXP: 0
Gil: 0
Attack: 14
Defense: 3
MDefense: 5
Speed: 37
Evade: 0
MEvade: 0
Items (Win Common): Power Drink
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse: Immune
 Haste:
 Regen:
 Blind:
 Control: Immune
 Silence:
 Other:

Attacks:

Name: Garula

Location: Walz Tower

Lv: 3

HP: 1200

MP: 100

EXP: 0

Gil: 0

Attack: 15

Defense: 7

MDefense: 4

Speed: 31

Evade: 0

MEvade: 0

Items (Win Common): Potion

Items (Win Rare):

Items (Steal Common): Tonic

Items (Steal Rare): Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: Liquid Flame

Location: Fire Ship

Lv: 19

HP: 3000

MP: 100 (1st Form)/30 (2nd Form)/50 (3rd Form)
EXP: 0
Gil: 0
Attack: 18
Defense: 0
MDefense: 15 (1st & 3rd Form)/30 (2nd Form)
Speed: 35
Evade: 20 (1st Form)/10 (2nd Form)/30 (3rd Form)
MEvade: 10 (1st Form)/30 (2nd Form)/20 (3rd Form)
Items (Win Common): Fire Skill (1st Form)/Fire Rod (2nd Form)/
Fire Bow (3rd Form)
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death: Immune
 Near Death (aka Critical): Immune
 Slow Death (aka Death Sentence): Immune
 Poison:
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow:
 Stop:
 Paralyze: Immune
 Sleep:
 Berserk:
 Confuse: Immune
 Haste:
 Regen:
 Blind:
 Control: Immune
 Silence:
 Other:
Attacks:
 Fire2 (2nd Form)
 Blaze (1st and 3rd Form)

Name: Ifrit
Location: Ancient Library
Lv: 22
HP: 3000
MP: 1000
EXP: 0
Gil: 0
Attack: 29
Defense: 10
MDefense: 20
Speed: 40

Evade: 20
MEvade: 32
Items (Win Common): Fire Skill
Items (Win Rare):
Items (Steal Common): Phoenix Down
Items (Steal Rare):
Elements:
 Fire: Absorbs
 Ice: Weakness
 Lightning:
 Earth:
 Wind:
 Water: Weakness
 Poison: Immune
 Holy:
Statuses:
 Death: Immune
 Near Death (aka Critical):
 Slow Death (aka Death Sentence): Immune
 Poison:
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow:
 Stop:
 Paralyze: Immune
 Sleep:
 Berserk:
 Confuse: Immune
 Haste:
 Regen:
 Blind:
 Control: Immune
 Silence:
 Other:
Attacks:
 Blaze

Name: Biblos
Location: Ancient Library
Lv: 24
HP: 3600
MP: 1000
EXP: 0
Gil: 0
Attack: 30
Defense: 10
MDefense: 30
Speed: 40
Evade: 30
MEvade: 20
Items (Win Common): Hard Body
Items (Win Rare): Cornucopia
Items (Steal Common): Dark Matter
Items (Steal Rare):
Elements:
 Fire: Weakness
 Ice: Absorbs

Lightning: Absorbs
Earth: Absorbs
Wind: Absorbs
Water: Absorbs
Poison: Absorbs
Holy: Weakness
Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence:
Other:
Attacks:
Magic Hammer

Name: Sandworm
Location: Sand Tides
Lv: 18
HP: 3000
MP: 10125
EXP: 0
Gil: 0
Attack: 25
Defense: 0
MDefense: 10
Speed: 50
Evade: 0
MEvade: 1
Items (Win Common):
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):
Elements:
Fire:
Ice: Immune
Lightning:
Earth:
Wind:
Water:
Poison: Immune
Holy:
Statuses:
Death: Immune
Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse: Immune

Haste:

Regen:

Blind:

Control: Immune

Silence:

Other:

Attacks:

Quicksand (60 damage to all PM + HP Loss)

Demi2 (If you attack a Hole)

Name: Clay Claw

Location: Airship

Lv: 43

HP: 2000

MP: 500

EXP: 0

Gil: 0

Attack: 37

Defense: 26

MDefense: 26

Speed: 50

Evade: 0

MEvade: 1

Items (Win Common): Ice Bow

Items (Win Rare):

Items (Steal Common): Coral Sword

Items (Steal Rare):

Elements:

Fire:

Ice: Immune

Lightning: Weakness

Earth:

Wind:

Water: Absorbs

Poison: Immune

Holy:

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow:

Stop:

Paralyze:

Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence:
Other:
Attacks:

Name: Adamantaim
Location: Tycoon Meteor
Lv: 20
HP: 2000
MP: 125
EXP: 0
Gil: 0
Attack: 31
Defense: 25
MDefense: 5
Speed: 30
Evade: 0
MEvade: 0
Items (Win Common): Turtle Shell
Items (Win Rare):
Items (Steal Common): Hard Body
Items (Steal Rare):
Elements:
Fire:
Ice: Weakness
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy: Immune
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence:
Other:

Attacks:

Name: Flame Thrower
Location: Lonka Ruins
Lv: 22
HP: 2400
MP: 125
EXP: 0
Gil:0
Attack: 7
Defense:15
MDefense: 20
Speed: 35
Evade: 0
MEvade: 1
Items (Win Common): Speed Drink
Items (Win Rare):
Items (Steal Common): Tonic
Items (Steal Rare): Ether

Elements:

Fire:
Ice: Immune
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune
Holy:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence:
Other:

Attacks:

Burn Ray

Name: Rocket Gun
Location: Ronka Ruins
Lv: 23
HP: 2500

MP: 200
EXP: 0
Gil: 0
Attack: 7
Defense: 20
MDefense: 15
Speed: 33
Evade: 0
MEvade: 1
Items (Win Common): Hard Body
Items (Win Rare):
Items (Steal Common): Tonic
Items (Steal Rare): Ether

Elements:

Fire:
Ice: Immune
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune
Holy:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence:
Other:

Attacks:

Missile

Name: Soul Gun & Launcher x2
Location: Ronka Ruins
Lv: 36/50
HP: 22500/10800
MP: 1000/1000
EXP: 0
Gil: 0
Attack: 7/7
Defense: 5/0
MDefense: 10/10
Speed: 55/20
Evade: 0/0
MEvade: 1/1
Items (Win Common): Double Lance/Ether

Items (Win Rare): Staff/----
Items (Steal Common): Double Lance/Potion
Items (Steal Rare):

Elements:

Fire:
Ice: Immune/Immune
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune/Immune
Holy:

Statuses:

Death: Immune/----
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune/Immune
Poison: Immune/Immune
Frog: Immune/Immune
Mini: Immune/Immune
Petrify: Immune/Immune
Slow:
Stop:
Paralyze: Immune/Immune
Sleep:
Berserk:
Confuse: Immune/Immune
Haste:
Regen:
Blind:
Control: Immune/Immune
Silence:
Other:

Attacks:

(Soul Gun)
Beam Cannon
(Launcher)
Missile

Name: Archeoavis
Location: Ronka Ruins
Lv: 21/19/23/24
HP: 1600
MP: 2000
EXP: 0
Gil: 0
Attack: 39
Defense: 30/24/18/12
MDefense: 6/12/18/24
Speed: 30
Evade: 10
MEvade: 1
Items (Win Common):
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):
Elements:
Fire: Absorbs (3rd form)
Ice: Absorbs (2nd form)
Lightning: Absorbs (4th form)

Earth:
Wind: Weakness (1st form)
Water:
Poison:
Holy:
Statuses:
Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Archeoavis (Undead)
Location: Ronka Ruins (Final Form)
Lv: 20
HP: 2500
MP: 2000
EXP: 0
Gil: 0
Attack: 42
Defense: 6
MDefense: 30
Speed: 35
Evade: 10
MEvade: 1
Items (Win Common): Hero Drink
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:

Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence:
Other:
Attacks:

Name: Titan
Location: Karnak Meteor
Lv: 1
HP: 2500
MP: 2000
EXP: 0
Gil: 0
Attack: 45
Defense: 10
MDefense: 0
Speed: 25
Evade: 10
MEvade: 0
Items (Win Common): Potion
Items (Win Rare):
Items (Steal Common): Tonic
Items (Steal Rare): Earth Hammer
Elements:
Fire:
Ice:
Lightning:
Earth: Absorbs
Wind:
Water:
Poison:
Holy:
Statuses:
Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk:
Confuse: Immune
Haste:

Regen:
Blind:
Control: Immune
Silence:
Other:
Attacks:
 Fight
 Earthquake

Name: Byurobolos
Location: Walz Meteor
Lv: 22
HP: 1500
MP: 100
EXP: 0
Gil: 0
Attack: 45
Defense: 0
MDefense: 0
Speed: 20
Evade: 0
MEvade: 10
Items (Win Common):
Items (Win Rare): Tonic
Items (Steal Common):
Items (Steal Rare): Eye Drop
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death: Immune
 Near Death (aka Critical):
 Slow Death (aka Death Sentence): Immune
 Poison:
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow:
 Stop:
 Paralyze: Immune
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:
 Fight
 Arise (when killed)
 Exploder

Name: KimaBrain
Location: Lonka Meteor
Lv: 19
HP: 3300
MP: 1000
EXP: 0
Gil: 0
Attack: 40
Defense: 10
MDefense: 20
Speed: 35
Evade: 10
MEvade: 1
Items (Win Common): Phoenix Down
Items (Win Rare):
Items (Steal Common): Dragon Fang
Items (Steal Rare): Wind Lance
Elements:
 Fire:
 Ice: Absorbs
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death: Immune
 Near Death (aka Critical):
 Slow Death (aka Death Sentence): Immune
 Poison:
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse: Immune
 Haste:
 Regen:
 Blind:
 Control: Immune
 Silence:
 Other:
Attacks:
 Aqua Rake

Name: Abductor
Location: Solitary Island
Lv: 22
HP: 1500
MP: 2000
EXP: 0
Gil: 0
Attack: 40

Defense: 0
MDefense: 0
Speed: 25
Evade: 0
MEvade: 10
Items (Win Common): Ether
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare): Earth Robe
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence:
Other:
Attacks:
Fight

Name: Gilgamesh
Location: X-Death's Castle
Lv: 26
HP: 11500
MP: 2000
EXP: 0
Gil: 0
Attack: 40
Defense: 0
MDefense: 0
Speed: 25
Evade: 0
MEvade: 0
Items (Win Common): Elixir
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
 Death: Immune
 Near Death (aka Critical): Immune
 Slow Death (aka Death Sentence): Immune
 Poison:
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse: Immune
 Haste:
 Regen:
 Blind:
 Control: Immune
 Silence:
 Other:
Attacks:
 Fight

Name: Gilgamesh
Location: Big Bridge
Lv: 28
HP: 6500
MP: 1000
EXP: 0
Gil: 0
Attack: 49
Defense: 14
MDefense: 10
Speed: 45
Evade: 10
MEvade: 0
Items (Win Common): Wizard Hat
Items (Win Rare):
Items (Steal Common): Hero Drink
Items (Steal Rare): Trident
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death: Immune

Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence:
Other:
Attacks:
 Fight
 Protes
 Shell
 Haste
 Wind Slash
 Jump

Name: Tyrasaurus
Location: Grove of Moogles
Lv: 29
HP: 5000
MP: 1000
EXP: 0
Gil: 0
Attack: 45
Defense: 20
MDefense: 20
Speed: 50
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Elixir
Items (Steal Common):
Items (Steal Rare): Gold Shield
Elements:
 Fire: Weakness
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death: Immune
 Near Death (aka Critical):
 Slow Death (aka Death Sentence): Immune
 Poison:
 Frog: Immune
 Mini: Immune

Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence:
Other:
Attacks:
 Fight
 ????

Name: Abductor
Location: Val Castle
Lv: 29
HP: 2500
MP: 1000
EXP: 0
Gil: 0
Attack: 40
Defense: 0
MDefense: 0
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare): Tonic
Items (Steal Common): Potion
Items (Steal Rare): Power Wrist
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death: Immune
 Near Death (aka Critical):
 Slow Death (aka Death Sentence): Immune
 Poison:
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow:
 Stop:
 Paralyze: Immune
 Sleep:
 Berserk:
 Confuse: Immune
 Haste:
 Regen:

Blind:
Control: Immune
Silence:
Other:
Attacks:

Name: Dragon Grass & Dragon Bulbs 1-5
Location: Valley of the Dragons
Lv: 33/31/31/33/31/35
HP: 12000/100/100/100/100/100
MP: 1000
EXP: 0
Gil: 0
Attack: 40/5/5/5/5/5
Defense: 0
MDefense: 40/50/50/50/50/50
Speed: 39/22/17/27/22/18
Evade: 0
MEvade: 50
Items (Win Common): Elixir/Phoenix Down
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):
Elements:

Fire:
Ice: Immune (Dragon Bulb)
Lightning: Immune (Dragon Bulb)
Earth:
Wind:
Water:
Poison: Immune (Dragon Bulb)
Holy: Immune (Dragon Bulb)

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence:
Other:
Attacks:

Name: Gilgamesh
Location: Zeza's Ship

Lv: 31
HP: 8888
MP: 888
EXP: 0
Gil: 0
Attack: 50
Defense: 10
MDefense: 10
Speed: 45
Evade: 10
MEvade: 50
Items (Win Common): Gold Shiled
Items (Win Rare):
Items (Steal Common): Genji Glove
Items (Steal Rare):
Elements:

Fire:
Ice: Immune
Lightning:
Earth:
Wind:
Water:
Poison: Immune
Holy:

Statuses:

Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence:
Other:

Attacks:

Fight

Name: Enkidoh
Location: Zeza's Ship
Lv: 29
HP: 4000
MP: 1000
EXP: 0
Gil: 0
Attack: 50
Defense: 0
MDefense: 0
Speed: 45
Evade: 20

MEvade: 40

Items (Win Common): Trident

Items (Win Rare): Green Beret

Items (Steal Common):

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning: Immune

Earth:

Wind:

Water:

Poison:

Holy: Immune

Statuses:

Death: Immune

Near Death (aka Critical): Immune

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse: Immune

Haste:

Regen:

Blind:

Control: Immune

Silence:

Other:

Attacks:

White Wind

Name: Atomos

Location: Barrier Tower

Lv: 41

HP: 19997

MP: 10000

EXP: 0

Gil: 0

Attack: 10

Defense: 14

MDefense: 20

Speed: 36

Evade: 0

MEvade: 80

Items (Win Common): Dark Matter

Items (Win Rare):

Items (Steal Common): Ether

Items (Steal Rare): Flail

Elements:

Fire:

Ice:

Lightning: Immune

Earth:

Wind:
Water:
Poison:
Holy: Immune
Statuses:
Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:
Attacks:
Comet
Wormhole (Erases one PM from battle)

Name: [Fire Crystal], [Earth Crystal], [Water Crystal], [Wind Crystal]

Location: Moore Forest

Lv: 77

HP: 7777

MP: 10000

EXP: 0

Gil: 0

Attack: 40

Defense: 10

MDefense: 20

Speed: 40/45/50/55

Evade: 0

MEvade: 15/1/15/10

Items (Win Common):

Items (Win Rare): Ash

Items (Steal Common):

Items (Steal Rare): Elixir

Elements:

Fire: Absorb (Fire Crystal)

Ice:

Lightning: Immune

Earth: Absorb (Earth Crystal)

Wind: Absorb (Wind Crystal)

Water: Absorb (Water Crystal)

Poison:

Holy: Immune

Statuses:

Death: Immune

Near Death (aka Critical): Immune

Slow Death (aka Death Sentence): Immune

Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:
Attacks:
 Fight
 Aero3 (Wind Crystal)
 Earthquake (Earth Crystal)
 Aqua Rake (Water Crystal)

Name: Carbuncle
Location: X-Death's Castle
Lv: 44
HP: 150000
MP: 10000
EXP: 0
Gil: 0
Attack: 50
Defense: 50
MDefense: 50
Speed: 50
Evade: 70
MEvade: 50
Items (Win Common):
Items (Win Rare): Turtle Shell
Items (Steal Common): Wall Ring
Items (Steal Rare): Giant Drink
Elements:

 Fire:
 Ice: Immune
 Lightning:
 Earth: Immune
 Wind:
 Water:
 Poison:
 Holy: Immune

Statuses:
 Death: Immune
 Near Death (aka Critical):
 Slow Death (aka Death Sentence): Immune
 Poison: Immune
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow:
 Stop:
 Paralyze: Immune

Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:
Attacks:
 X-Zone
 Break
 Fight

Name: Gilgamesh
Location: X-Death's Castle
Lv: 53/67
HP: 55000/60000
MP: 2000/9000
EXP: 0
Gil: 0
Attack: 60/50
Defense: 10/20
MDefense: 15/10
Speed: 65/70
Evade: 0
MEvade: 1/0
Items (Win Common): Excalipur
Items (Win Rare):
Items (Steal Common): Potion (1st form)/Genji Helmet (2nd form)
Items (Steal Rare): Gauntlet (2nd form)
Elements:
 Fire:
 Ice: Immune
 Lightning: Immune
 Earth:
 Wind:
 Water:
 Poison: Immune
 Holy: Immune
Statuses:
 Death: Immune
 Near Death (aka Critical): Immune
 Slow Death (aka Death Sentence): Immune
 Poison: Immune
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow:
 Stop: Immune
 Paralyze: Immune
 Sleep: Immune
 Berserk:
 Confuse: Immune
 Haste:
 Regen:
 Blind: Immune
 Control: Immune

Silence: Immune
Other:
Attacks:

Name: X-Death
Location: X-Death's Castle
Lv: 66
HP: 32768
MP: 32768
EXP: 0
Gil: 0
Attack: 58
Defense: 25
MDefense: 25
Speed: 50
Evade: 10
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Elixir
Items (Steal Rare): Judge-Staff
Elements:

Fire: Immune
Ice:
Lightning: Immune
Earth:
Wind: Immune
Water:
Poison:
Holy: Weakness

Statuses:
Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence: Immune
Other:

Attacks:
Bolt3
Ice3
Fire3
Condemned
L3 Flare
Vac Wave
Fight

Rev Polar

Name: Antolyon
Location: Sink hole west of Tule
Lv: 34
HP: 8100
MP: 1000
EXP: 0
Gil: 0
Attack: 48
Defense: 20
MDefense: 20
Speed: 50
Evade: 10
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):
Elements:
 Fire:
 Ice: Immune
 Lightning:
 Earth:
 Wind:
 Water: Weakness
 Poison: Immune
 Holy:
Statuses:
 Death: Immune
 Near Death (aka Critical):
 Slow Death (aka Death Sentence): Immune
 Poison: Immune
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow:
 Stop:
 Paralyze: Immune
 Sleep: Immune
 Berserk:
 Confuse: Immune
 Haste:
 Regen:
 Blind: Immune
 Control: Immune
 Silence: Immune
 Other:
Attacks:
 Fight

Name: Gargoyle
Location: Pyramid/Solitary Temple/Great Deep/Easterly Falls
Lv: 33
HP: 5000
MP: 300
EXP: 0
Gil: 0

Attack: 58
Defense: 13
MDefense: 12
Speed: 34
Evade: 10
MEvade: 50
Items (Win Common):
Items (Win Rare): Potion
Items (Steal Common): Tonic
Items (Steal Rare): Phoenix Down

Elements:
Fire: Immune
Ice: Immune
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy: Absorbs

Statuses:
Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:
Attacks:
Fight

Name: Mellusion
Location: Elder Tree
Lv: 29/29/29/33
HP: 20000
MP: 500
EXP: 0
Gil: 0
Attack: 49/49/49/64
Defense: 90/90/90/0
MDefense: 0/0/0/90
Speed: 50
Evade: 10/10/10/0
MEvade: 5/5/5/0
Items (Win Common):
Items (Win Rare): Maiden's Kiss
Items (Steal Common): Leather Armor (1st form)/Leather Cap
(2nd form)/Leather Shoes (3rd form)/Leather Shield (4th form)

Items (Steal Rare):

Elements:

Fire: Weakness (1st form)/Absorbs (2nd form)

Ice: Weakness (2nd form)/Absorbs (1st, 3rd, & 4th forms)

Lightning: Weakness (3rd form)/Absorbs (1st, 2nd, & 4th forms)

Earth:

Wind: Immune (4th form)

Water:

Poison: Immune

Holy: Immune (4th form)

Statuses:

Death: Immune

Near Death (aka Critical): Immune

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow:

Stop: Immune

Paralyze: Immune

Sleep: Immune

Berserk:

Confuse: Immune

Haste:

Regen:

Blind: Immune

Control: Immune

Silence: Immune

Other:

Attacks:

Fire3

Ice3

Bolt3

Wall Change

Name: Invisible

Location: Solitary Temple (Chest)

Lv: 52

HP: 7000

MP: 1000

EXP: 0

Gil: 0

Attack: 90

Defense: 10

MDefense: 10

Speed: 47

Evade: 25

MEvade: 0

Items (Win Common):

Items (Win Rare):

Items (Steal Common): Ninja Suit

Items (Steal Rare): Black Hood

Elements:

Fire:

Ice:

Lightning: Immune

Earth: Immune

Wind:

Water:
Poison: Immune
Holy: Immune
Statuses:
Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence: Immune
Other:
Attacks:

Name: Stoker
Location: Solitary Temple
Lv: 7
HP: 20000
MP: 8192
EXP: 0
Gil: 0
Attack: 65
Defense: 10
MDefense: 20
Speed: 40
Evade: 0
MEvade: 10
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Dark Matter
Items (Steal Rare):
Elements:

Fire:
Ice: Immune
Lightning:
Earth:
Wind:
Water: Absorbs
Poison: Immune
Holy:
Statuses:
Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune

Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:
Attacks:
 Blaze
 Mind Blast

Name: Minitaurus
Location: Fork Tower
Lv: 37
HP: 19850
MP: 0
EXP: 0
Gil: 0
Attack: 99
Defense: 0
MDefense: 0
Speed: 35
Evade: 0
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Leather Shoes
Items (Steal Rare): MagiShuriken
Elements:
 Fire:
 Ice:
 Lightning:
 Earth: Immune
 Wind:
 Water: Immune
 Poison: Immune
 Holy: Immune
Statuses:
 Death: Immune
 Near Death (aka Critical): Immune
 Slow Death (aka Death Sentence): Immune
 Poison: Immune
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow:
 Stop: Immune
 Paralyze: Immune
 Sleep: Immune
 Berserk:
 Confuse: Immune
 Haste:
 Regen:

Blind: Immune
Control: Immune
Silence: Immune
Other:
Attacks:
 Fight
 Holy

Name: Omniscient
Location: Fortk Tower
Lv: 53
HP: 16999
MP: 30000
EXP: 0
Gil: 0
Attack: 100
Defense: 0
MDefense: 8
Speed: 26
Evade: 0
MEvade: 20
Items (Win Common):
Items (Win Rare):
Items (Steal Common): Tonic
Items (Steal Rare): Kornago Gourd
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind: Weakness
 Water:
 Poison:
 Holy:
Statuses:
 Death: Immune
 Near Death (aka Critical): Immune
 Slow Death (aka Death Sentence): Immune
 Poison:
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow:
 Stop:
 Paralyze: Immune
 Sleep: Immune
 Berserk:
 Confuse: Immune
 Haste:
 Regen:
 Blind:
 Control: Immune
 Silence: Immune
 Other:
Attacks:
 Fire
 Return
 Bio

Name: Triton, Nergade, & Phobos
Location: The Great Deep
Lv: 37/20/39
HP: 13333
MP: 10000
EXP: 0
Gil: 0
Attack: 55/54/55
Defense: 0
MDefense: 25
Speed: 35/40/45
Evade: 0
MEvade: 20
Items (Win Common):
Items (Win Rare): Hard Body/Power Drink/Giant Drink
Items (Steal Common): Soft
Items (Steal Rare): Elixir
Elements:
Fire: Weakness (Nergade)/Absorbs (Triton)
Ice: Weakness (Triton)/Absorbs (Nergade)
Lightning: Immune
Earth: Weakness (Phobos)
Wind:
Water:
Poison: Immune
Holy:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison: Immune
Frog: Immune
Mini: Immune
Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Blind:
Control: Immune
Silence:
Other:
Attacks:

Name: Leviathan
Location: Easterly Falls
Lv: 37
HP: 40000
MP: 2000
EXP: 0
Gil: 0
Attack: 85
Defense: 25

MDefense: 15
Speed: 49
Evade: 15
MEvade: 1
Items (Win Common): Wall Ring
Items (Win Rare):
Items (Steal Common): Elixir
Items (Steal Rare):
Elements:
 Fire:
 Ice: Immune
 Lightning: Weakness
 Earth:
 Wind: Immune
 Water: Absorbs
 Poison:
 Holy:
Statuses:
 Death: Immune
 Near Death (aka Critical): Immune
 Slow Death (aka Death Sentence): Immune
 Poison: Immune
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow:
 Stop:
 Paralyze: Immune
 Sleep: Immune
 Berserk:
 Confuse: Immune
 Haste:
 Regen:
 Blind: Immune
 Control: Immune
 Silence: Immune
 Other:
Attacks:
 Tidal Wave
 Tail

Name: Wood Sprite
Location: N-Zone (Forest)
Lv: 68
HP: 18000
MP: 1000
EXP: 0
Gil: 0
Attack: 66
Defense: 50
MDefense: 30
Speed: 45
Evade: 10
MEvade: 20
Items (Win Common):
Items (Win Rare): Diamond Plate
Items (Steal Common): Plumed Hat
Items (Steal Rare): Wall Ring
Elements:

Fire:
Ice: Immune
Lightning:
Earth:
Wind:
Water:
Poison: Immune
Holy:

Statuses:

Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:

Attacks:

Reflect
Drain
Bio

Name: Apprehender

Location: N-Zone (Library)

Lv: 59

HP: 22200

MP: 1000

EXP: 0

Gil: 0

Attack: 73

Defense: 23

MDefense: 10

Speed: 51

Evade: 20

MEvade: 50

Items (Win Common): Ash

Items (Win Rare):

Items (Steal Common): Ash

Items (Steal Rare): Ash

Elements:

Fire: Weakness
Ice: Immune
Lightning: Immune
Earth:
Wind:
Water:
Poison: Immune
Holy: Immune

Statuses:

Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:

Attacks:

Toad
Muddle
Drain

Name: Catastroph

Location: N-Zone (Castle Dungeon)

Lv: 71

HP: 19997

MP: 19997

EXP: 0

Gil: 0

Attack: 67

Defense: 40

MDefense: 20

Speed: 45

Evade: 15

MEvade: 20

Items (Win Common): Soft

Items (Win Rare):

Items (Steal Common): Elixir

Items (Steal Rare): Cottage

Elements:

Fire: Immune
Ice:
Lightning:
Earth: Absorbs
Wind:
Water:
Poison:
Holy:

Statuses:

Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune

Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:
Attacks:
 Earthquake

Name: Azulmagia
Location: N-Zone (Castle Dungeon)
Lv: 57
HP: 27900
MP: 50000
EXP: 0
Gil: 0
Attack: 65
Defense: 30
MDefense: 70
Speed: 45
Evade: 10
MEvade: 50
Items (Win Common):
Items (Win Rare): Black Hood
Items (Steal Common): Elixir
Items (Steal Rare): Giant's Glove
Elements:
 Fire: Immune
 Ice:
 Lightning:
 Earth: Immune
 Wind:
 Water:
 Poison: Weakness
 Holy:
Statuses:
 Death: Immune
 Near Death (aka Critical): Immune
 Slow Death (aka Death Sentence): Immune
 Poison:
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow:
 Stop:
 Paralyze: Immune
 Sleep: Immune
 Berserk:
 Confuse: Immune
 Haste:
 Regen:
 Blind: Immune
 Control: Immune

Silence: Immune

Other:

Attacks:

Guardian

L2 Old

Aqua Rake

????

Blow Fish

Aero

Aero2

Aero3

Black Shock

Doom Claw

Red Feast

Guard-Off

Roulette

Condemned

Burn Ray

Flash

Frog Song

Goblin Punch

L3 Flare

L4 Quarter

L5 Doom

Magic Hammer

Mind Blast

Little Song

Exploder

Time Slip

Name: Alte Roit

Location: N-Zone (Castle Dungeon)

Lv: 58

HP: 6000

MP: 1000

EXP: 0

Gil: 0

Attack: 45

Defense: 45

MDefense: 60

Speed: 45

Evade: 70

MEvade: 5

Items (Win Common):

Items (Win Rare): Healing Staff

Items (Steal Common): Tonic

Items (Steal Rare): Holy Water

Elements:

Fire:

Ice:

Lightning: Immune

Earth: Immune

Wind:

Water:

Poison: Immune

Holy: Immune

Statuses:

Death: Immune

Near Death (aka Critical): Immune

Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:
Attacks:
 Fight
 Encircle (Erases PM from battle)

Name: JuraAvis
Location: N-Zone (Castle Dungeon)
Lv: 61
HP: 15000
MP: 1000
EXP: 0
Gil: 0
Attack: 65
Defense: 35
MDefense: 30
Speed: 40
Evade: 20
MEvade: 45
Items (Win Common): Dragon Fang
Items (Win Rare):
Items (Steal Common): Turtle Shell
Items (Steal Rare): Dragon Lance
Elements:
 Fire: Absorbs
 Ice: Absorbs
 Lightning: Absorbs
 Earth:
 Wind: Absorbs
 Water:
 Poison: Immune
 Holy:
Statuses:
 Death: Immune
 Near Death (aka Critical): Immune
 Slow Death (aka Death Sentence): Immune
 Poison: Immune
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow:
 Stop:
 Paralyze: Immune
 Sleep: Immune

Berserk:
Confuse: Immune
Haste:
Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:
Attacks:

Name: Halycanos
Location: N-Zone (Castle Throne)
Lv: 97
HP: 33333
MP: 5000
EXP: 0
Gil: 0
Attack: 65
Defense: 10
MDefense: 20
Speed: 40
Evade: 0
MEvade: 250
Items (Win Common):
Items (Win Rare): Elf Cloak
Items (Steal Common): Light Staff
Items (Steal Rare): Aegis Shield
Elements:

Fire:
Ice: Immune
Lightning:
Earth:
Wind: Immune
Water:
Poison:
Holy:

Statuses:
Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:

Attacks:
Toad Kiss (Turns all PMs into Toads)

Holy

Name: Twin Tania

Location: N-Zone (Castle Tower)

Lv: 39

HP: 50000

MP: 10000

EXP: 0

Gil: 0

Attack: 90

Defense: 30

MDefense: 16

Speed: 35

Evade: 0

MEvade7:

Items (Win Common):

Items (Win Rare): Tinkerbell (1st form)

Items (Steal Common): Phoenix Down

Items (Steal Rare): Flame Shield (1st form)/Double Axe (2nd form)

Elements:

Fire:

Ice: Immune

Lightning:

Earth:

Wind:

Water: Weakness

Poison: Immune

Holy: Weakness

Statuses:

Death: Immune

Near Death (aka Critical): Immune

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow:

Stop:

Paralyze: Immune

Sleep: Immune

Berserk:

Confuse: Immune

Haste:

Regen:

Blind: Immune

Control: Immune

Silence: Immune

Other:

Attacks:

Wind Slash

Fight

Giga Flare (2nd form)

Name: Gilgamesh

Location: N-Zone (Final Floors)

Lv: 59

HP: 37000

MP: 0

EXP: 0
Gil: 0
Attack: 109
Defense: 0
MDefense: 35
Speed: 47
Evade: 5
MEvade: 0
Items (Win Common):
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare): Genji Shield

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Statuses:

Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:

Attacks:

Fight

Name: Necrophobe, Barrier x4, & Gilgamesh

Location: N-Zone (Final Floors)

Lv: 66/44/93

HP: 44044/8800/55000

MP: 10000/300/60000

EXP: 0

Gil: 0

Attack: 99/10/115

Defense: 50/30/35

MDefense: 50/10/0

Speed: 47/1/99

Evade: 10/0/30

MEvade: 50/5/0

Items (Win Common):

Items (Win Rare): Luminous Robe (Necrophobe)

Items (Steal Common): Elixir (Necrophobe), Potion (Barrier),

Genji Armor (Gilgamesh)

Items (Steal Rare): Thief's Glove (Necrophobe), Wall Ring
(Barrier)

Elements:

Fire: Weakness (Necrophobe)

Ice: Weakness (Necrophobe)/Immune (Barrier)

Lightning: Weakness (Necrophobe)

Earth: Weakness (Necrophobe)

Wind: Weakness (Necrophobe)

Water: Weakness (Necrophobe)

Poison: Weakness (Necrophobe)/Immune (Barrier)

Holy: Weakness (Necrophobe)

Statuses:

Death: Immune

Near Death (aka Critical): Immune

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow:

Stop:

Paralyze: Immune

Sleep: Immune

Berserk:

Confuse: Immune

Haste:

Regen:

Blind: Immune

Control: Immune

Silence: Immune

Other:

Attacks:

Holy (Barrier)

Flare (Barrier)

Exploder (Gilgamesh)

Name: Bahamut

Location: North Mountain

Lv:

HP:

MP:

EXP: 0

Gil: 0

Attack:

Defense:

MDefense:

Speed:

Evade:

MEvade:

Items (Win Common):

Items (Win Rare):

Items (Steal Common):

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning:

Earth:
Wind:
Water:
Poison:
Holy:
Statuses:
 Death: Immune
 Near Death (aka Critical): Immune
 Slow Death (aka Death Sentence): Immune
 Poison: Immune
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow:
 Stop: Immune
 Paralyze: Immune
 Sleep: Immune
 Berserk:
 Confuse: Immune
 Haste:
 Regen:
 Blind: Immune
 Control: Immune
 Silence: Immune
 Other:
Attacks:
 Aqua Rake
 Mega Flare
 Poison Breath

Name: Gogo
Location: Sunken Walz Tower
Lv:
HP:
MP:
EXP: 0
Gil: 0
Attack:
Defense:
MDefense:
Speed:
Evade:
MEvade:
Items (Win Common):
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare): Hair Ornament
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death: Immune
 Near Death (aka Critical): Immune

Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:
Attacks:
 Fight
 Meteo
 Holy

Name: Gilgame
Location: Gilgame's Cave
Lv:
HP:
MP:
EXP:
Gil:
Attack:
Defense:
MDefense:
Speed:
Evade:
MEvade:
Items (Win Common):
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):
Elements:
 Fire:
 Ice: Weakness
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:

Sleep:
Berserk:
Confuse:
Haste:
Regen:
Blind:
Control:
Silence:
Other:
Attacks:

Name: Odin
Location: Val Castle Basement
Lv:
HP:
MP:
EXP: 0
Gil: 0
Attack:
Defense:
MDefense:
Speed:
Evade:
MEvade:
Items (Win Common):
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Statuses:

Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:
Attacks:

Name: Ramuh
Location: Easterly Forest (World 1)
Lv:
HP:
MP:
EXP:
Gil:
Attack:
Defense:
MDefense:
Speed:
Evade:
MEvade:
Items (Win Common):
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:

Name: Shiva
Location: Walz Castle Tower
Lv:
HP:
MP:
EXP:
Gil:

Attack:
Defense:
MDefense:
Speed:
Evade:
MEvade:
Items (Win Common):
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):
Elements:
 Fire: Weakness
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Blind:
 Control:
 Silence:
 Other:
Attacks:
 Ice
 Ice2

Name: Shoat
Location: Shoat's Forest
Lv:
HP:
MP:
EXP:
Gil:
Attack:
Defense:
MDefense:
Speed:
Evade:
MEvade:
Items (Win Common):
Items (Win Rare):
Items (Steal Common):

Items (Steal Rare):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Blind:

Control:

Silence:

Other:

Attacks:

Name: X-Death

Location: N-Zone (Final Battle)

Lv: 77

HP: 49001

MP: 30000

EXP: 0

Gil: 0

Attack: 111

Defense: 35

MDefense: 25

Speed: 44

Evade: 10

MEvade: 25

Items (Win Common):

Items (Win Rare):

Items (Steal Common): Phoenix Down

Items (Steal Rare): Wonder Rod

Elements:

Fire: Immune

Ice: Immune

Lightning: Immune

Earth:

Wind:

Water:

Poison: Immune

Holy:

Statuses:

Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:

Attacks:

White Ball (Death + Stone)
Void (Erases PM from battle)
Fight
Meteo

Name: Neo X-Death

Location: N-Zone (Final Battle - Part 2)

Lv: 67/81/86/83

HP: 55000/50000/60000/55000

MP: 65000

EXP: 0

Gil: 0

Attack: 99

Defense: 30

MDefense: 19/25/20/20

Speed: 35/55/35/27

Evade: 10

MEvade: 21/10/15/10

Items (Win Common):

Items (Win Rare):

Items (Steal Common):

Items (Steal Rare):

Elements:

Fire: Immune (Neo X-Death [4])
Ice: Immune (Neo X-Death [3/4])
Lightning: Immune (Neo X-Death [2])
Earth:
Wind: Immune
Water:
Poison: Immune [Neo X-Death [2/4])
Holy: Immune (Neo X-Death [1])

Statuses:

Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune

Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:
Attacks:
 Grand Cross
 Vac Wave
 Meteo

Name: Omega
Location: N-Zone (Cave)
Lv:
HP:
MP:
EXP: 0
Gil: 0
Attack:
Defense:
MDefense:
Speed:
Evade:
MEvade:
Items (Win Common): Omega Badge
Items (Win Rare):
Items (Steal Common):
Items (Steal Rare):
Elements:
 Fire: Absorbs
 Ice: Absorbs
 Lightning: Weakness
 Earth: Absorbs
 Wind: Absorbs
 Water: Absorbs
 Poison: Absorbs
 Holy: Absorbs
Statuses:
 Death: Immune
 Near Death (aka Critical): Immune
 Slow Death (aka Death Sentence): Immune
 Poison: Immune
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow:
 Stop:
 Paralyze: Immune
 Sleep: Immune
 Berserk: Immune
 Confuse: Immune
 Haste:

Regen:
Blind: Immune
Control: Immune
Silence: Immune
Other:

Attacks:

Beam Cannon
Encircle
Mustard Bomb
Rainbow Wind
Earthquake

Name: Shinryu

Location: N-Zone (Final Floors - Chest)

Lv:

HP:

MP:

EXP: 0

Gil: 0

Attack:

Defense:

MDefense:

Speed:

Evade:

MEvade:

Items (Win Common): Dragon Seal

Items (Win Rare):

Items (Steal Common): Dragon Fang

Items (Steal Rare): Dragon's Beard

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Statuses:

Death: Immune

Near Death (aka Critical): Immune

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow: Immune

Stop:

Paralyze: Immune

Sleep: Immune

Berserk:

Confuse: Immune

Haste:

Regen:

Blind: Immune

Control: Immune

Silence: Immune

Other:

Attacks:

EXP: 5
ABP: 1
Gil: 40

[Around Tule Village/Wind Shrine]

Enemies:
 Killer Bee x2
EXP: 7
ABP: 1
Gil: 40

Enemies:
 Goblin
EXP: 3
ABP: 1
Gil: 20

Enemies:
 Stray Cat x4
EXP: 15
ABP:
Gil: 80

Enemies:
 Killer Bee x2
 Goblin
EXP: 10
ABP: 1
Gil: 60

Enemies:
 Nut Eater x3
EXP: 7
ABP: 2
Gil: 60

[Wind Shrine]

Enemies:
 Black Goblin x2
EXP: 10
ABP: 1
Gil: 42

Enemies:
 White Snake
EXP: 5
ABP: 1

Gil: 24

Enemies:

White Snake

Black Goblin

EXP: 10

ABP: 1

Gil: 45

Enemies:

Money Mage x3

EXP: 15

ABP: 2

Gil: 90

Enemies:

Money Mage

Mauldwin

Black Goblin

EXP: 15

ABP: 1

Gil: 78

[Torna Canal]

Enemies:

Soccer x2

EXP: 10

ABP: 1

Gil: 80

Enemies:

Octofist x2

EXP: 10

ABP: 1

Gil: 90

[Ship Graveyard]

Enemies:

Skeleton

EXP: 9

ABP: 1

Gil: 57

Enemies:

Skeleton x3

EXP: 28

ABP: 1

Gil: 171

Enemies:

Lumber Beast

EXP: 11

ABP: 1

Gil: 63

Enemies:

Crystal Slugs x2

Skeleton x2

EXP: 38

ABP: 2

Gil: 234

Enemies:

Psycho Heads x2

Lumber Beast

EXP: 34

ABP: 1

Gil: 195

Enemies:

Lumber Beast x2

EXP: 23

ABP: 3

Gil: 126

[Ship Graveyard to Kerwin - World Map]

Enemies:

Big Horn

Gatlings

Tatoo

EXP: 30

ABP: 1

Gil: 162

Enemies:

Gatlings

Tatoo x2

EXP: 32

ABP: 2

Gil: 182

Enemies:

Gatlings x2

Big Horn

EXP: 25

ABP: 1

Gil: 134

[North Mountain]

Enemies:

Ghilacat x3

EXP: 41

ABP: 2

Gil: 216

Enemies:

Rock Cutter x2

Ghilacat

EXP: 36

ABP: 1

Gil: 210

Enemies:

Ghilacat

EXP: 13

ABP: 1

Gil: 72

Enemies:

Stones x2

Rock Cutter x2

EXP: 50

ABP: 1

Gil: 294

Enemies:

Cockataur

EXP: 13

ABP: 1

Gil: 75

[Walz and Walz Tower]

Enemies:

Big Horn x2

EXP: 10

ABP: 1

Gil: 100

Enemies:

Gatlings

EXP: 7

ABP: 1

Gil: 42

Enemies:

Harpy

EXP:

ABP:

Gil:

Enemies:

Ice Soldier x2

EXP: 32

ABP: 1

Gil: 168

Enemies:

Ice Soldier

Elf Toad x2

EXP: 48

ABP: 1

Gil: 246

Enemies:

Elf Toad x3

EXP: 48

ABP: 1

Gil: 243

Enemies:

Ricard Mage x3

EXP: 56

ABP: 3

Gil: 261

Enemies:

Y Burn x2

EXP: 80

ABP: 2

Gil: 180

[Karnak Area/Library of Ancients area]

Enemies:

Wild Dog x5

EXP: 87

ABP: 1

Gil: 625

Enemies:

Zuu

Landwort x2

EXP: 150

ABP: 1

Gil: 348

Enemies:

Glastos x2

EXP: 115
ABP: 1
Gil: 200

Enemies:
Zuu
EXP: 90
ABP: 1
Gil: 150

Enemies:
Zuu
Glastos
Landwort
EXP: 177
ABP: 1
Gil: 349

Enemies:
Landwort x3
EXP: 90
ABP: 1
Gil: 297

Enemies:
QuadrHarpy
EXP: 230
ABP: 3
Gil: 189

Enemies:
Mythril Dragon
EXP: 60
ABP: 1
Gil: 144

Enemies:
Mythril Dragon
Silent Bee
Glastos
EXP: 206
ABP: 2
Gil: 325

Enemies:
Mythril Dragon x3
EXP: 202
ABP: 2
Gil: 342

Enemies:
Landwort x2

Glastos

EXP: 117

ABP: 1

Gil: 298

Enemies:

Silent Bee x4

EXP: 120

ABP: 1

Gil: 444

[Fire Ship]

Enemies:

Cool Dust x2

EXP: 65

ABP: 1

Gil: 240

Enemies:

Cool Dust x4

EXP: 130

ABP: 2

Gil: 480

Enemies:

Defeater

MottleTrap x2

EXP: 75

ABP: 1

Gil: 252

Enemies:

Poltergeist

Defeater

MottleTrap x2

EXP: 108

ABP: 1

Gil: 375

Enemies:

Defeater

Poltergeist

EXP: 71

ABP: 1

Gil: 252

Enemies:

Cool Dust x2

Poltergeist

EXP: 98

ABP: 1
Gil: 363

Enemies:

Defeater x3
Cool Dust
MottleTrap x2
EXP: 182
ABP: 2
Gil: 630

Enemies:

Poltergeist x2
EXP: 67
ABP: 2
Gil: 246

Enemies:

Cool Dust x2
Defeater x2
EXP: 140
ABP: 2
Gil: 498

[Karnak Castle]

Enemies:

Sorcerer
Karnak x2
EXP: 115
ABP: 3
Gil: 420

Enemies:

Gigas
EXP: 87
ABP: 3
Gil: 144

Enemies:

Karnak
EXP: 35
ABP: 2
Gil: 141

Enemies:

Sergeant
Karnak x3
EXP: 145
ABP: 3
Gil: 555

Enemies:

Gigas
Sorcerer
Karnak

EXP:

ABP:

Gil:

Enemies:

Sorcerer x2

EXP: 90

ABP: 3

Gil: 276

Enemies:

Iron Claw

EXP: 153

ABP: 3

Gil: 523

[Library of Ancients]

Enemies:

Page64

Page256

Page32

EXP: 45

ABP: 2

Gil: 147

Enemies:

Page64 x3

EXP: 50

ABP: 1

Gil: 150

Enemies:

Page 32

Page 64

EXP: 50

ABP: 1

Gil: 150

[Ocean]

Enemies:

Fins x3

EXP: 135

ABP: 1

Gil: 300

Enemies:

 Cybis x3
EXP: 150
ABP: 2
Gil: 300

[Crescent]

Enemies:

 Crescent x2
 Black Flame x2
EXP: 295
ABP: 1
Gil: 690

Enemies:

 Crescent x2
 Double Lizard
EXP: 215
ABP: 1
Gil: 507

Enemies:

 Crescent
 BioSoldier
 Double Lizard
EXP: 220
ABP: 1
Gil: 504

[Sands of Tides]

Enemies:

 Sand Killer x2
 Sand Boil
EXP: 130
ABP: 2
Gil: 378

Enemies:

 Sand Bear
EXP: 90
ABP: 1
Gil: 195

[Goron Town/Jacole Village Area]

Enemies:

Bomb x4

EXP: 230

ABP: 2

Gil: 648

Enemies:

BioSoldier x2

EXP: 160

ABP: 2

Gil: 336

[Easterly Village Area]

Enemies:

Black Flame x2

Stone Golem

EXP:

ABP:

Gil:

Enemies:

MiniDragon x5

EXP:

ABP:

Gil:

[Ruins of Ronka]

Enemies:

Ronka Knight x2

Stoned Mask x2

EXP: 350

ABP: 1

Gil: 810

Enemies:

Fan Wizard x2

EXP: 235

ABP: 2

Gil: 414

Enemies:

Fan Wizard

EXP: 117

ABP: 1

Gil: 207

Enemies:

Lamia

EXP: 122

ABP: 1

Gil: 210

Enemies:

Ronka Knight x2

Fan Wizard

EXP: 307

ABP: 3

Gil: 609

Enemies:

Archeotoad x3

EXP: 292

ABP: 2

Gil: 639

Enemies:

Lamia

Stoned Mask x3

EXP: 362

ABP: 1

Gil: 822

Enemies:

Hyudra

EXP: 450

ABP: 2

Gil: 216

Enemies:

Ronka Knight x3

EXP: 285

ABP: 2

Gil: 603

[Around X-Death's Castle]

Enemies:

Water Bus x3

EXP: 247

ABP: 1

Gil: 666

[Big Bridge]

Enemies:

Lil Chariot x3
EXP: 225
ABP: 1
Gil: 600

Enemies:
Fishite x3
EXP: 225
ABP: 1
Gil: 600

Enemies:
Lil Chariot x2
Wing Killer x2
EXP: 300
ABP: 1
Gil: 800

Enemies:
Wing Killer x3
EXP: 225
ABP: 1
Gil: 600

Enemies:
Neo Garula
Fishite x2
EXP: 225
ABP: 1
Gil: 900

[Guroceana Continent/Sealed Castle Area]

Enemies:
Subterranean x2
EXP: 176
ABP: 1
Gil: 474

Enemies:
Subterranean x2
Devourer
EXP: 272
ABP: 1
Gil: 720

Enemies:
Kuzer
EXP: 333
ABP: 3
Gil: 1000

[Sealed Castle Kuzer]

Enemies:

Shield Dragon

EXP: 2500

ABP: 5

Gil: 1000

[Grove of Moogles]

Enemies:

Acrophis x4

EXP: 410

ABP: 1

Gil: 1068

Enemies:

Blood Slime x3

EXP: 273

ABP: 1

Gil: 792

Enemies:

Mog Eater

Blood Slime

Acrophis

EXP: 360

ABP: 2

Gil: 801

[Val Castle/Kelb Area]

Enemies:

WereSnake

Kornago

Aquazone

EXP: 373

ABP: 2

Gil: 846

Enemies:

Aquazone

EXP: 122

ABP: 1

Gil: 279

Enemies:

Ridicule

Aquazone

EXP: 347

ABP: 1

Gil: 567

Enemies:

Kornago x2

Ridicule

EXP: 481

ABP: 1

Gil: 858

[Valley of the Dragons]

Enemies:

Drippy x2

EXP: 270

ABP: 1

Gil: 588

Enemies:

Grimalkin

EXP: 75

ABP: 1

Gil: 200

Enemies:

Drippy

Poison Eagle

Dragon Zombie

EXP: 672

ABP: 3

Gil: 1097

Enemies:

Poison Eagle

Drippy

EXP: 260

ABP: 1

Gil: 597

Enemies:

Dragon Zombie

EXP: 412

ABP: 2

Gil: 500

Enemies:

Skelesaur x2

EXP: 445

ABP: 2

Gil: 600

Enemies:

Grimalkin x5

EXP: 375

ABP: 2

Gil: 1000

Enemies:

Skelesaur

Drippy x2

EXP: 492

ABP: 2

Gil: 888

[Zeza's Fleet]

Enemies:

Gobblidigoo

EXP: 222

ABP: 2

Gil: 1000

[Barrier Tower]

Enemies:

Neon

EXP: 150

ABP: 1

Gil: 312

Enemies:

Neon x3

EXP: 450

ABP: 2

Gil: 936

Enemies:

Magnities x2

Reflect Knight x2

EXP: 655

ABP: 2

Gil: 1266

Enemies:

Level Tripper x3

EXP: 532

ABP: 2

Gil: 972

Enemies:

Gravidead

Reflect Knight

Level Tripper

EXP: 532

ABP: 2

Gil: 969

Enemies:

Ultragigas

Magnities x2

EXP: 605

ABP: 3

Gil: 960

Enemies:

Ultragigas x2

Magnities

EXP: 752

ABP: 4

Gil: 925

Enemies:

Traveler

Magnities

Reflect Knight

EXP: 472

ABP: 2

Gil: 954

[Northwest Cave]

Enemies:

Druid x3

EXP: 975

ABP: 5

Gil: 1386

Enemies:

Iron Dress x3

EXP:

ABP:

Gil:

Enemies:

Druid

Iron Dress

EXP:

ABP: 4

Gil: 1005

Enemies:

Druid

EXP: 325

ABP: 3

Gil: 462

[Shoat's Forest/Moore Forest area]

Enemies:

Bald Money

Cure Beast x2

Land Turtle

EXP: 672

ABP: 2

Gil: 1341

Enemies:

Bald Money x5

EXP: 825

ABP: 3

Gil: 1695

Enemies:

Land Turtle

EXP: 197

ABP: 1

Gil: 336

Enemies:

Cure Beast x4

EXP: 620

ABP: 1

Gil: 1332

[Gill's Shrine]

Enemies:

Radiator x4

EXP: 800

ABP: 3

Gil: 1668

Enemies:

Radiator x2

EXP: 400

ABP: 2

Gil: 834

Enemies:

Metamorpha

EXP: 5

ABP: 3

Gil: 777

[Moore Forest]

Enemies:

Galacjelly x2

MiniMage x2

EXP: 675

ABP: 3

Gil: 1386

Enemies:

Mamon x3

MiniMage x2

EXP: 825

ABP: 2

Gil: 1743

Enemies:

Imp x2

EXP: 420

ABP: 3

Gil: 708

Enemies:

Imp

Galacjelly

Mamon x2

EXP: 747

ABP: 4

Gil: 1404

Enemies:

Mamon x2

Galacjelly x2

Mini Mage

EXP: 875

ABP: 3

Gil: 1743

Enemies:

Galacjelly x3

EXP: 562

ABP: 2

Gil: 1044

Enemies:

Succubus

EXP: 550

ABP: 2

Gil: 357

Enemies:

Imp

Galacjelly

Mamon x2

EXP: 747

ABP: 4

Gil: 1404

Enemies:

Imp x2

Galacjelly

Mini Mage

EXP: 757

ABP: 4

Gil: 1401

[X-Death's Castle/Before Transformation]

Enemies:

Shell Bear

Tarantula x2

EXP: 66

ABP: 1

Gil: 796

Enemies:

Shell Bear

EXP: 22

ABP: 1

Gil: 334

Enemies:

Tarantula x2

EXP: 44

ABP: 1

Gil: 462

[X-Death's Castle/After Transformation]

Enemies:

Reflect Mage
Twin Lizard
Blind Wolf x2

EXP: 655
ABP: 4
Gil: 1455

Enemies:

A Rage
Blind Wolf
Twin Lizard

EXP: 672
ABP: 3
Gil: 1449

Enemies:

Twin Lizard x2

EXP: 360
ABP: 3
Gil: 720

Enemies:

Reflect Mage x3

EXP: 675
ABP: 4
Gil: 1107

Enemies:

Magic Dragon

EXP: 300
ABP: 3
Gil: 372

Enemies:

Magic Dragon
Twin Lizard
Reflect Mage

EXP: 705
ABP: 4
Gil: 1101

Enemies:

A Rage
Blind Wolf
Magic Dragon x3

EXP: 1212
ABP: 6
Gil: 1845

Enemies:

Black Warlock x2
Reflect Mage
EXP: 700
ABP: 4
Gil: 1119

Enemies:

AdamanGolem
Black Warlock
Reflect Mage
EXP: 737
ABP: 4
Gil: 1122

Enemies:

Hypnot x2
Black Warlock
EXP: 812
ABP: 7
Gil: 1137

Enemies:

Hypnot
Blind Wolf x2
EXP: 537
ABP: 4
Gil: 1107

Enemies:

Red Dragon
EXP: 750
ABP: 6
Gil: 500

Enemies:

Yellow Dragon x2
EXP: 1300
ABP: 9
Gil: 1000

Enemies:

Motor Drive x2
EXP: 650
ABP: 4
Gil: 768

Enemies:

Red Dragon
Blue Dragon
EXP: 1375

ABP: 13
Gil: 1000

Enemies:

Motor Drive x2
Black Warlock
EXP: 887
ABP: 5
Gil: 1143

Enemies:

Blue Dragon x3
EXP: 1875
ABP: 15
Gil: 1500

Enemies:

AdamanGolem
A Rage x3
EXP: 837
ABP: 4
Gil: 1476

Enemies:

Black Warlock x2
EXP: 475
ABP: 4
Gil: 750

Enemies:

AdamnGolem x2
EXP: 550
ABP: 4
Gil: 756

Enemies:

Yellow Dragon
EXP: 650
ABP: 6
Gil: 500

[Pyramid]

Enemies:

Nile x6
EXP: 720
ABP: 4
Gil: 2646

Enemies:

BrandLamia x2
EXP: 350
ABP: 4
Gil: 870

Enemies:

BrandLamia
EXP: 175
ABP: 3
Gil: 435

Enemies:

The Damned x4
EXP: 1200
ABP: 5
Gil: 1884

Enemies:

Auspices
EXP: 133
ABP: 1
Gil: 0

Enemies:

Grand Mummy
EXP: 0
ABP: 5
Gil: 0

Enemies:

Archeosaur
EXP: 300
ABP: 4
Gil: 444

Enemies:

BrandLamia
Pyramidia
EXP: 250
ABP: 4
Gil: 873

Enemies:

Mummy x3
EXP: 0
ABP: 2
Gil: 1500

Enemies:

Zefa Zone
EXP: 333

ABP: 4
Gil: 500

Enemies:

BrandLamia
Niles x3
EXP: 357
ABP: 4
Gil: 1758

Enemies:

BrandLamia
Pyramidia
Nile
EXP: 330
ABP: 4
Gil: 1314

Enemies:

BrandLamia x2
Nile x2
EXP: 393
ABP: 4
Gil: 1752

[Solitary Island]

Enemies:

Tote Avis
EXP: 0
ABP: 7
Gil: 0

Enemies:

Red Harpy x5
EXP: 1562
ABP: 8
Gil: 2325

Enemies:

The Damned
Red Harpy
EXP: 612
ABP: 3
Gil: 936

Enemies:

Shade Dancer
Druid

Red Harpy
EXP: 1025
ABP: 5
Gil: 1395

Enemies:
Druid x3
Red Harpy
EXP: 1287
ABP: 5
Gil: 1851

Enemies:
Slownin x2
EXP: 700
ABP: 5
Gil: 948

[Easterly Falls]

Enemies:
Fall Guard x3
EXP: 1001
ABP: 7
Gil: 1629

Enemies:
Mercury Bat x3
EXP: 765
ABP: 5
Gil: 1593

Enemies:
Aquagel x3
EXP: 951
ABP: 6
Gil: 1620

Enemies:
Alcumia
EXP: 750
ABP: 6
Gil: 1095

Enemies:
Aquagel x2
Corral x2
EXP: 1268
ABP: 6
Gil: 2148

Enemies:

Fall Guard

EXP: 333

ABP: 5

Gil: 543

Enemies:

Dinglberry

EXP: 317

ABP: 15

Gil: 537

Enemies:

Aquagel

EXP: 317

ABP: 5

Gil: 540

[Cleft of Dimensions]

Enemies:

Centipeeler x3

EXP: 937

ABP: 4

Gil: 1710

Enemies:

Landsquid x5

EXP: 1462

ABP: 4

Gil: 2865

Enemies:

QuadrHarpy

EXP: 250

ABP: 3

Gil: 186

Enemies:

Death Dealer

Grenade x2

EXP: 900

ABP: 3

Gil: 1683

Enemies:

Cycloskull

Level Checker

EXP: 725
ABP: 4
Gil: 1188

Enemies:

Level Checker x4
EXP: 1520
ABP: 3
Gil: 2496

Enemies:

Death Dealer x2
Level Checker
Cycloskull
EXP: 1425
ABP: 4
Gil: 2322

Enemies:

Moss Fungus x3
EXP: 1140
ABP: 4
Gil: 1773

Enemies:

Moss Fungus
White Flame x4
EXP: 1810
ABP: 4
Gil: 2943

Enemies:

Sybaritic x3
EXP: 1110
ABP: 5
Gil: 1926

Enemies:

Dragon Great
EXP: 475
ABP: 4
Gil: 615

Enemies:

Dragon Avis
Ninja
EXP: 955
ABP: 5
Gil: 1230

Enemies:

Dragon Avis x2

EXP: 1010
ABP: 5
Gil: 1236

Enemies:

Dragon Avis
EXP: 505
ABP: 4
Gil: 618

Enemies:

Ninja x2
EXP: 900
ABP: 5
Gil: 1224

Enemies:

Iron Giant
EXP: 2500
ABP: 4
Gil: 597

Enemies:

Yojimbo
Ninja
EXP: 950
ABP: 5
Gil: 1257

Enemies:

Fury x2
Death Claw
EXP: 1550
ABP: 5
Gil: 1860

Enemies:

Death Claw x2
Sword Dancer x2
EXP: 2050
ABP: 5
Gil: 2322

Enemies:

Behemoth King
EXP: 0
ABP: 20
Gil: 1000

Enemies:

Belfagel x2
EXP: 0

ABP: 21
Gil: 1900

Enemies:

Crystal Dragon
EXP: 0
ABP: 32
Gil: 10000

Enemies:

Mover x3
EXP: 0
ABP: 199
Gil: 150000

[Val Castle]

Enemies:

Rock Statue x5
EXP: 83
ABP: 8
Gil: 2535

[World Map/World 3]

Enemies:

Neogigas
Shadow
Python
EXP: 592
ABP: 4
Gil: 1224

Enemies:

Python x2
Cowpoke x2
EXP: 752
ABP: 4
Gil: 1608

Enemies:

Landcrawler
EXP: 817
ABP: 7
Gil: 576

Name: Sasuke

How to Obtain: Obtain from the Sealed Castle Kuzer in World 3.

Name: Chicken Knife

How to Obtain: In World 3, at Lugor search for a secret entrance to a barn on the left side of town. Make your way through the hidden path to a secret area. Talk to the old man, and choose the box on the right. You cannot get the Brave Blade if you choose this weapon; however, it is recommended you get this weapon instead of Brave Blade.

Name: Excalibur

How to Obtain: Obtain from the Sealed Castle Kuzer in World 3.

Name: Ragnarok

How to Obtain: Defeat Shinryu to obtain.

Name: Excalipur

How to Obtain: Obtain in X-Death's Castle in the room before X-Death. Defeat Gilgamesh to obtain it.

Name: Brave Blade

How to Obtain: In World 3, at Lugor search for a secret entrance to a barn on the left side of town. Make your way through the hidden path to a secret area. Talk to the old man, and choose the box on the left. You cannot get the Chicken Knife if you choose this weapon; however, it is recommended you get the Chicken Knife instead of Brave Blade.

Name: Holy Lance

How to Obtain: Obtain from Sealed Castle Kuzer in World 3.

Name: Rune Axe

How to Obtain: Obtain from Sealed Castle Kuzer in World 3.

Name: Masamune

How to Obtain: Obtain from Sealed Castle Kuzer in World 3.

Name: Wonder Rod

How to Obtain: Obtain from Fork Tower on the magic path.

Name: Magus Rod

How to Obtain: Obtain from Sealed Castle Kuzer in World 3.

Name: Sage Staff

How to Obtain: Obtain from Sealed Castle Kuzer in World 3.

Name: Yoichi's Bow

How to Obtain: Obtain from Sealed Castle Kuzer in World 3.

Name: Apollo Harp

How to Obtain: Obtain from Sealed Castle Kuzer in World 3.

Name: Fire Bute

How to Obtain: Obtain from Sealed Castle Kuzer in World 3.

Name: Earth Bell

How to Obtain: Obtain from Sealed Castle Kuzer in World 3.

Name: Tinker Bell

How to Obtain: Win from Twin Tania while in 1st form (the form where Twin Tania is attacking and not charging up for Giga Flare). Rare win (1/16 chance of winning)

III) Helmets

Name: Genji Helmet

How to Obtain: Steal from Gilgamesh at X-Death's Castle the 2nd time while in his 2nd form.

IV) Armor

Name: Genji Armor

How to Obtain: Steal from Gilgamesh at the battle with Necrophobia. To make him appear, reduce Necrophobia's HP to around 9000 and do not kill him. When Gilgamesh appears, focus on stealing this.

V) Shields

Name: Genji Shield

How to Obtain: Steal from Gilgamesh the first time you fight him in the N-Zone.

VI) Accessories

Name: Giant's Glove

How to Obtain: Steal from Azulmagia in the N-Zone. Rare steal.

Name: Genji Glove

How to Obtain: Steal from Gilgamesh during the battle at Zeza's Ship

Name: Kornago's Gourd

How to Obtain: Rare steal from Omniscient at Fork Tower. To get the 2nd one, you must catch a Kornago outside of Kelb and give the Kornago and 10000 Gil to a man found inside the well at Kelb in World 2 to receive this accessory.

XX) Rare Items

I) Weapons

Name: Hunting Knife

How to Obtain: Find in Mua Village and in Karnak Castle while escaping. In addition, it's a rare steal from Mind Flares.

Name: Man-Eater

How to Obtain: In addition, it's a rare steal from Alcumias.

Name: Dancing Dirk

How to Obtain: In addition, it's a rare steal from Shade Dancers.

Name: Ancient Sword

How to Obtain: Find in Ronka Ruins. In addition, it's a common steal from Landcrawlers.

Name: Defender

How to Obtain: Pick up from Fork Tower on the power path. In addition, it's a rare steal from Landcrawlers and Sea Devils.

Name: Blood Sword

How to Obtain: In addition, it's a rare steal from Behemoth Kings.

Name: Rune Edge

How to Obtain: You must steal this from the Stingray (rare steal).

Name: Flame Sabre

How to Obtain: In addition, it's a rare steal from Sybaritics.

Name: Blizzard

How to Obtain: In addition, it's a rare win from Sword Dancers.

Name: Enchanter

How to Obtain: In addition, it's a rare steal from Sword Dancers.

Name: Javelin

How to Obtain: Rare steal from Sand Bears.

Name: Spear

How to Obtain: Can be permanently missed. It's a common steal from Shell Bears in X-Death's Castle BEFORE it transforms. Once the castle transforms, you can no longer get this weapon.

Name: Dragon Lance

How to Obtain: Rare steal from JuroAvis' and Crystal Dragons.

Name: Thor's Hammer

How to Obtain: Rare steal from Death Claws.

Name: Double Axe

How to Obtain: In addition, steal from Twin Tania while it's charging for its Giga Flare attack.

Name: Death Sickle

How to Obtain: Rare win from Berserkers and Crescents, and rare steal from Bewitchins.

Name: Healing Staff

How to Obtain: Get from secret room in Tycoon in World 1. In addition, it's a rare win from Alte Roits and a rare steal from Deem Masters and Sleepys.

Name: Light Staff

How to Obtain: Rare win from Metamorphas. In addition, it's a common steal from Halycanos.

Name: Judge-Staff

How to Obtain: Rare steal from Black Warlocks, X-Death, and T-Wrecks.

Name: Artemis

How to Obtain: Rare steal from Dragon Avis'

Name: Gale Bow

How to Obtain: In addition, it's a rare win from Abductors, and a rare steal from Poison Eagles.

Name: Ab Spliiter

How to Obtain: In addition, it's a rare steal from Tote Avis' and a common win from Tote Avis'.

Name: Lamia's Harp

How to Obtain: Rare win from Disablers.

Name: Shock Whip

How to Obtain: Obtain from Jacole Cave (you must not have released Lone Wolf in order to get this). In addition, it's a rare steal from Flares.

Name: Dragon's Beard

How to Obtain: Rare steal from Shinryu, and a rare Win from Stingrays

Name: Rune Chime

How to Obtain: Rare win from Cycloskulls.

Name: Moonring

How to Obtain: In addition, it's a common steal from Belfagels.

Name: Razor Ring

How to Obtain: In addition, it's a rare steal from Belfagels.

Name: Double Lance

How to Obtain: In addition, it's a rare win from Behemoth Kings, common win from Soul Gun, common steal from Soul Gun, and a rare steal from Rock Statues.

Name: Ash

How to Obtain: Obtain from Moore Forest. In addition, also a rare win from the Crystals in the Elder's Tree, a common win from Apprehender, and a common/rare steal from Apprehender.

II) Helmets

Name: Hair Ornament

How to Obtain: In addition, it's a rare steal from Gogo.

Name: Ribbon

How to Obtain: In addition, it's a rare steal from Disablers.

Name: Lamia's Tiara

How to Obtain: Rare win from Brand Lamias and a rare steal from Lamias.

Name: Thornlet

How to Obtain: Obtain from Pyramid. In addition, it's a rare steal from Brand Lamias.

III) Armor

Name: Mirage Vest

How to Obtain: You can obtain this by riding around the world on Boko, then returning to and speaking to a certain person. In addition, it's a rare win from Dinglberries and a rare steal from Red Harpies.

Name: Prism Dress

How to Obtain: Find in N-Zone Castle Dungeon. In addition, it's a common steal from Serpentinias.

Name: Bonemail

How to Obtain: Check a pile of bones in the Valley of Dragons to receive this. In addition, it's a rare steal from Necromancers.

IV) Shields

Name: Aegis Shield

How to Obtain: Obtain from Moore Forest while forest is on fire. In addition, it's a rare steal from Maximus' and Halycanos.

Name: Flame Shield

How to Obtain: In addition, it's a rare steal from Dual Knights, Grenades, and Twin Tania's 1st form.

Name: Ice Shield

How to Obtain: In addition, it's a rare win from Belfagel and a rare steal from Slownins.

Name: Thief's Glove

game offers, as well as a 100% Treasure Collection Rate. This section will cover the location of all treasures in the game for your convenience. So, let's begin, shall we?

World 1

[Tycoon Meteor]

Phoenix Down

[Pirate Cave]

Leather Cap

[Tule Town]

-[Outside]-

Tent

Potion

Phoenix Down

Leather Shoes

150 Gil

-[Beginner's Hall]-

Ether

100 Gil

Tonic

Phoenix Down

Tent

Leather Shoes

[Wind Shrine]

-[2F]

Tent

-[3F]

Leather Cap

Broadsword

-[4F]

Staff

[Pirate Cave]

-[Room]

Tent

Ether

300 Gil

[Ship's Graveyard]

-[Rocks]

Flail

-[Before Save Point]

Tent

990 Gil

Phoenix Down

Tonic

-[After Save Point]

Antidote

Antidote

Phoenix Down

[Kerwin Town]

-[Outside]

Ice Rod

-[Inside]

Antidote

1000 Gil

[North Mountain]

Phoenix Down

Soft

[Walz Town]

-[Inside]

Silver Glasses

[Walz Castle]

-[Storage]

Tent
490 Gil
Phoenix Down

-[Basement]

1000 Gil
Speed spell
1000 Gil
Elf Cloak

[Walz Tower]

-[5F]

Silk Robe
Maiden's Kiss

-[9F]

Silver Arm Band
Ether

[Tycoon Castle]

-[1F]

Potion

-[4F]

Maiden's Kiss
Ether
Elixir
Phoenix Down

-[Study Rooms]

Ether
Elixir
Phoenix Down
Cottage

-[Hidden Storage]

Shuriken
Monster Bell
Katana

-[Right-side Storage]

Cottage
Cottage

[Fire-Powered Ship]

-[1F]

Cottage

Mythril Gloves

-[2F]

Elixir

Phoenix Down

-[3F]

Elixir

Thief's Glove

-[4F]

Moonring

Green Beret

-[Moving Floor Room]

Elixir

[Karnak Castle]

-[B4F]

Elixir

2000 Gil

-[B3F]

Shuriken

Ribbon

-[1F]

Esuna spell

Lightning Skill

-[2F]

2000 Gil

Elixir

Elixir

Elixir

2000 Gil

Elixir

Elixir

-[Bottom Left Room]

Elf Cloak

-[Bottom Right Room]

Hunting Knife

[Karnak Town]
Fire Rod

[Ancient Library]
Ether
Phoenix Down
Ninja Suit

[Jacole Cave]
Tent
Shuriken
Shock Whip

[Catapult]
Shuriken
Shuriken
Mini spell

[Crescent Village]
Level Song
Power Song

[Ronka Ruins]

-[2F]
Gold Armor

-[3F]
Elixir
Phoenix Down
Gold Shield

-[4F]
Potion
5000 Gil
Shuriken
Ancient Sword
Moonring
Power Wrist

-[5F]
Cottage
Ether

World 2

-[Grove of Moogles]
4400 Gil
Phoenix Down

[Moogle Forest]
Ether
Phoenix Down
10000 Gil
1 Gil
Dancing Dirk
Cottage
Elf Cloak

[Bal Castle]

[Water]
Regal Cutlass

[2F]
Hero Drink
Teleport spell

[Shop]
Angel Robe

[Kelb]
Requiem song
Kornago's Gourd

[Valley of the Dragons]

[Inside]

5000 Gil
Cottage
7000 Gil
Wind Sword
Coronet
Phoenix Down

[Outside]

Bonemail

[Surgate Castle]

5000 Gil
Float spell
Speed song

[Barrier Tower]

[2F]

9000 Gil
Blood Sword

[6F]

18000 Gil

[8F]

Hair Ornament

[Moore Village]

Hunting Knife

[Moore Forest]

[1st Area]

2500 Gil
Ether

[2nd Area]

4900 Gil
Phoenix Down
9500 Gil

[3rd Area Before Fire]

Elixir

Cottage
Giant Drink
Aegis Shield
Mace

[3rd Area After Fire]

Flame Saber
Ash
Flame Shield (if you did not get the Aegis Shield before Fire)

[X-Death's Castle]

[1F]

Ether
Diamond Shield

[4F]

Ice Shield

[5F]

Ether

[6F]

Elixir
Gale Bow

[7F]

Blizzard
Kotetsu

[8F]

9900 Gil
Elixir

[10F]

Double Lance
8000 Gil

[12F]

Partisan
MagiShuriken

World 3

[Pyramid]

[B1F]

Ice Shield

[1F]

Hex Ring

[3F]

Flame Shield
Dark Matter
White Robe

[4F]

Black Robe
Elixir
Thronlet
Elixir

[5F]

Dark Matter
Black Costume

[6F]

Dark Matter
Crystal Mail

[7F]

Dark Matter
Dark Matter
9000 Gil
8000 Gil
Earth Hammer
Elixir
10000 Gil
Cottage
Elixir
Dark Matter
12000 Gil
Dark Matter

[8F]

Ribbon
Protect Ring
Hair Ornament

[Kerwin]

Cottage

[Surgate Castle]

Cottage

[Mirage Town]

Thief's Knife

[Solitary Island Shrine]

[1F]

12000 Gil

Elixir

9000 Gil

Razor Ring

[Switch Room]

Potion

Protect Drink

[2F]

Ether

Protect Ring

Crystal Helm

[3F]

Beast Killer

[5F]

Ether

Dragon Fang

[7F]

Dark Matter

Circlet

[Fork Tower]

[Left Tower 4F]

Ether

[Left Tower 7F]

Wonder Wand

[Right Tower 4F]

Potion

[Right Tower 7F]

Defender

[Great Sea Trench]

[B2F]

Water Skill

[B4F]

Fire Ring

[B5F]

Dragon Fang

[B6F]

Ether

Phoenix Down

[B8F]

Kaiser Knuckle

[Easterly Falls]

-[B1F]

Ether

Turtle Shell

Air Lancet

[B2F]

Giant Drink

Protect Ring

Rune Edge

-[B3F]

Phoenix Down

Wall Ring

Enchanter

-[B4F]

12000 Gil

Artemis

-[B4F]

Aegis Shield

MagiShuriken

Double Ax

[Phoenix Tower]

-[5F]

5000 Gil

Phoenix Down

-[10F]

10000 Gil

Phoenix Down

-[15F]

Phoenix Down

15000 Gil

-[20F]

20000 Gil
Phoenix Down

-[25F]

Ab Killer
25000 Gil

[Cleft Of Dimensions]

[Ruins]

Ether
Cottage
Elixir
Dark Matter
Elixir
Blood Sword

[Forest]

Dragon Fang
Power Rod
Enchanter
Ribbon

[Caverns]

Coral Ring
Angel Ring

[Castle]

Man Eater
Red Shoes
Prism Dress
Thor's Hammer
Winged Shoes

[Final Floors]

MagiShuriken
MagiShuriken
Elixir
Ragnarok
MagiShuriken

Also, here's a breakdown of everything that you'll want to do in order of Worlds (note that these can be found in the Walkthrough as well):

---World 1---

-Grab all treasures from all towns (especially Walz and Walz Castle)

Inn: 10

Item Shop

Tonic	40	
Antidote		30
Eye Drop		20
Maiden's Kiss	60	
Cornucopia	50	
Soft	150	
Phoenix Down	1000	
Tent	250	

Magic Shop

Fire	150	
Ice	150	
Bolt	150	
Sleep	300	
Cure	180	
Antidote		90
Mute	280	
Protes	280	

Weapon Shop

Dirk	300	
Long Sword	480	
Wooden Rod	200	
Staff	200	

Armor Shop

Bronze Shield	290	
Bronze Helmet	250	
Bronze Armor	400	
Bronze Plate	350	
Cotton Robe	300	

Inn: 20

Item Shop

Tonic	40	
Antidote		30
Eye Drop		20
Maiden's Kiss	60	
Cornucopia	50	
Soft	150	
Phoenix Down	1000	
Tent	250	

Magic Shop

Slow	80	
Regen	100	
Mute	320	
Haste	320	
Chocobo	300	
Sylph	350	
Remora	250	

Weapon Shop

Battle Ax		650
Long Sword	480	
Dirk	300	

Armor Shop

Iron Shield	390	
Iron Helmet	350	
Iron Armor	500	
Kung-Fu Suit	450	
Cotton Robe	400	

---Karnak---

Inn: 20

Item Shop

Tonic	40	
Antidote		30
Eye Drop		20
Maiden's Kiss	60	
Cornucopia	50	
Soft	150	
Phoenix Down	1000	
Tent	250	

Magic Shop

[Left]

Cure2	620	
Raise	700	
Muddle	650	
Mute	280	
Protes	280	
Cure	180	
Scan	80	
Antidote		90

[Middle]

Fire2	600	
Ice2	600	
Bolt2	600	
Poison	290	
Sleep	300	
Fire	150	
Ice	150	
Bolt	150	

[Right]

Demi	620	
Stop	580	
Haste	320	
Mute	320	
Slow	80	
Regen	100	

Weapon Shop

Mythril Knife	450	
Mythril Sword	880	
Mythril Hammer	1050	
Fire Rod		750

Ice Rod	750
Lightning Rod	750
Flail	780

Armor Shop

Mythril Shield	590	
Mythril Helmet	550	
Plumed Hat	350	
Mythril Armor	700	
Silver Plate	600	
Silk Robe		500
Mythril Glove	600	
Silver Arm Band	500	

Weapon Shop 2 (After Karnak Castle explodes)

Mythril Pike	790
Ninja Knife	600
Whip	1100
Monster Bell	500

---Crescent Town---

Inn:	30
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Item Shop

Tonic	40	
Antidote		30
Eye Drop		20
Maiden's Kiss	60	
Cornucopia	50	
Soft	150	
Phoenix Down	1000	
Tent	250	

Magic Shop

Fire2	600
Ice2	600

Bolt2	600
Poison	290
Sleep	300
Fire	150
Ice	150
Bolt	150

Weapon Shop

Fire Bow		2500
Ice Bow	2500	
Lightning Bow	2500	
Silver Harp	800	

Armor Shop

Plumed Hat	350	
Poet Robe		1000

---Rikks Town---

Inn:	FREE
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Item Shop

Ether	750	
Tonic	40	
Antidote		30
Eye Drop		20
Maiden's Kiss	60	
Cornucopia	50	
Soft	150	
Tent	250	

Magic Shop

Esuana	3000
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Weapon Shop

Ninja Knife	600	
Shuriken		2500
Fire Skill		200
Water Skill	200	
Lightning Skill	200	

Armor Shop

Green Beret	2500	
Ninja Suit		3000

---Jacole---

Inn:	30	
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Item Shop

Tonic	40	
Antidote		30
Eye Drop		20
Maiden's Kiss	60	
Cornucopia	50	
Soft	150	
Phoenix Down	1000	
Tent	250	

Magic Shop

Cure2	620	
Raise	700	
Muddle	650	
Mute	280	
Protes	280	
Cure	180	
Scan	80	
Antidote		90

Weapon Shop

Cleaver	3200	
Coral Sword	2800	
Mage Slasher	900	

Trident	2700	
Katana	5800	
Silver Bow	1500	

Armor Shop

Green Beret	2500	
Ninja Suit		3000
Poet Robe		1000

---Easterly Village---

Inn:	30	
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Item Shop:

Tonic	40	
Antidote		30
Eye Drop		20
Maiden's Kiss	60	
Cornucopia	50	
Soft	150	
Phoenix Down	1000	
Tent	250	

Magic Shop

Demi	620	
Stop	580	
Haste	320	
Mute	320	
Slow	80	
Regen	100	

Armor Shop

Fire Ring		50000
Coral Ring	50000	
Angel Ring	50000	

---Lugor Boardertown---

Inn: 40

Item Shop [Left]

Potion	360	
Tonic	40	
Phoenix Down	1000	
Soft	150	
Maiden's Kiss	60	
Cornucopia	50	
Eye Drop		20
Antidote		30

Item Shop [Right]

Ether	1500	
Holy Water	150	
Cottage	600	
Giant Drink	110	
Power Drink	110	
Speed Drink	110	
Hard Body	110	
Hero Drink	110	

Magic Shop [Left]

Blink	3000	
Shell	3000	
Esuana	3000	

Magic Shop [Center]

Drain	3000	
Break	3000	
Bio	3000	

Magic Shop [Right]

Comet	3000	
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Slow2	3000	
Return	3000	

Weapon Shop

Halcyon Blade	3400	
War Hammer	6400	
Katana	5800	
Half Moon	5600	
Wind Lance	5400	
Dark Bow		3800
Dream Harp	1600	
Chain Whip	3300	

Armor Shop

Gold Shield	3000	
Gold Helmet	3500	
Green Beret	2500	
Wizard Hat	1500	
Gold Armor	4000	
Ninja Suit		3000
Earth Robe	2000	

---Val Castle---

Inn:	50	
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Item Shop [Left]

Potion	360	
Tonic	40	
Phoenix Down	1000	
Soft	150	
Maiden's Kiss	60	
Cornucopia	50	
Eye Drop		20
Antidote		30

Item Shop [Right]

Ether	1500	
Holy Water	150	

Cottage	600
Giant Drink	110
Power Drink	110
Speed Drink	110
Hard Body	110
Hero Drink	110

Magic Shop [Left]

Blink	3000
Shell	3000
Esuana	3000

Magic Shop [Center]

Drain	3000
Break	3000
Bio	3000

Magic Shop [Right]

Comet	3000
Slow2	3000
Return	3000

Weapon Shop

Halcyon Blade	3400	
War Hammer	6400	
Katana	5800	
Half Moon	5600	
Wind Lance	5400	
Dark Bow		3800
Dream Harp	1600	
Chain Whip	3300	

Armor Shop

Gold Shield	3000	
Gold Helmet	3500	
Green Beret	2500	
Wizard Hat	1500	
Gold Armor	4000	
Ninja Suit		3000

Earth Robe	2000	
Gauntlet		3000

---Kelb---

Inn:	60	
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Item Shop [Top]

Potion	360	
Tonic	40	
Phoenix Down	1000	
Soft	150	
Maiden's Kiss	60	
Cornucopia	50	
Eye Drop		20
Antidote		30

Item Shop [Bottom]

Ether	1500	
Holy Water	150	
Cottage	600	
Giant Drink	110	
Power Drink	110	
Speed Drink	110	
Hard Body	110	
Hero Drink	110	

Magic Shop [Left]

Drain	3000	
Break	3000	
Bio	3000	

Magic Shop [Center]

Blink	3000	
Shell	3000	
Esuana	3000	

Magic Shop [Right]

Comet	3000
Slow2	3000
Return	3000

Weapon Shop [Left]

Cluster	5100	
Crossbow		5000
Poison Rod	1500	
Shuriken		2500
Fire Skill		200
Water Skill	200	
Lightning Skill	200	

Weapon Shop [Right]

Halcyon Blade	3400	
War Hammer	6400	
Katana	5800	
Half Moon	5600	
Wind Lance	5400	
Dark Bow		3800
Dream Harp	1600	
Chain Whip	3300	

Armor Shop [Left]

Rope Headband	3500
Power Tasuki	4500
Power Wrist	2500

Armor Shop [Right]

Gold Shield	3000	
Gold Helmet	3500	
Green Beret	2500	
Wizard Hat	1500	
Gold Armor	4000	
Ninja Suit		3000
Earth Robe	2000	
Gauntlet		3000

---Surgate Castle---

Inn: 60

Item Shop [Top]

Potion	360	
Tonic	40	
Phoenix Down	1000	
Soft	150	
Maiden's Kiss	60	
Cornucopia	50	
Eye Drop		20
Antidote		30

Item Shop [Bottom]

Ether	1500	
Holy Water	150	
Cottage	600	
Giant Drink	110	
Power Drink	110	
Speed Drink	110	
Hard Body	110	
Hero Drink	110	

Magic Shop [Left]

Comet	3000	
Slow2	3000	
Return	3000	

Magic Shop [Center]

Drain	3000	
Break	3000	
Bio	3000	

Magic Shop [Right]

Blink	3000	
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Shell	3000
Esuana	3000

Weapon Shop

Regal Cutlass	8400	
Short Spear	8100	
Bizen's Pride	8800	
Poison Ax		9600

Armor Shop

Gold Shield	3000	
Gold Helmet	3500	
Green Beret	2500	
Wizard Hat	1500	
Gold Armor	4000	
Ninja Suit		3000
Earth Robe	2000	
Gauntlet		3000

---Moore Village---

Inn:	70
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Item Shop [Left]

Ether	1500
Holy Water	150
Cottage	600
Giant Drink	110
Power Drink	110
Speed Drink	110
Hard Body	110
Hero Drink	110

Item Shop [Right]

Potion	360
Tonic	40
Phoenix Down	1000
Soft	150
Maiden's Kiss	60
Cornucopia	50

Eye Drop		20
Antidote		30

Magic Shop [Left]

Fire3	6000	
Ice3	6000	
Bolt3	6000	
Drain	3000	
Break	3000	
Bio	3000	

Magic Shop [Center]

Cure3	6000	
Reflect	6000	
Berserk	6000	
Blink	3000	
Shell	3000	
Esuana	3000	

Magic Shop [Right]

Demi2	6000	
Haste2	6000	
Old	6000	
Comet	3000	
Slow2	3000	
Return	3000	

Weapon Shop

Air Lancet	6800	
Elfin Bow		7500

Amor Shop

Diamond Shield	6000	
Diamond Helmet	7000	
Tiger Mask	5000	
Poet Cap		3000
Diamond Armor	8000	
Diamond Plate	6000	
Luminous Robe	4000	

Diamond Arm Band 4000

---Mirage Village---

Inn: 70

Item Shop [Top]

Tonic	40	
Potion	360	
Phoenix Down	1000	
Maiden's Kiss	60	
Antidote		30
Eye Drop		20
Soft	150	
Cornucopia	50	

Item Shop [Bottom]

Elixir	50000	
Ether	1500	
Holy Water	150	
Giant Drink	110	
Power Drink	110	
Speed Drink	110	
Hard Body	110	
Hero Drink	110	

Magic Shop

Mini	300	
Toad	300	
Speed	30	
Float	300	
Teleport		600
Chocobo	300	
Sylph	350	
Remora	250	

Hidden Magic Shop

Arise	10000	
Dispel	10000	

Doom	10000	
Asper	10000	
Quick	10000	
X-Zone	10000	

Weapon Shop

Flame Saber	10000	
Blizzard		11000
Earth Hammer	12800	
Mace	7800	
Magic Bow	10000	
Ichimonji		14800
Partisan		10200

Hidden Weapon Shop

MagiShuriken	25000	
Shuriken		2500
Double Lance	10800	
Moonring		1100
Fire Skill		200
Water Skill	200	
Lightning Skill	200	

Armor Shop

Crystal Shield	9000	
Crystal Helmet	10500	
Black Hood	6500	
Circlet	4500	
Crystal Mail	12000	
Black Costume	9000	
Black Robe	8000	
White Robe	8000	

Hidden Accessory Shop

Winged Shoes	50000	
Angel Ring	50000	
Fire Ring		50000
Coral Ring	50000	
Lamia's Tiara	2500	
Angel Robe	3000	

