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Download: "Creep" by Radiohead while you read this.

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| 1.0 | INTRODUCTION | -----
==-+--+==-+--+==-+--+==-+--+==-+--+==-+--+==-+--+==-+--+==-+--+==-+--+==-+--+
Final Fantasy 6 is my all time favorite game, so of course there was going to
be a time where I was going to do a guide for this game. Needless to say, I
love this game, and had a great time writing this guide.

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If you have any questions, feel free to email me.

Also, you can use this guide on your site just so long as nothing is altered, credit is given when due, and you do not make any monetary gain off of the guide. No you may not use the lists...I don't care who you are, NO means NO. If you violate any of the guidelines, I can take legal and civil action. There, now you know.

Thanks, and enjoy the guide!

- "Psycho Penguin" Steve Saunders  
mcfaddendaman@aol.com

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----- 1.1 REVISION HISTORY -----
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You know what goes here.. just a list of the EXTENSIVE version history I have of this FAQ. I am almost positive this is the FAQ I've worked on longest.

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-----
v1.35 (March 15, 2007) - 680.8 KB
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- Whew, what a ton of work!
- I did a lot of reformatting.
- I finished the walkthrough finally.
- I redid all the characters and bosses.
- I changed the secrets to FAQs.
- I reformatted every list.
- This guide is now DONE! :)

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-----
v1.31 (June 15, 2002)
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-I need to finish this guide...

- I need to reformat it...
- At least I added the Espers List.
- This guide is currently at 422.5K according to my word processor.

-----  
v1.30 (September 4, 2001)  
-----

- I have decided to finish this guide.
- Guide has been reformatted and resubmitted. This guide combines my old look and new look, so it's really odd.
- Enemies list re-added.. for now.
- This guide is currently at 419.2K according to my word processor.

-----  
v1.2 (January 7, 2001)  
-----

- I have decided to split the bestiary apart from this guide, making this guide smaller and easier to download. The bestiary now has its own file.
- This guide is currently at 346.8K according to my word processor.

-----  
v1.1 (January 6, 2001)  
-----

- I took yesterday off to work on some reviews and my girlfriend got out of the hospital. Yay!
- I finished the bestiary. That is about it with this update.
- This guide is currently at 486.5K according to my word processor.

-----  
v1.0 (January 4, 2001)  
-----

- Walkthrough updated through the Tower of Fanatics.
- Added updated tags to Revision History and Author's Information in Table of Contents.
- I fixed some line break errors in the revision history section.
- I updated my planned guides, lists of works, and author information.
- Bestiary updated through letter U. Major update done there..
- This guide is currently at 475.1K according to my word processor.

-----  
v0.9 (January 3, 2001)  
-----

- Walkthrough updated through Colloseum.
- Colloseum guide updated.
- Bestiary updated through letter O.
- This guide is currently at 419.4K according to my word processor.

-----  
v0.81 (January 2, 2001)  
-----

I wanted to get some work done on this today but I woke up later than normal, then I had to go to the hospital, then I started my Tiny Toons guide, which left me with time to do basically nothing for this update. Except fix the rest of the visible line break errors I saw last time I checked this guide just now.

-----  
v0.8 (January 1, 2001)  
-----

I am going to do a few updates today because I want to get the bestiary done

ASAP, then submit the guide at the end of the day when all the updates are done.

UPDATE 3: 5:40 PM

=====

- I am now awake.
- This version will be submitted to GameFAQs.
- I updated the walkthrough and added the walkthrough for Doma Castle (Cyan's Dream)
- I updated the bestiary through the letter L, basically I added all the monsters that started with the letter L.
- Fixed the final line break errors that plagued the guide.
- This guide is currently at 383.1K according to my word processor.

UPDATE 2: 5:20 AM

=====

- I will now head off to sleep.
- But not before I got the bestiary done through the letter K. Lot of typing here, as every enemy between the letters G and K are now in the bestiary.
- This guide is currently at 366.7K according to my word processor.

UPDATE 1: 12:10 AM

=====

- The ball just dropped 10 minutes ago, so I am going to consider this the first update of the new millennium! Happy new year, everyone!
- I started the bestiary and got it done through the end of the enemies starting with F. That was a lot of typing, I can assure you!
- I fixed the rest of the line break errors that I somehow missed last time.
- This guide is currently at 344.0K according to my word processor.

-----  
v0.7 (December 31, 2000)

- 
- I am going to finish this update for the day at 8:05 AM so I can work on my other guides. I have gotten a lot of work done on my guides in the last two days, it is so great.
  - I finally discovered how to fix the line break errors for good.. took me four hours of hitting backspace but I fixed them (I hope) for good.
  - I updated the walkthrough through Thamasa. Yay!
  - This guide is currently at 302.4K according to my word processor.

-----  
v0.6 (December 30, 2000)

- 
- Sorry it has taken me so long to update this guide, I was too busy worrying about my Smackdown 2 and Final Fantasy 9 guides, but I figured this is my second favorite game of all time, so I might as well finish what I started.
  - Considering this was only an hour long update at most, I got a lot done.
  - I remove unneeded filler information, like a list of web sites four times, etc.
  - I reformatted the weapons, armor, items, etc. lists by adding section dividers, I think they look better now.
  - I updated the author information.
  - I finally updated the walkthrough, started World of Ruin and got done through Kohlingen. Whew, that was a lot of work, but it was worth it.
  - I updated the boss guide by adding boss strategies for Phunbaba and Tentacle. I may decide to do a separate boss guide for the game, if I get enough boss information (like HP) found and added.
  - That's about it, this guide is currently at 283.1K according to my word processor.

-----  
v0.51 (November 27, 2000)  
-----

-I will get back to updating the guide for real soon.  
-I hopefully have solved the line break problem, hence the reason for this update.

-----  
v0.5 (November 24, 2000)  
-----

-Here we go, the version that will be submitted to GameFAQs!  
-I got the walkthrough done through the end of the world of balance.  
-I added a boss guide section and did some reshuffling of section numbers.  
-I decided to do a list of enemies later on, but maybe not any statistics for enemies.  
-I added all the non-game play info, finally.  
-This guide is currently at 237.6K according to my word processor.

-----  
v0.4 (November 22, 2000)  
-----

-This was another pretty major update.  
-I still have plans to submit the first version of the guide when it hits 0.5, which should happen in a week or so (it could be 225K by then, too!)  
-I updated the walkthrough through the Cave to the Sealed Gate, got to the part where the airship crashes thanks to the Espers.  
-I added all of the secrets I have to the guide, I may add some more later.  
-I might not do an enemies list now, as it might be too much work for me.  
-I decided to add a Dance List to the Lores/Rages List section, as there are a lot of Dances for Mog to learn in this game.  
-I added the armor list, it was a lot of typing but I got it done =).  
-After a hard day's work, this guide is currently at 198.3K according to my word processor.

-----  
v0.3 (November 21, 2000)  
-----

-This was a pretty major update.  
-I still have plans to submit the first version of the guide when it hits 0.5, which should happen in a week or so (it could be 225K by then, too!)  
-I updated the walkthrough through Zozo. That was a lot of work =).  
-I added some information about Espers and Magicite in the Espers list.  
-I added the character information for Locke, Gau, and Setzer.  
-I updated some formatting of the character information section. Character name headings now get a row of lines, while skill information and lists headings get equal signs.  
-I updated the formatting of the rest of the guide, no longer is there equal signs to separate headings in individual sections, now there are lines to do that. It makes the guide look a lot neater, in my opinion.  
-After doing the character information for Gau, I decided to add a Lores/Rage List section, to the Lists category.  
-Finally, I added some basic information about magic to the magic section.  
-After a hard day's work, this guide is currently at 139.2K according to my word processor.

-----  
v0.25 (November 20, 2000)  
-----

-I updated the walkthrough through Locke's quest.

- I added a copyright information section to the very bottom of the guide.
- I updated the disclaimer information.
- Added my email address to the top of the guide.
- I also figured how to fix those annoying character conversion errors, so when I submit this guide to GameFAQs (v0.5!!), it will not have any of these errors. (Yay!)
- Finally, I decided to update some formatting of the walkthrough, quest name headings and "boss fight" heading now use a row of --'s instead of 10 or so equal signs. I think this makes the walkthrough look a lot better.
- This guide is currently at 97.3K according to my word processor.

-----

v0.21 (November 20, 2000)

-----

- I decided to add new sections to the walkthrough. Before each new event starts, in addition to the "Checklist" part, I now have a "Statistics" part, which gives a list of the enemies and items you will find in this event.
- I updated the walkthrough to the Returners Hideout.
- This guide is currently at 82.0K according to my word processor.

-----

v0.2 (November 19, 2000)

-----

- When this guide gets to v0.5 I will submit it.
- I added "finished" to the finished sections in the table of contents.
- I completed the weapons list and magic list.
- This guide is currently at 76.0K according to my word processor.

-----

v0.15 (November 18, 2000)

-----

- I completed the item list and relics list.
- I also completed section 7.0, The Colosseum.
- Lots of work completed on the list section.
- I got the character rundown for Cyan done.
- Walkthrough updated through South Figaro.
- This guide is currently at 59.8K according to my word processor.

-----

v0.1 (November 17, 2000)

-----

- Started this guide officially.
- The review has been specially formatted for this guide, and is here now.
- I got the format and table of contents completely done.
- I got the character information done for the first five characters.
- I got the walkthrough done to South Figaro.
- This guide is currently at 41.2K according to my word processor.

==--++--==--++--==--++--==--++--==--++--==--++--==--++--==--++--==--++--++--

| 2.0 | MY FINAL FANTASY VI REVIEW | -----

==--++--==--++--==--++--==--++--==--++--==--++--==--++--==--++--==--++--++--

<http://www.gamefaqs.com/console/psx/review/R17497.html>

The greatest review ever. Have fun...

==--++--==--++--==--++--==--++--==--++--==--++--==--++--==--++--==--++--++--

----Here in this section, I will give you a complete list of the characters in the game, as well as descriptions of each of them, and the special abilities that they possess.----

-----  
TERRA BRANFORD  
-----

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

Terra Branford is one of the first characters you get in the game, and therefore a percentage of FF6 fans claim her to be the main character. I disagree with them, but there is no doubt she is a vital part of the storyline earlier on. Unfortunately, she pretty much vanishes after a while and by the end of the game doesn't mean much to the storyline. Battle wise, she is one of the few characters who can actually learn magic without espers, but she does not gain them too frequently and she will still benefit from espers throughout the game. She is able to learn spells like Ultima without Espers, however. Her attacking skills are decent, but she is definitely a magic user first and foremost.

=====

SPECIAL SKILL: MORPH

=====

Terra's Morph special skill is one of the more unique special skills in the entire game, but unfortunately is one I barely used because of the fact it does not really seem like a critical enough skill. This skill basically allows her to turn into another form, which doubles her magic power. It only lasts for a few turns, as noted with a green ATB bar that comes into play when you turn the skill on. After the green bar is gone, she turns back into a human and you may need to wait a while for the Morph skill to be available again. I would not recommend using this skill too much, since you need to save it for some bosses and it won't be as powerful or last as long if you keep using it. Like I said, it is not one of the skills I used a lot, but it comes in handy and I can definitely see a usage for it.

-----  
LOCKE COLE  
-----

"Treasure Hunter and trail-worn traveler, searching the world over for relics of the past..."

Locke is the stereotypical thief of the game, and he's an important member of both the storyline and your parties throughout the game. In the story, he's constantly trying to refer to himself as anything other than a thief, and he becomes involved with Celes, another important character. Battle wise, his steal/capture skills, as mentioned below, are awesome, and he's a quick character with a definite advantage in the speed statistic. If you are having problems with a boss or enemy because of their speed, use Locke as a healer and you will usually be able to heal before the boss/enemy gets in a turn, especially if you cast Haste on Locke.

=====

LOCKE'S SKILL: STEAL/CAPTURE

=====



Steal is one of the more useful skills in the entire game of Final Fantasy 6, because it allows you to randomly steal items from enemies or bosses. Each enemy and boss has one or two items you can steal from, and they usually are weak items. However, you can sometimes get good relics, weapons, and armor from this command, so I recommend trying it on almost every enemy in the game, unless you are using my enemy list and figuring out via that what you can steal from each enemy. If you equip a Sneak Ring relic, his chances of stealing an item increases. Equipping a Thief Ring relic allows him to attack an enemy in addition to attempting to steal an item from them. This is greatly useful and I definitely recommend equipping this relic as soon as possible.

-----  
EDGAR RONI FIGARO  
-----

"The young king of Figaro Castle, ally to the Empire, and a master designer of machinery..."

Edgar is my favorite character in the game, personality wise. He's a wise cracking king of a castle who is constantly worried about what girls like him and thinking he is hot shit, just like I do all the time. I really do have a lot in common with him, which may be why I like him so much. He is a really loyal person as well, as he'll constantly help your party out as well as the people of his castle. Battle wise, he is a strong character who is good at attacking and pretty decent at magic, but his most important quality will be discussed below, the Tools skill.

=====  
EDGAR'S SKILL: TOOLS  
=====

The Tools skills are personally my favorite of the entire game, although you really get the best at the beginning and the later ones aren't really nothing to write home about, believe it or not. The Drill is a good single enemy attack that usually kills them, and the Chainsaw you can get in Zozo later on is an even stronger version of this. My favorites are the Auto Crossbow (which is a HUGE factor in helping you out early in the game, when your characters are weak) and the Bio Blast (which causes poison to all enemies in addition to damage). Each tool has a different usage, listed below for your convenience.

=====  
LIST OF TOOLS  
=====

Here is a list of all of the tools in the game.

\*\*\*\*\*  
| | AIR ANCHOR |  
\*-\*  
| This is not one of my favorites, but it kills an enemy instantly if it |  
| works successfully (which doesn't happen too often) |  
\*\*\*\*\*

\*\*\*\*\*  
| | AUTO CROSSBOW |  
\*-\*  
| This is the best Tool to have early in the game, as it attacks all enemies |  
| and causes lots of damage early on, killing almost everything it hits. |  
\*\*\*\*\*

\*\*\*\*\*

| BIO BLASTER |

\*-\*

| This multi-enemy attack has a rare chance of poisoning an enemy. Does a |  
| little more damage than the Auto Crossbow usually. |  
\*\*\*\*\*

| CHAIN SAW |

\*-\*

| This is a tool that has more than one use. You can't choose what it does, |  
| but usually it attacks an enemy. Occasionally, it will try to kill the |  
| enemy instantly. |  
\*\*\*\*\*

| DEBILITATOR |

\*-\*

| This is a tool that does not even cause damage, but it can cause an enemy |  
| to be weaker against elements. |  
\*\*\*\*\*

| DRILL |

\*-\*\*

| This attack ignores any elemental or magical defenses the enemy has, and |  
| causes decent damage. It's a weaker form of the Chainsaw. |  
\*\*\*\*\*

| FLASH |

\*-\*\*

| I find this to be the weakest tool of them all. It blinds enemies, but what |  
| is the big deal? I find Blind to be highly overrated, anyways. |  
\*\*\*\*\*

| NOISE BLASTER |

\*-\*\*

| Another useless tool, as this one confuses the enemies instead of blinding |  
| them. Confusion is a slight improvement, however. |  
\*\*\*\*\*

-----  
SABIN RENE FIGARO  
-----

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

Sabin is the typical muscle bound freak of the RPG cliches, but he's still an awesome character with an actual decent storyline and character that doesn't seem like a complete idiot for a change. As you can tell by the character line above, he is the twin brother of Edgar. Edgar got the throne that Sabin was supposed to get, after Sabin used a rigged coin to help edgar win the throne. Sabin is more determined to live his life as a free man, and he did so by learning a powerful skill called Blitzes, which are discussed below. Besides his powerful blitzes, he is a decent attacker that can equip two sets of knuckles to unleash decent attack power, and he's not a bad magic user either.

=====  
SABIN'S SKILL: BLITZ

Blitzes are some of the best skills in the game, despite the fact they're harder than normal attacks to pull off. The way you input these blitzes is by selecting the "Blitz" option from the menu, followed by inputting a series of button presses that correspond with the blitz you wish to use. If you do it correctly, Sabin performs the blitz. There's a wide variety of blitzes that usually do different things, as you'll see below. Unfortunately, some of the healing blitzes are COMPLETELY useless (killing Sabin to heal someone else? Huh? Why not just use healing magic or items?), but the powerful attack blitzes like Suplex and Bum Rush more than make up for it.

#### LIST OF BLITZES

Here is a list of the blitzes in the game, how to perform them, and what they do.

```
*****
|                                                     | PUMMEL |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Combination | Left Right Left |
| Description | Sabin strikes the enemy with a bunch of punches. |
*****

*****
|                                                     | AURA BOLT |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Combination | Down Down/Left Left |
| Description | Sabin unleashes a beam of light. Works best on undead |
|             | enemies. |
*****

*****
|                                                     | SUPLEX |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Combination | Triangle Square Down Up |
| Description | Wrestling moves for the win! Sabin picks up an enemy and |
|             | throws them over his head backwards. |
*****

*****
|                                                     | FIRE DANCE |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Combination | Left Down/Left Down Down/Right Right |
| Description | Use this against enemies weak against fire, as it causes lots |
|             | of fire damage. |
*****

*****
|                                                     | MANTRA |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Combination | R1 L1 R1 L1 Triangle Square |
| Description | This is a healing blitz that heals all allies. |
*****

*****
|                                                     | AIR BLADE |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Combination | Up Up/Right Right Down/Right Down Down/Left Left |
```

| Description | Use this against enemies weak against wind, as it causes lots |  
| | of wind damage. |

\*\*\*\*\*

\*\*\*\*\*

| | SPIRALER |

\*-\*

| Combination | R1 L1 Triangle Square Left Left |

| Description | Useless blitz, as Sabin dies in order to heal everyone else. |

\*\*\*\*\*

\*\*\*\*\*

| | BUM RUSH |

\*-\*

| Combination | Left Up/Left Up Up/Right Right Down/Right Down Down/Left Left |

| Description | The best blitz in the game. Causes tons of damage. |

\*\*\*\*\*

-----  
SHADOW  
-----

"He owes allegiance to no one, and will do anything for money. He comes and goes like the wind..."

Shadow is the stereotypical mysterious character of the game. He is a ninja that you meet in South Figaro, and he comes and goes as he pleases throughout the game. He is one of the better in-battle characters when you get to use him, since his weapons are strong and he can throw things. His dog is a helpful tool as well. The downside, of course, is the fact that you don't get him for all that much of the game. In fact, he can die at the end of the first world and you won't even get to use him in the World of Ruin. But if you choose to save him and bring him along for the WoR, you'll find him to be an excellent character.

=====  
SHADOW'S SKILL: THROW  
=====

Like Edge in Final Fantasy 4, Shadow the Ninja has an ability to throw weapons and items at enemies. Once you throw a weapon or item at an enemy, you don't get it back. Therefore, it's wise to save the strong weapons that you don't need for a boss. Wasting them on a random battle would be idiotic. He gets plenty of normal items to throw, like Shuriken and Ninja Stars. In addition, there are a few Edge items he can use, like Water Edge, which have elemental elements and deal the associated element damage to the enemy.

=====  
SHADOW'S DOG: INTERCEPTOR  
=====

Interceptor is a random occurrence. Sometimes when Shadow attacks, Interceptor will come out and do some powerful damage. It doesn't happen very often, and there's no way to really control when it does, but when it does happen, you'll see some powerful results.

-----  
CELES CHERE  
-----

"Product of genetic engineering, battle-hardened MagiTek Knight, with a spirit

as pure as snow..."

Celes is one of my favorite female Final Fantasy characters of all time. She is a former member of the Empire, who is captured and arrested by them until she is saved by Locke. She goes through a wide variety of emotions throughout the game. In battle, she is pretty useful for her Runic skill, and she is a pretty good attacker AND magic user. It's rare to see a female type quite like her in a video game, but it was certainly a refreshing change from the usual types. She is definitely in my top 10 FF characters overall and top 5 females in the series.

=====  
CELES'S SKILL: RUNIC  
=====

Runic is certainly one of the most interesting skills in the entire game, and one of the better defensive ones at that. When she is equipped with a sword that allows the skill to be done, she absorbs the next spell that is cast and gets the magic points from it. For instance, if she absorbs a magic spell that has 10 magic points cost, she will get an additional ten magic points to her total. Isn't that awesome? It's a great way to not only absorb magic attacks and prevent the enemy from casting them, but it's a way for her to gain Mp. What a great and innovative skill.

-----  
CYAN GARAMONDE  
-----

"Faithful retainer to his family's liege, with the courage and strength of a hundred men..."

Cyan is another one of my favorite characters in the game. His backstory is quite sad. He comes from Doma, where the empire poisoned the entire castle and killed mostly everyone, including his family. Therefore, he has a real passion for revenge. Helping him is his powerful attacks and awesome SwordTechs. He is a strong character, but not so great at magic, and his agility leaves something to be desired. Regardless, he is an awesome character with a meaningful storyline.

=====  
CYAN'S SKILL: SWORDTECH  
=====

SwordTech is a great skill that is entirely dependent on how patient you are. What do I mean by this? There are eight possible swordtech levels, and the bar SLOWLY fills up as you select the attack. You wait until it fills up to the number you desire, then you select it and he unleashes the attack. It takes a bit of time to get to his powerful swordtechs, but the wait is usually worth the amount of attack power he gets out of his level 7 and 8 swordtechs.

=====  
LIST OF SWORDTECHS  
=====

-- Here is a list of the five swordtechs you can learn. --

```

*****
|                                                                 | DISPATCH |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| Level          | 1                                             |
| Description    | A single enemy, single hit attack that works well early in   |
|                | the game.                                         |

```



I am not a huge fan of Gau in either storyline or battles, but some people really get a kick out of this little guy. I wouldn't exactly know why, but to each their own. Anyways, Gau is a little kid that you meet on the Veldt in the World of Balance, and he soon joins your party. He is not much of an asset in terms of attack power and defense, and he has no magic to speak of. The only thing he can really do is rage attacks, which I will explain below at this time.

=====  
GAU'S SKILL: LEAP/RAGE  
=====

This is yet another unique skill in a long line of them throughout this game. On this one, Gau can "leap" on an enemy in the Veldt, and return a few battles later and have an attack learned from it. Think of it as a drawn out blue magic system. You can only learn attacks on the Veldt, but Gau can use them anywhere. Note that only 252 of the 256 rage attacks can be learned in a normal game. Three can be accessed via Gameshark, while the 256th will always remain an empty slot. :(

=====  
LIST OF GAU'S RAGES  
=====

Here, I will just list the enemy you can leap on and what the rage does.

\*\*\*\*\*

NAME OF ENEMY	RAGE EFFECT
1st Class	Stone
Abolisher	Poison
Actaneon	Clamp
Adamanchyt	Acid Rain
Allosaurus	Doom
Allo Ver	Quake
Anemone	Giga Volt
Anguiform	Aqua Rake
Apokryphos	L3 Muddle
Apparite	Imp
Aquila	Cyclonic
Arneid	Numb
Aspik	Giga Volt
Balloon	Exploder
Barb-e	LoveToken
Baskervor	Cyclonic

Beakor	Duster	
Behemoth	Meteor	
Black Dragon	Storm	
Bleary	Doom	
Bloompire	Bio	
Bogy	OogyBoog	
Bomb	Blaze	
Borrass	Revenge	
Bounty Man	Bite	
Boxed Set	Meteor	
Brachosaur	Disaster	
Brainpan	Blow Fish	
Brawler	Stone	
Brontaur	Fire 3	
Buffalax	Slow 2	
Bug	Stop	
Cactrot	Blow Fish	
Cephaler	Husk	
Ceritops	Giga Volt	
Chaos Dragon	Disaster	
Chaser	Plasma	
Chicken Up	Quake	
Chimera	Aqua Rake	
Cirpius	Haste	
Cluck	Quake	
Coelecite	Magnitude	
Commander	Break	
Commando	Reflect	
Covert	Wind Slash	
Crasshopper	Berserk	



Crawler	Step Mine
Crawly	Heartburn
Critic	Condemned
Cruller	Slimer
Crusher	Lifeshaver
Dahling	Cure 2
Dante	L3 Muddle
Dark Force	Clean Sweep
Dark Side	Ice 2
Dark Wind	Break
Deep Eye	Dread
Delta Bug	Mega Volt
Didalos	Merton
Displayer	Doom
Doberman	Bite
Doom Dragon	Northern Cross
Dragon	Revenge
Drop	Muddle
Dueller	Mega Volt
EarthGuard	Big Guard
Eland	Bio
Enuo	Clean Sweep
Evil Oscar	Bio
Exocite	Scissors
Exoray	Virite
Fidor	Pounce
Figaliz	Dischord
Flan	Slimer
Fortis	Fireball
Fossil Fang	Sand Storm

Gabbledegak	Vanish
Garm	Demi
Geckorex	Break
General	Cure 2
Ghost	Bolt 2
Gigan Toad	Slimer
Gigantos	Magnitude 8
Gilomantis	Shrapnel
Gloom Shell	Net
Gobbler	Shimsham
Goblin	Bolt 3
Gold Bear	Gouge
Grease Monk	Shell
Grenade	Blaze
Great Behemoth	Fire 3
Guard	Critical
Hades Gigas	Magnitude 8
Harpiai	Aero
Harpy	Cyclonic
Harvester	Haste
Hazer	Bolt 2
Heavy Armor	Tek Laser
Hemophyte	Shock Wave
Hermit Crab	Net
Hipocampus	Flash Rain
Hoover	Sand Storm
Hornet	Iron Needle
Humpty	Poison
Ing	Lifeshaver
Innoc	Virite

Insecare	Flap
Intagir	Pep Up
Io	Flare Star
Iron Fist	Stone
Iron Hitman	Dischord
Joker	Bolt 2
Junk	Pep Up
Karkass	Bolt 3
Kiwok	Imp
Land Worm	Magnitude 8
Latimeria	Magnitude 8
Leafer	Incisor
Lethal Weapon	Gravity Bomb
Lich	Fire 2
Lizard	Break
Lobo	Tusk
Lunaris	Face Bite
Luridan	Land Slide
Madam	Pearl
Mad Oscar	Sour Mouth
Magic Urn	Cure 3
Mag Roader (brown)	???
Mag Roader (purple)	???
Mag Roader (red)	???
Mag Roader (yellow)	???
Maliga	Remedy
Mandrake	Raid
Mantodea	Wind Slash
Marshal	Wind Slash
Mesosaur	Step Mine

Mind Candy	Sleep Sting	
Misfit	Lifeshaver	
Mover	Merton	
M-Tekarmor	Tek Laser	
Muus	Pep Up	
Nastidon	Blizzard	
Nautiloid	Ink	
Neck Hunter	Imp	
Necromancer	Doom	
Nightshade	Charm	
Ninja	Water Edge	
Nohrabbbit	Cure 2	
Ogor	Storm	
Opinicus	Slide	
Orog	Pearl	
Osprey	Shimsham	
Osteosaur	X-Zone	
Outsider	Pearl	
Over Grunk	Bane Touch	
Over Mind	Elf Fire	
Pan Dora	Revenge	
Parasite	Giga Volt	
Parasoul	Flash Rain	
Peepers	Pearl Wind	
Phase	Blow Fish	
Pipsqueak	Imp	
Pluto Armor	Tek Laser	
PM Stalker	Drain	
Poplium	Cling	
Poppers	Stone	

Power Demon	Flare	
Primordite	Numblade	
Proto Armor	N/A	
Prussian	Land Slide	
Psycot	Lifeshaver, Float	
Pterodon	Fire Ball	
Pug	Break	
Punisher	Bolt 3	
Rain Man	Bolt 3	
Ralph	Tackle	
Reach Frog	Slimer	
Red Fang	Drain	
Red Wolf	Rush	
Repo Man	Exploder	
Retainer	Shock	
Rhinotaur	Mega Volt	
Rhinox	Life 3	
Rhobite	Life	
Rhodox	Snare	
Rhyos	Surge	
Rider	Virite	
Rinn	Fire	
Samurai	Lullaby	
Sand Horse	Sand Storm	
Sand Ray	Tail	
Scorpion	Poison	
Scrapper	Elf Fire	
Scullion	Dischord	
Sea Flower	Sleep	
Sewer Rat	Incisor	

Sky Armor	Tek Laser	
Sky Base	Doom	
Sky Cap	Megazerk	
Slam Dancer	Ice 2	
Slatter	Cave In	
Slurm	Slimer	
Soldier	Fire	
Soul Dancer	Osmose	
Spectre	Fire	
Spek Tor	Blaster	
Sp Forces	Safe	
Spit Fire	Tek Laser	
Sprinter	Aero	
Steroidite	Blizzard	
Still Life	Lullaby	
Stray Cat	Catscratch	
Suriander	Aqua Rake	
Tap Dancer	Slow 2	
Telstar	Sonic Boom	
Templar	Fire 2	
Test Rider	Flash Rain	
Toe Cutter	Shrapnel	
Tomb Thumb	Step Mine	
Trapper	L3 Muddle	
Trilium	Bio	
Trilobiter	Poison Barb	
Trixter	Fire 2	
Trooper	Swing	
Tumble Weed	Lifeshaver	
Tusker	Blizzard	

Tyranosaur	Meteor	
Uroburos	Quake	
Ursus	Net	
Vaporite	Blaze	
Vectagoyle	Aqua Rake	
Vectaur	Pearl Wind	
Vector Pup	Bite	
Vermin	Scan	
Veteran	Condemned	
Vindr	Acid Rain	
Vommammoth	Blizzard	
Vulture	Shimsham	
Warlock	Pearl	
Wart Puck	Rasp	
Weed Feeder	Berserker	
Were-Rat	Poison	
Whisper	Demi	
Wild Cat	Blaster	
Wirey Dragon	Cyclonic	
Wizard	Demi	
Woolly	Frost 3	
Wyvern	Cyclonic	
Zombone	Condemned	
Zone Eater	N/A	
*****		

SETZER GABBIANI

"A blackjack-playing, world-traveling, casino-dwelling free spirit..."

Setzer is a very unique character, in that he's not a stereotypical character at all. He only has love for his airship and gambling, so he is basically an airship riding gambler. This affects his statuses in battle, as his weapons are mostly based on gambling items, like cards. His unique special skill also

focuses on gambling. He has a pretty interesting backstory that involves his best friend who died, and he's an important character, in that he is the one who gives the party the airship that they'll fly in throughout the game.

=====  
SETZER'S SKILL: SLOT/GP RAIN  
=====

I'm not a huge fan of the Slot skill, due to the randomness of it all. Sometimes, the effects will be awesome, and sometimes it will come up on something that actually harms the party. It's up to you on whether or not you want to use it. GP Rain is a skill he can get if he equips the Coin Toss Relic. This allows him to throw gold at the enemy and cause damage. 1 damage point per every gold piece used. This is effective later in the game when you have a ton of extra GP and nothing to do with it.

-----  
STRAGO MAGUS  
-----

"An elderly gentleman, pure of heart, and learned in the way of monsters..."

Strago is the stereotypical old man wise sage of the game. He denies who he is at first, but you'll soon find out that he is a descendant of the Mage Warriors, just like Terra. His Lore skill is pretty cool. It acts sort of like a blue mage skill, or the enemy skill materia in FF7. When an enemy uses an attack on him, he can sometimes learn it to use. Other than that, he's not a terrific character. He has a high magic statistic, but I rarely found myself ever really using him unless I absolutely had to.

=====  
STRAGO'S SKILL: LORE  
=====

As mentioned above, Strago has a blue magic-like ability that allows him to sometimes use enemy skills he has learned. He can even learn an enemy skill if he is knocked out! Some of the enemy skills suck, but some are pretty good and will help you a lot throughout the journey.

=====  
LIST OF LORES  
=====

This is a list of all the lores that Strago can learn in the game.

\*\*\*\*\*  
| | AQUA RAKE |  
\*-\*  
MP	22
Learned	Vectagoyle, Rhyos, Chimera
Element	Water
Description	Hits the enemies with a lot of water damage.
\*\*\*\*\*

\*\*\*\*\*  
| | AERO |  
\*-\*  
MP	41
Learned	Doom Gaze, Tyranosaur, Sprinter
Element	Wind
Description	Hits a group of enemies with lots of wind damage.
\*\*\*\*\*





```
| Element | None |
| Description | Randomly will nullify a random elemental attack. |
*****

| | | L? PEARL |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| MP | 50 |
| Learned | Dullahan, Critic, Dark Force |
| Element | None |
| Description | The ? represents the multiple of the singles digits of your |
| | current GP. If the enemy level equals it, it deals damage. |
*****

| | | L3 MUDDLE |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| MP | 28 |
| Learned | Apokryphos, Goblin, Dark Force |
| Element | None |
| Description | If the enemy's level is a multiple of three, muddle is cast. |
*****

| | | L4 FLARE |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| MP | 42 |
| Learned | Apokryphos, Goblin, Dueller |
| Element | None |
| Description | If the enemy's level is a multiple of four, flare is cast. |
*****

| | | L5 DOOM |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| MP | 22 |
| Learned | Sky Base, Didalos, Dark Force, Trapper |
| Element | None |
| Description | If the enemy's level is a multiple of five, doom is cast. |
*****

| | | PEARL WIND |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| MP | 45 |
| Learned | Sprinter, Peepers, Dark Force, Vectaur |
| Element | None |
| Description | The entire party is healed equal to the caster's current HP. |
*****

| | | PEP UP |
*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*-*
| MP | 1 |
| Learned | Junk, Flan, Muus |
| Element | None |
| Description | The caster dies to fully heal and remove all status effects |
| | of another party member. |
*****
```



MP	??
Learned	Pug, Mesosaur, Grease Monk
Element	None
Description	Damage dealt is equal to 1/32 of the amount of steps you've taken. MP cost is equal to your playtime times two.

\*\*\*\*\*

	STONE
--	-------

MP	22
Learned	Iron Fist, Brawl
Element	Earth
Description	Causes damage and muddle status. If the enemy is of equal level to the caster, the damage is multiplied by eight.

\*\*\*\*\*

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RELM ARROWNY

-----

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

Relm is yet another character I did not find too much use for during the game, but again, results will vary. She is the ten year old daughter of Strago that was pretty much included just so Strago can have a useful part in the storyline, and so Ultros can figure out he's an octopus. Surprisingly, she does have a huge strength, and that is her ability to use magic. Her magic statistic is the highest in the game, better than anyone else's. Her strength suffers as a result, as she is by far the weakest physical attacker of the bunch, but if you need a magic user, you could do worse than her.

=====

RELM'S SKILL: SKETCH

=====

Too bad her Sketch skill is pretty much useless, and represents one of the few skills I found very use for whatsoever. She can sketch an enemy, and sometimes it will work and she will perform the enemy's attack on it. Sort of like a weird blue magic skill I suppose, but I like Loes and rages way better. It's like Square decided they didn't have a skill for her, and threw this poor attempt in. Most of the time when she sketches, it's just a physical attack, and she sucks at those anyways. If she equips the Fake Mustache Relic, you can control an enemy and choose which attacks they'll do on the party, but again, is that useful at all?

-----

GOGO

-----

"Shrouded in odd clothing... is this a man? A woman? Or should we ask...?"

Gogo is the oddest character in the history of Final Fantasy games, barely surpassing Quina from FF9. Not much is known about this person at all, besides the fact they dress up in weird clothing and can mimic the action the last character in battle took. The most useful ability that Gogo has is the ability to add in any three commands you want. Gogo can Blitz, use Sword Tech, even Runic! In addition to the Mime skill, it more than makes up for their bad statistics.





and Terra is attracted to the Esper (no, not in that way!). Now Terra is alone/

You wake up in the single returner's house. He will show you the Slave Crown. Make sure to head to the lower left-hand corner of the house, as the clock houses an Elixir. Go out through the back and head into the mines, ignore the soldiers along the way. There is a save point once you get inside the mines, make sure to save there, because a tough part is coming up. Head north, collecting the item along the way, and that is when you will be cornered by the Imperial Guards. The ground breaks and you fall unconscious into the lower areas.

Now, Locke and his moogles come along, and you have to clear out a section of soldiers that approach you. I just say take the weakest party first, then the next strongest. You should clear out most of the soldiers with those two groups alone. I advise taking Locke's group of moogles along for the boss battle with the Commander, as he is the hardest of the soldiers, so you will want Locke and his power/abilities.

```
=====
--- BOSS FIGHT!!! ---                               | COMMANDER AND TWO LOBOS |
=====
```

Again, not exactly the trickiest bosses in the world. I assume you brought the group led by Locke in, so this shouldn't be too difficult at all. Locke can either steal or attack, the others can only attack at this point. The commander runs away after you kill the two lobos, so it is up to you on whether you want to kill the lobos first or not. The commander is definitely the more dangerous of the two, though, so choose wisely.

```
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After completing this, Locke takes Terra outside, showing her a secret along the way. Head into the Training Center if you want for some free information, healing, and strategies, if you need it. After doing that, head outside Narshe. Say goodbye, because you will not be coming back for a while. Head south to Figaro Castle.

```
+++++
```

## 2. Overworld and Figaro Castle

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```

ENEMIES: Leafer, Dark Wind, Sand Ray, Areneod, M-Tek Armor

ITEMS: Phoenix Down, Soft, Tonic, Antidote

Once you are inside Figaro Castle, you will meet up with King Edgar, who will become a member of your party soon. Name him and then he will tell you that he must do something, so rest in the beds. I would head outside at this point and gain some levels in the desert, just use Terra's fire spell to win the battles easily. You can always come back to the castle to rest if you are seriously injured.

When you are ready, talk with the Matron in the west wing. After doing this, return to the throne room and speak with King Edgar. You can buy tools now, so get them all and go down to speak with Kefka. He will make some demands and then leaves. Get all the chests, do some shopping, then save your game. Now go to the right hand tower and sleep in the room. During the night, the Empire will attack the Castle.

The party escapes via Chocobos and are attacked by MagiTek Guards. These guys are simple, use magic with Terra for a funny scene. You will end up seeing this scene the first time you use magic, though. Next, head to South Figaro through the cave to the southeast.

+++++

### 3. Figaro Area Cave

+++++

ENEMIES: Hornet, Crawly, Bleary

ITEMS: Tincture x2, Phoenix Down, Recovery Spring (place, not item)

Here are some basic tips to this cave.

-There is a recovery spring just inside the cave. If you visited the Beginner's Hall in Narshe, then you already know about these. Stop in the middle of the spring and your entire party will be healed, plus their MP will be restored. There is no limit to how many times you can use the recovery spring.

-Thanks to Edgar's Noise Blaster, it is easy to stock up on healing items while venturing through the cave. Use the Noise Blaster to confuse the enemies, and then have Locke steal from them. If an enemy recovers, you can eliminate them or use the Noise Blaster again. Also, take note that Edgar's Auto Crossbow is great for eliminating the large groups of enemies that often appear inside the cave.

-The chests inside the cave contain some very basic items that come in handy. If, however, you are willing to hold off on opening the chest until later in the game (I will tell you exactly when later when you get to that point of the game), you can receive better items, such as a Thunder Rod or X-Potion.

-Here is a quick walkthrough through the cave, although it is pretty simple to figure out, anyway. Enter the cave and head north to the recovery spring. After leveling up here, head to the door on the right. Head to the door on the upper left hand corner and head over to get the chest containing a Tincture. Exit and go over to the right hand side of this room to get a chest containing another Tincture. Head all the way over to the left if you really need a Phoenix Down, otherwise save the chest for later. Head up the door in the middle of the lower section of the cave to enter another door, which leads to the exit of the cave. Now head over to South Figaro.

+++++

### 4. South Figaro

+++++

ENEMIES: Rhodox, Rhintaur, Grease Monkey

ITEMS: Tonic x3, Soft, Antidote, Eyedrop, Green Cherry, Warp Stone, Phoenix Down, Hyper Wrist, Running Shoes, 500 GP, 1000 GP, 1500 GP, Tincture, Elixir

LATER ITEMS: Elixir, Iron Armor, Heavy Shield, Regal Cutlass, X-Potion, Ribbon, Ether, Earrings

Make sure to check out all the crates, pots, and boxes here, because a lot of them contain basic items that could prove to be very valuable. In this town, you will find out about Duncan, Vargas, and Sabin. Head outside the town and head northeast to Sabin's house. Here you can rest for free (mumbles something



about a good place to level up). When you leave his house, talk to the old man outside to learn that Sabin is in Mt. Kolts. Had back to South Figaro, buy some Antidotes and Eyedrops for the battles on Mt. Kolts, then head northeast to the Mountain.

++++  
5. Mount Kolts

++++  
ENEMIES: Brawler, Trillium, Tusker, Cipius, Ipooh, Vargas (Boss)

ITEMS: Tonic (Sabin's Hut), Guardian, Atlas Armlet, Tent x2

Here is a hint real quick before I take you through the walkthrough of this place. There are Brawlers all over Mt. Kolts. These tough fighters carry Bandanas, which Locke can steal from them. Try to get a few of them, because they are slightly better armor than the Plumed Hats you can purchase in South Figaro. Also, keep in mind that you can sell any extra Bandanas for additional GP.

Now here is the walkthrough of this place. You start off by going north through the hole. Now head up the stairs and go southeast through the next hole. From here, head east to go through the next hole, then head south and go through the hole to get the Guardian. Head back in and go north until you find the bridge. Head east and keep on pushing through the wall until you head through it, and head through the hole. Here you will find a chest containing the Atlas Armlet.

Head south through the hole and go back to the bridge. This time, head up the bridge and head through the hole. Go northeast, around the bend, and go through that hole. Go through the first hole you see and then go south through that hole to get a Tent. Go back up two and go left through the next hole. Head right through the bridges and go through the hole. Save your game here then head out, go around the loop until you see Vargas.

=====  
--- BOSS FIGHT!!! --- | VARGAS AND TWO IPOOHS |  
=====

You have to deal with the Ipoohs first, since they are blocking you from attacking Vargas. Use any multi-target attacks you have. I find that Edgar's Auto Crossbow works really well for this particular occasion, as well as most other occasions. Terra can use a spell that targets both, while Locke does his usual habit of either stealing or attacking. It'd be wise to use him as a curer, as well, if you need it, since he is the only one of the three that does not have a multi-target attack right now.

After you take care of the Ipoohs, it's time to finish off Vargas. He has a high amount of hit points, though, and he is STRONG, so be wary and heal as needed. You no longer need to focus on multi attacks, but still have Terra use a spell while Edgar attacks or uses the Crossbow. Locke can heal, usually, and steal in the rare occasion he doesn't need to heal. After a while, Sabin will come in. Keep your normal routine, adding Sabin attacks to the mix. After a while, he will realize he needs to use a special attack. Select Blitz, then push left, right, left, and X. He will unleash the blitz and the battle will be over.

=====

Sabin becomes a member of your party after the battle with Vargas. Quickly check his equipment and relics, because you may have useful items for him.

Also, examine Sabin's skills in the main menu and check out his Blitz commands. Sabin starts with three: Pummel, Aura Bolt, and Suplex. Start practicing them now.

After you kill Vargas, make your way out of the mountain through the open doorway Vargas no longer blocks. Now save your game here at the save point. Go north to find an opening in the mountain. It is on the right, and inside is the Returner's Hideout.

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+++++
6. Returner's Hideout
+++++
ENEMIES: Rhintaur, Grease Monkey, Rhodox
```

ITEMS: Phoenix Down x2, Antidote, Tincture, True Knight, Air Lancet, White Cape, Green Cherry, Potion

After entering, follow the guard around until you get to Banon's room. After talking to him, head up to the treasure room in the northwest corner and loot everything there. Make sure to go through the hidden passage in the right wall of this and go through the invisible path to get the White Cape relic. After doing this, you can walk around and stop at the inn or buy stuff if you want.

Then head outside where Banon is waiting. First, tell him "no" then go back inside and the man in the storage room will give you a Genji Glove. If you say "no" to him three times you will view a scene and the guard will end up giving you the Genji Glove, anyway. If you go to Banon and tell him "yes" without getting the Genji Glove from the guy in the storage room, Banon will give you the Gauntlet. Locke will split from the party to scope out South Figaro after the Empire invades. Banon joins you and you head for the raft on the Lete River.

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+++++
7. Lete River
+++++
ENEMIES: Nautloid, Exocite, Pterodon, Ultros (Boss)
```

ITEMS: none

There is not much here I can do in terms of a walkthrough so I will give you some basic tips to help you along the way, just choose the right path and you will get to Ultros soon enough.

The Lete River is a twisting mess of channels. Your goal is to figure out the path to the end. Each time the raft stops, choose one of the listed directions. If you choose poorly, you get returned to a point you have previously passed, which forces you into additional encounters. Also note that there are two save points along the way.

You can easily boost your characters' levels near the beginning of the river. At the first Save Point, go into the sub-menu. Go to "Cmd., Set" select "Short" and press the X button. You can now place Banon's health spell in place of the fight command. This means that he will cast his health spell every turn. Back on the river, select to go up the river at the first intersection and then tape down the X button and tape the D-Pad in the up position. The raft will then circle the area and your characters will fight and heal automatically. Leave the game running in this fashion over night, and the next day you will find that your character's level has increased

significantly.

If Banon gets K.O.'ed at any time during your trip down the river, you will be forced to start over from the Returner's Hideout or wherever you last saved on the river. To prevent this from occurring, make good use of Banon's Health skill, which heals the entire party without using MP. Also, conserve Terra's MP to heal Banon if his HP gets too low. Edgar's Noise Blaster comes in handy by turning away enemy attacks from Banon and the rest of the party. Make sure you stick Banon in the back row. This will offer him a bit more protection, which is worth it although it cuts down on the power of his attack.

After a while, you will find the boss, Ultros.

```
=====
--- BOSS FIGHT!!! ---                               | ULTROS |
=====
```

This is the first time you meet up with this octopus, but it certainly won't be the last, as Ultros is the typical "fight him six times or so" boss we've all come to know and love from the Final Fantasy series. Believe it or not, this is actually the hardest Ultros battle in the entire game. That is because you have Banon on your side, and Banon cannot die. It's very possible Banon will die, however, so that is what makes this battle so challenging.

Have Terra use fire or cure magic, while Banon uses his healing magic to heal everyone. Keeping him healthy is a must, but Ultros has a nasty tentacle attack that can knock him out in a hit or two. :( If you have a Genji Glove, and you really should, put it on Edgar and have him attack with the two swords for decent damage. Otherwise, use a tool. Sabin should use his Pummel Blitz every round. As long as you keep Banon healed, you'll win, but like I said, it's easier said than done.

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=====
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```
-----SEPARATE QUESTS-----
- After the battle with Ultros, you must choose which character (s) you will -
- control next. You will eventually take all three groups through their      -
- adventures, so pick your favorite character and enjoy.                      -
-----
```

```
=====
IF YOU CHOOSE
=====
```

```
-----
Edgar, Terra, and Banon - go to #8
Locke - go to #9
Sabin - go to #11
-----
```

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+++++
8. Edgar, Terra, and Banon's Quest (Narshe)
+++++
ENEMIES: 1st Class, Wild Rat, Dark Side, Repo Man, Vaporite, Spectre, Rinn

ITEMS: Rune Edge (Chest in Moogle's Lair)
```

Because of Terra's bad reputation in Narshe, you will not be able to stroll through the front gate. Instead, you must use Locke's secret door next to the Training Center to get into the Narshe Mines. Before you go, you may want to

use the recovery water inside the Training Center to restore your party's HP and MP.

You are now in the mines. There is a security point here, though. As you enter this room, you will see a white star that resembles a Save Point. Watch the star takes through the room, which is the only safe route. Follow the star's path exactly to reach the opposite side, if you do not you will have to go through a battle and then start over from the beginning.

NOTE: If you go the wrong way, a chain of light surrounds your party. When caught, you can avoid going into battle if you "tag", press the X button, the gold link in the light-chain that surrounds the party. If you manage to touch the gold light, the chain is broken and your party can move on without fighting or starting over.

This quest is over once you speak with Arvis. You will either get the chance to choose from any remaining quests, or the story will pick up with all the characters congregating in Narshe.

-----  
Locke - go to #9  
Sabin - go to #11  
Complete - go to #19  
-----

+++++  
9. Locke's Quest (South Figaro)

+++++  
ENEMIES: Merchant, Officer, Heavy Armor, Vector Pup, Commander

ITEMS: Elixir (Clock in secret passage), Iron Armor, Heavy Shield, Regal Cutlass, X-Potion, Ribbon, Ether, Earrings

Locke is alone in South Figaro. This is a long scenario, it may seem, but it is actually quite easy and profitable. First, equip Locke with weapons, armor, and relics. Find the save point in the basement of your house you start off right next to. Then go to the Item Shop. Find the merchant and fight him. During the battle, select the "Steal" command and you will steal the clothes off of him. Sometimes you can get a Guardian Knife off of this guy, as well, but you are really looking for the clothes here.

Now Locke looks like a Merchant. Go over to the old man's house and now you can pass through because you look like a Merchant. Now go to the basement of caf\_, after you buy whatever you want to buy. Inside, fight another soldier, and steal his clothes, too. Steal his Cider from the table, and go back to the old man's house. Give the old man his cider. Then go back downstairs and talk to the grandson. Give him the password "Courage" and he will allow you to pass. He will open a passage for you now.

This passage will lead to Owzer's house. Walk across his beds here and behind the bookshelf. Take the stairs down, and when offered to change clothes, it really does not matter which one you choose. I can tell you about a secret here, as well. Go straight down from the place where the game asks if you want to change clothes or not. Then go down the hidden steps inside the wall you are in. Thanks to Shadow Fighter and his guide for this tip, as my damn strategy guide did not mention this secret. You get Running Shoes here.

Now, go back up the stairs and then go to the first door on the right. Watch the scene then go into the room. Release Celes then steal the Clock Key from

the sleeping soldier. Equip Celes as necessary and then go out and one door to the right. A save point is here, so save your game. Head to the last door on the right and go through this next section. It is a small maze of winding hills and hidden passages. Here is a quick walkthrough of it.

Head right and go through the passage. On the other side, get the Iron Armor and then head through the northern passage. Head up here and head right, through the passage. Go down and right to get the two chests, containing Heavy Shield and Regal Cutlass. Head up and left and then head south through the passage. About halfway down, head left, about halfway across head down to go through the secret stairs. Get the X-Potion, Ribbon, and Ether (all the way in the south) and head up, back through the stairs. Go up the passage, then right, then down. Go all the way down, then left. Get the earrings, and head all the way right to go through the escape route.

+++++  
10. Locke's Quest, continued (Figaro Area Cave)  
+++++  
ENEMIES: Primorde, Gold Bear

ITEMS: None

Did you leave the treasure chests unopened the first time you came through this area? If so, it is time to collect. Most of the chests will now contain much better items than they did earlier. Proof that good things come to those who wait!

Head to the Recovery Spring and exit the mine to face the boss, Tunnel Armor.

=====  
--- BOSS FIGHT!!! --- | TUNNEL ARMOR |  
=====

Tunnel Armor is a decent challenge, but if you follow Celes's advice, you should really have no problem. Every round, have her use her Runic Blade. This will absorb the Tunnel Armor's magic attacks. Locke should either steal or attack. Heal as needed, and the battle will soon be yours.

=====

NOW WHAT? After defeating Tunnel Armor, Locke and Celes will exit the mine on their own. You are now prompted to choose your next adventure.

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Terra, Edgar, and Banon - go to #8  
Sabin - go to #11  
Complete - go to #19  
-----

+++++  
11. Sabin's Quest (House on the Veldt)  
+++++  
ENEMIES: None

ITEMS: None

You start off at the base of a river. Head east and go into the house, which turns out to be Gau's father's house. Talk to Shadow and have him join you. Head outside and talk to the merchant and purchase 99 Shuriken for Shadow to

use during the battle. Then head inside his house and talk to Gau's father. Rest in his bed if you like, then head outside and head south until you reach the patch of desert near the bridge, which is the Imperial Camp. Save before entering it.

+++++

## 12. Sabin's Quest (Imperial Base vs. Doma Castle)

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ENEMIES: Soldier, Leader, Doberma, Templar, Grunt, Cadet, M-Tek Armor, Kefka, Telstar

ITEMS: Star Pendant, Mythril Glove, Green Beret

Once you are inside the Imperial Base, listen to the soldiers for a little bit and when they are done talking, go into the tents to the left and right. The tent on the left does not have anything in it, but the tent on the right has a treasure chest. When you approach the treasure chest, you have one of two choices. If you choose "Kick It" you can avoid the sentry dog and avoid a battle. Now head out of the tent and head down the path.

Watch the scene involving Kefka. He seems to be up to no good. Then watch another scene, this time involving Doma Castle. When you are Cyan, simply attack the Commander. If you use the Sword Tech "Retort" you can kill him in one hit, which makes the battle very simple. Then the camera view goes back to the Imperial Base, with Shadow and Sabin. Keep hitting Kefka in each battle, you have to do this a few times so don't worry too much about it. Fight the soldier, but it is too late. Kefka, like the bastard that he is, has poisoned Doma Castle!

The camera switches back here again, and as Cyan, you will see the King die. Head to the basement and get the Remedy from the pot near the dead soldier. Then go to the upper right door on the floor above, in the same area where you saw the King die. Watch the little scenario there, then head back to Imperial Base, this time with Cyan. Walk up and talk to Cyan to help him fend off the soldiers. Then you will hop onto that Magi Tek armor, as it saves you again. Leave the Base the same way you came in, you will ditch the armor at the end.

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## 13. Sabin's Quest (The Phantom Forest)

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ENEMIES: Ghost, Polium

ITEMS: None

This side perspective may seem odd at first, but it is not that tough to follow. Just head to the right and look for passages in the background and foreground. It is possible to get turned around if you take the one wrong path, which drops you off near the entrance. Do not worry, though, because there is a recovery spring here, so you can afford to explore. I would recommend leveling up here if you can, although the ghosts do not give much experience points at victory, at all.

From the entrance of the Phantom Forest, follow the path right to the end. Go up into the next screen to find the Recovery Spring. Go right to the end and go down into the next screen. Go right and then up into the next screen. Walk right and take the first path up to reach the Phantom Train station.

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14. Sabin's Quest (The Phantom Train)

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ENEMIES: Whisper, Hazer, Bomb, Still Going, Over-Mind, Specter, Phantom Train (Boss)

ITEMS: Earrings, Monster-on-a-Box, Hyper Wrist, Phoenix Down x2, Sniper Sight

Hop aboard the train, and watch the scene. The party decides there has to be a way out, so try to exit the train the way you entered. Then they will realize that there is no way out, so you have to go through the train. Go to the caboose and save your game. Talk to the ghost inside the caboose and he will join your party. There are two things you should know about Ghosts. First, their Possess attack will completely eliminate an enemy. Unfortunately, it also eliminates the Ghost, so do not use it unless you do not mind losing your friend. Second, Ghosts take damage from healing items, so healing a Ghost during battle is impossible. However, healing items work normally on Ghosts outside of battle.

Now, head left and enter the fourth car. A spirit will lock you in the fourth car. Defeat the spook and you will be placed outside, but your situation will not improve. Climb the ladder on the side of the car and make a daring leap to the sixth car. To leave the evil spirits behind, enter the sixth car and throw the yellow switch on the wall. This detaches the other cars from the train. Flipping the yellow switch again will enable you to enter the sixth car.

If you stop at the middle table of the dining car, you will be treated to a free meal, which restore your party's HP and MP. Different party leaders give different reactions. After doing this, head out and around to the other side of the car to get the Earrings relic. Go left some more. Fight Ziegfried if you want, he is a pushover but he steals the item from the chest after he wins, anyway.

Keep heading left, save your game, then head left to the last car, the engine. When you reach the engine, inspect the top left corner of the room to find instructions on how to stop the train. The note tells you how to shut off the first and third switches on the wall, and then it says to throw a switch near the engine's smokestack outside. Doing so throws you into a battle with the Phantom Train.

=====  
--- BOSS FIGHT!!! --- | PHANTOM TRAIN |  
=====

Phantom Train has one main attack that really can give you fits: Acid Rain. Fortunately, it doesn't use this attack very much, but when you do, you'll have to heal right away. It does over 125 HP of damage to every character. They'll also start to lose HP at regular intervals afterwards. Your three characters are Sabin, Shadow, and Cyan. Cyan should use his Level 1 SwordTech or heal, Shadow should throw Shuriken or heal, and Sabin should use the Pummel Blitz as always.

Or, if you're lazy or cheap, you can just throw a Phoenix Down at it. Since the Phantom Train is undead, this will destroy it instantly.

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Now, Cyan's family departs on the Phantom Train. This is a pretty sad scene, one of the saddest in the game. Talk to Cyan to make the scene go forward. You will now leave the Phantom Forest. Head south, then east, then north through the mountains until you get to Barren Falls.

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15. Sabin's Quest (Barren Falls)

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ENEMIES: Piranha, Rizopas (Boss)

ITEMS: None

When you reach Barren Falls, Shadow will leave your party. There is a chance he may even leave before that point after a battle. Either way, there is nothing you can do to get him back for now, so do not try to do anything to get him back. Instead, jump off the edge of Barren Falls.

-----  
--- BOSS FIGHT!!! --- | RIZOPAS |

The only annoying part about this battle is that you have to fight a bunch of pirahnas before it, and you don't get a chance to heal before this battle. Otherwise, it's not too hard. Keep healed at all times, because Rizopas will sometimes do an attack called El Nino that does 250-300 damage to both characters. Have Sabin use his normal Pummel Blitz, while Cyan does his Level 1 SwordTech or heals with potions.

You first meet Gau when you arrive at the Veldt, but he quickly disappears. As you make your way to Mobliz, you are bound to run into Gau a few times. He will beg for food, but you do not have anything to offer him. Attack him and he will run away.

+++++

16. Sabin's Quest (Mobliz)

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ENEMIES: All of the regular enemies in the game

ITEMS: None

When you first enter the town, before doing anything else, make sure to talk to everyone in the town. After speaking with everyone in the town, you will learn two things. First, the wild child, Gau, likes Dried Meat. One villager mentions throwing Dried Meat into a pack of animals once, which caused Gau to appear. Second, you will hear of the Serpent Trench, which can take you to a town known as Nikeah. Unfortunately, you need an underwater breathing device that was recently stolen from Mobliz.

After talking with everyone, you should do three things. First, buy weapons and armor for your characters at the Shops. Then equip your characters with these weapons and armor. After doing this, buy one or two Dried Meats to feed Gau (these Dried Meats restore 150 HP per character, by the way). Next, there is a way to get the Tintinabar relic in this town. First, talk to the injured soldier. Then go into the delivery house. Send the item. Then go to the shop at the top of the town. Choose buy then exit the menu. Go back to the soldier's house and read the new letter. Do this about 6 times and he will give you the Tintinabar Relic (restores a character's HP while walking) instead of just a letter.

There is a way to avoid the inn in this town. The Inn at Mobliz is not cheap. Instead of wasting 100 GP to rest there, go to the Relic Shop at the back of



the town. There is a bed in the back that you can sleep in for free.

Now return to the Veldt, and save your game progress. After a battle, you will eventually meet up with Gau. Instead of attacking him, you now can feed him, so select the Dried Meat from your item inventory and use it on Gau. The hungry wild child will gobble down the food and join your party in appreciation of the kind act.

Gau has a skill that enables him to learn the attacks of creatures found in the Veldt. This is the only area in the world where Gau can learn these attacks, and once he learns them, they can be used at any time during battle anywhere in the world.

Teaching Gau a new attack is simple, but time confusing. Wander the Veldt until you get into a battle. Have Gau "Leap" into an enemy(ies) you want to learn from. The battle will end, and Gau will no longer be in your party. Continue fighting on the Veldt, and Gau will eventually reappear with a new "Rage" skill.

Gau learns skills from the enemies he disappears with, and from any enemies in the battle in which he reappears. You can use a skill by selecting Gau's Rage skill in battle, and then choose one of the monsters listed. Once Gau goes into Rage mode, you lose complete control of him. He will continue to use the selected beast's attack until the battle ends.

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#### 17. Sabin's Quest (Mount Crescent and Serpent Trench)

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ENEMIES: Actaneon, Anguiform, Aspik

ITEMS: Elixir, Diving Helmet, X-Potion, Green Beret

Head south until you reach Mount Crescent. Head in. From the entrance of this place, head up and all the way to the left. Search inside the hole for an Elixir. Head up and right, do not go to the northwest unless you want to lose 500 GP. Follow the path around until Gau finds something shiny. Guess what that is? He gives it to you, so now you can conquer Serpent Trench. That is south of here, by the way. Go down and jump off the side. You are now in Serpent Trench.

The Serpent Trench is full of monsters, so be prepared to fight. Watch out for Anguiforms. Their Aqua Rake attack can easily knock out injured characters. Make sure you heal your party members in any cave you find. As you travel, always take the right path when given a choice. There are a couple of caves to the right that have some useful items. Caves also provide the only opportunity for you to heal your characters in between battles. When you finally leave the Trench, you will end up in Nikeah.

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#### 18. Sabin's Quest (Nikeah)

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ENEMIES: None

ITEMS: Elixir

There is not much to do in this town except shop. You should definitely purchase armor, because there are a lot of new items to find. Do not neglect to buy for people who are not in your party yet. They will need new equipment

soon. Also, stop by the local Pub. There is a funny scene inside between Cyan and a dancing girl. When finished shopping, speak to the captain of the boat docked at Nikeah. He will give you a ride to South Figaro. After you set sail, Sabin's quest is essentially finished. After a short conversation, you are prompted to choose your next scenario, or you will be in Narshe if you have completed the other two scenarios.

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Terra, Edgar, and Banon - go to #8  
Locke - go to #9  
Complete - go to #19  
-----

+++++  
END OF SCENARIOS  
+++++

+++++  
19. Narshe (Kefka's Assault)  
+++++  
ENEMIES: Trooper, Bounty Man, Heavy Armor, Fidor, Rider

ITEMS: Elixir (Clock in Elder's House), Wall Ring (Chest in Old Man's House), Sneak Ring (Chest in Old Man's House), Hyper Wrist (Chest in Old Man's House), Thief Knife (Chest in Old Man's House), Earrings (Chest in Old Man's House), 5000 GP (Chest in Old Man's House), Sleeping Bag (Training Center), Tincture (Training Center), Tonic (Training Center)

Once everyone has reached Narshe safely, it is time for a decisive battle. Save at the save point at top of the mountains. You can split up the party in one of two ways: balance or power. With a balanced party, you can have a main group of three characters and two guard groups with two characters apiece. A power group focuses on a main group of four, and two guard groups with the remaining three characters.

Either way, place your guard troops at the end of the trails so that the enemy cannot get past without fighting. Send the main group out to plow through the onslaught and onto Kefka.

You do not need to defeat all of Kefka's army, so a power group can easily blast through while fighting a minimal amount of battles. Also, keep in mind that you can heal between battles. Do not send a weak party against Kefka or the last of Kefka's guards.

=====  
--- BOSS FIGHT!!! --- | KEFKA |  
=====

This battle really is dependant on who you have in your party. If you have a Level 15 Cyan and Celes, you won't have any issues. If you don't, you might. A Level 15 Cyan can perform his Level 4 SwordTech, which causes a ton of damage. Celes can use her Runic Blade, absorbing Kefka's magic. Kefka uses powerful spells that can cause some decent damage, so have Terra be the healer. Sabin can blitz, Locke can steal or attack, etc.

=====  
You have won the battle and will now regroup at Narshe. De-equip all the guys

you won't take with you, then take three characters in your party (so you can have Shadow). I recommend taking Locke, Edgar, and Sabin. Once again, you will find a lot of new items in the shops around town. Make sure you buy only what you can afford. The Inn is very expensive, however, you can cheat the Innkeeper out of his money by sleeping in the back room of the weapon shop.

Also, there is always the recovery water in the training center. Do not miss out on all of the free items. Head to the southwest house to get a bunch of free stuff, including the Thief Knife. There is one locked chest you cannot open yet, so do not worry about it right now. Head out of Narshe and go back to Figaro Castle, it is in the same place as it was before.

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20. Overworld and Figaro Castle

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ENEMIES: Leafer, Dark Wind, Sand Ray, Areneod, M-Tek Armor

ITEMS: none

Upon reaching Figaro Castle, you are supposed to go directly to see the old man. But stay for a little while, especially if you have Sabin and Edgar in your party. Explore the castle and take a nap in the castle's chambers. You can get a 50 percent discount at the shop if Edgar is in your party and is the leader, so stock up on Items here, get some new Tools here also if you do not have them yet. Once you are done, go down to the engine room (near entrance, left hand stairs) and talk to the old man. The castle will submerge and come out on the other side!

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21. Kohlingen

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ENEMIES: Fossil Fang, Vulture, Iron Fist, Red Fang, Mind Candy, Over Gunk

ITEMS: Elixir, Green Beret, Hero Ring (Pot in House north of Kohlingen)

Your main purpose in this town is to find out if anyone witnessed the flying creature. Sure enough, you will find that there are several signs of the creature's visit. One witness will point you south towards the town of Jidoor, so that seems to be your next stop. Before heading there, however, you can do a few things here. Several people in town mention a house to the north. If you head that way, you will discover a man who dreams of one day owning a coliseum. You can also find a Relic, the Hero Ring, hidden in a pot.

Back in town, you can also learn more about Locke if you visit two of the houses. Locke's old flame, Rachel, lived in this town and visiting her home sparks some painful memories for Locke. There is a hidden chest in the home on the northeast corner of town. To get it, you must enter through the back door and then search behind the suit of armor. You will find a Green Beret inside this.

++++  
22. Jidoor

++++  
ENEMIES: none

ITEMS: Tincture

There is some good shopping in Jidoor, but that seems to be about it at the moment. The Auction House may seem intriguing, but there is nothing going on there at this point in the game. You will also hear talk of an Opera House to the south, but for the moment you do not need to go there unless you want to check it out.

By talking to Jidoor's citizens, you learn that the creature was seen flying north toward the town of Zozo. Although you do not learn much about Zozo, you may get the feeling that it is not a very friendly place. Stock up on weapons, armor, and healing items because you will need them in Zozo. You may want to consider renting a Chocobo for the long journey north to conserve your party's energy.

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23. Zozo

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ENEMIES: Hades Gigas, Slam Dancer, Harvester, Gabledagak, Dadaluma (Boss)

ITEMS: Tonic, Thief Glove, Tincture x2, Potion, Fire Knuckle, Chain Saw, X-Potion, Running Shoes

MAGICITE: Ramuh, Stray, Siren, Kirin

Zozo is anything but a friendly town, but what do you expect with the constant downpour and dark streets? Lying seems to be the only acceptable form of communication, and thugs fill the streets. Expect to get attacked regularly while walking around town. Make sure you have saved your game before entering the town, and consider Zozo to be extremely hostile.

Here is a quick tip about stealing items from enemies in this town. Hades Gigas: use Edgar's Noise Blaster to confuse this enemy. This gives Locke an opportunity to steal an Atlas Armlet Relic from the enemy. It also causes the Hades Gigas to waste its MP by casting Magnitude 8 on itself, which saves your party a lot of damage. As a general rule you can steal a lot of good items from the enemies in Zozo, but they also might try to steal from your party, as well.

Go west from the moment you enter the town until you reach the Inn. Go inside the building to be in the clock room. Touch the clock on the wall, and it will ask you to set the time. After I stumbled along the clues around the town, I discovered the answer to be 6:10:50. Get the chainsaw and leave. Go south to the entrance to the big building. Go inside, and begin climbing the steps. When you reach the dead end, simply go back down one flight, go to the window to jump across. Then jump to the next building, climb more steps, and then recross the buildings. Go all the way up. Here you will find Dadaluma.

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--- BOSS FIGHT!!! --- | DADALUMA |  
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Dadaluma is annoying due to his high HP, decent attacks, and wide variety of supportive magic. He also starts to heal himself with potions as the battle goes on, so use your strongest attacks possible. No physical attacks here, use skills and magic for the best effects. Note that when he starts summoning in Iron Fist enemies, he can just replace them if you kill both. Therefore, leave one or both and keep focusing your attacks on Dadaluma. They are automatically defeated once you deplete Dadaluma's hit points, and you can actually confuse the Iron Fists and have them start attacking their master. :)

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You are about to receive your first four Magicite crystals. Magicite is the remains of a defeated Esper. Each character can equip one Magicite crystal in the Skills menu. By equipping Magicite, a character can assume the lost Esper's powers. Over time, the character will learn new spells from the Esper's Magicite, and will no longer need to have the Magicite equipped to use the spells. This is accomplished with Magic Points won in battle. Also, while a character has an Esper equipped, he/she can summon the Esper into battle. This is very handy, because each Esper has a different attack and some are more powerful than others.

As your characters learn from Espers, they can trade Magicite crystals so that everyone can have the same list of spells as everyone else. Note, however, that it takes a lot of time and effort. Also, some Espers have bonuses connected to them that characters receive when leveling up. For example, whenever a character equipped with Ramuh levels up, that character's Stamina increases by one point. Use these bonuses to help round out your character's vital statistics.

At the top of the building, you will reach Terra. Approach and Ramuh will appear. You will read more story, and you get to receive the first shards of Magicite! Walk back one screen, and you will see the other party members waiting for you. If you warp out, you will have to climb all the way up the building to reach them. The reunited party leaves Zozo. Locke, Celes, and two people of your choosing will go on the mission to beat the Empire. You can go back to Narshe if you wish to change the party, but please note that Locke and Celes must remain in your party for now. Head back to Jidoor on foot, and enter the town.

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24. The Opera House  
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ENEMIES: Sewer Rat, Vermin, Ultros (Boss)

ITEMS: none

When you reach Jidoor, grab some rest and refill your supplies of items. You should head outside town and battle until everyone has learned the basic spells, as they will come in handy for the Opera House. When you have learned some spells and have refilled your items, head up to the house all the way on the northern side of Jidoor. Pick up and read the letter left by the Impresario, then head south from Jidoor until you reach the Opera House.

Go to the dressing room to find the Impresario. Ultros will enter here, and he reveals a plan that the party does not know about, but oops the silly octopus dropped his letter! Now head to the dressing room to talk to Celes. Just remember her lines "Oh my hero...", "I'm the darkness...", and "Must I...". That's all there is to it. Go out on stage and perform these lines. Now Ultros gets ready to push the 6 ton weight onto Celes' head, but look it will take him a few minutes.

Now, Locke can get up and walk around. Head down to the dressing room, before you get there you will read Ultros' letter. Hurry back to the Impresario and inform him of this. Run to the right side of the balcony and speak with the man there. He will tell you to throw the switch on the right side of the wall. After doing so, race back to the left side of the balcony and head through the door to the rafters.

To cross the rafters, you must get past a bunch of rats. You can dodge the

rats if you cross any beams at the right time, but running into a rat initiates a battle. Quickly eliminate any Vermin, and then destroy any remaining Sewer Rats during a battle. If you destroy the Sewer Rats first, the Vermin will call in reinforcements. Remember that you only have five minutes, so you may want to run from battle or use Smoke Bombs to escape if time is short.

=====  
--- BOSS FIGHT!!! --- | ULTROS |  
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Ultros is not as challenging as he was last time, as you no longer have an idiot that's easily dead to protect, but he is still a decent challenge. He has improved his skills and has better magic. It would help a great deal to equip some relics that protect against Imp and Confuse status effects, because he likes to cast spells that cause these nasty status effects. Confusion is the main one you will want to avoid, as having characters attack either other is just not that much fun. If a character gets confused, attack them immediately. Use your espers and skills to put Ultros away. He is not a very strong physical attacker, and the status effects will be your biggest concern throughout the battle.

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Locke will get up to save Celes in the play, but then Setzer comes in with his airship and takes Celes away! Inside the airship, he leaves her for a moment, and Celes helps her friends in. Setzer returns and says he will help you, but under one condition. He wants to marry Celes. The party finds a way out by using Setzer's gambling addiction against him. They flip a coin, but both sides are the same. So now you own the Airship.

After gaining control of Setzer's Airship, you will automatically head for your next destination. Once there, you should jump back onboard the ship and take advantage of its features. There are other men onboard the Airship. One will heal your party, another will sell you items, and the last will enable you to un-equip characters that are not in your current party so you can redistribute equipment.

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#### 25. Albrook

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ENEMIES: Giga Toad, Chitonid, Peepers, Gilmantis, Mesosaur, Black Dragon, Earth Guard, Osprey, Lunaris

ITEMS: Tincture, Elixir, Potion, Warp Stone

There is not much to do here except shop, which is fine. Take a moment to stock up and get your party ready for the battles to come. When you are finished, you may want to find the far-off towns of Tzen and Maranda.

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#### 26. Tzen

+++++

ENEMIES: Giga Toad, Chitonid, Peepers, Gilmantis, Mesosaur, Black Dragon, Earth Guard, Osprey, Lunaris

MAGICITE: Sraphim (purchase for 3,000 GP in World of Balance or 30 GP in World of Ruin)

You cannot get the Magicite right now. At this point, all you really want to do in Tzen is purchase some new items. There are plenty of shops to visit. Also, there is a hidden Chocobo Stable in the woods to the east of town. You should rent one if you plan to go to Maranda before heading to Vector.

++++  
27. Maranda

++++  
ENEMIES: Giga Toad, Chitonid, Peepers, Gilmantis, Mesosaur, Black Dragon, Earth Guard, Osprey, Lunaris

MAGICITE: Revivify, Remedy

Remember the wounded soldier in Mobliz? His lost love is here in Maranda. Make sure to pay her a visit! There is a hidden Chocobo Stable outside of town. Search in the southern parts of the woods to the east of Maranda.

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28. Vector

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ENEMIES: Guard, Garm, Commando, Proto Armor, Pipsqueak, Guardian

ITEMS: none

Upon arrival in Vector, you may be in serious need of rest. The Inn offers a "free" stay, but there is a hidden cost. In the middle of the night, a thief will steal 1000 GP from the party. Fortunately, you can avoid this. Check out the smallest house in town. When asked about your allegiance, respond that you are not loyal to the Empire, which prompts a fight with two Guards. After defeating them, the house's owner will gladly restore your party's HP and MP for free.

The entrance to the Imperial Palace is heavily guarded. If a soldier spots your party, you will be forced into battle. Even if you do get past the soldiers, you will find the Guardian, a large, seemingly invincible machine protecting the entrance. Still, this is a great place to build levels and earn GP if your characters need a level boost.

The Returner Sympathizer is hiding behind some crates near the entrance to the Magi Tek Factory. Speak with him, and then follow his orders. Climb onto the box and then sneak past the guards.

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29. Magitek Factory

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ENEMIES: Garm, Commando, Pipsqueak, Proto Armor, Trapper, General, Ifrit (Boss), Shiva (Boss)

ITEMS: Flame Sabre, X-Potion, Tincture, Thunder Blade, Remedy, Dragoon Boots, Gold Shield, Tent, Gold Armor, Gold Helmet, Blizzard, Zephyr Cape

MAGICITE: Ifrit, Shiva

There is a lot of stuff in here, so I am going to tell you how to get all of it in these next two paragraphs. Go down the stairs and go to where the little hook is moving back and forth. Press A to jump onto it, get the chest and then

jump back across. Now go right and enter the second little pipe that is to the right of the stairs. Grab the chest then climb back through the pipe and enter the first pipe. Grab the treasure chest and go across the conveyor belt for another two treasure chests.

Now get on the conveyor belt to go down a level. Down here you will find five chests: one on the left side, one on the right side, one through a door just to the left of where you entered, one at the bottom, and one in a small room to the east of the room with the gold helmet in it. On the right wall there is a spot where you can go between two walls to enter a pipe that leads to two more treasure chests. That is how you get all the treasure chests in here.

When you are ready to fight the two bosses, step onto the conveyor belt to the right of where the last belt dropped you off. You will see Kefka drop a couple of Espers onto a conveyor belt. When you can move, follow the Espers. Save in the room in the upper left hand corner, then head out and talk to the esper on the left, it is now time to fight the two bosses, Ifrit and Shiva!

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=====
--- BOSS FIGHT!!! ---                               | IFRIT AND SHIVA |
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Ifrit is fire based, and Shiva is ice based, so two guesses on what strategy you should utilize in order to defeat these two espers. (In case you're slow or haven't seen FFX's tutorial, use fire on Shiva and ice on Ifrit.) You may have equipped the special weapons found in the factory that have elemental properties. If you did, make sure to avoid attacking the wrong creature with the wrong blade, because it will heal them. After a while, they will sense Ramuh's presence and join your cause.

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Continue by going through the door Shiva was blocking.

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30. Magitek Research Facility
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ENEMIES: Rhinox, Gobbler, Trapper, Chaser, Mag Roder, 024 (Boss), Number 128
(Boss), Crane (Boss)
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ITEMS: Break Blade

MAGICITE: Unicorn, Maduin, Shoat, Phantom, Carbunkl, Bismark

Enter the Facility and head down and all the way to the left. Before you head up through the door, go to the far left end of the hall. Now go down next to the holding tank and search around, you will find the Break Blade. Now head up through the room, at the end of the next room is the first of 3 bosses in this scenario, 024.

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--- BOSS FIGHT!!! ---                               | NUMBER 024 |
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This is not a very challenging fight, but it is a gimmicky one. 024 will randomly change its elemental weakness with Wall Change. Use Scan to figure out what it's weak against at the time, and take advantage of it until he Wall Changes again. Rinse and repeat while staying healed and using your strongest skills, like Tools and Blitzes. 024 doesn't have a lot of serious attacks, but he can take advantage of you if you're not careful and properly healed up.



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Now head up and go to the far north wall and press the switch. You will get six espers: Unicorn, Maduin, Shoat, Phantom, Carbunkl, and Bismark. Kefka will now come out of nowhere again and Celes zaps herself, Kefka, and his guards away. Talk to Cid and follow him down, save your game, then ride the rails. As you travel, Mag Roaders will periodically attack. Eliminate them quickly, and make sure you keep your party's HP up because you will not get a chance to heal between battles. As you near the end, Number 128 will challenge you.

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--- BOSS FIGHT!!! --- | NUMBER 128 |  
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After fighting several random battles in a row without a chance to heal, make sure to heal at the beginning of the battle. After doing so, keep healed throughout the battle. Number 128 is another gimmicky boss battle, as you may have expected. Number 128 has three body parts: body and two arms. The two arms are easy to kill, but quickly regenerate. However, it may prove beneficial to kill the arms, in order to reduce the physical capabilities of Number 128.

Otherwise, focus all your attack strength on the body. The body has a lot of hit points, and will therefore take a while to kill, even if you use your strongest attacks like Cyan's Retort SwordTech and Terra's Bolt magic (his weakness, by the way.) As long as you keep the attacks up and have a dedicated healer focused on healing the party as needed, you shouldn't have too many issues.

=====  
You will now see Setzer, and watch the scene. You will try to escape the city with the airship but Kefka sends two cranes after you, it is time for another boss battle!

=====  
--- BOSS FIGHT!!! --- | CRANES |  
=====

The Cranes are not as easy as you may expect. The crane on the left is strong against lightning magic, and the crane on the right is strong against fire magic. Therefore, avoid using these attacks on the cranes. If you do so, you will power them up and make them stronger. Once the crane powers up to level 3, it will cast a strong spell on your entire party. They spend the entire battle either casting strong magic attacks, or powering each other up by hitting each other with fire and lightning, so this battle will not be easy.

How to win? Well, start by having a minimum of one or two characters focused on healing. That leaves two or three for using their strongest attacks. I'd flat out recommend not using magic at all. If you do, cast Fire on the left crane and Lightning on the right crane for good damage. Instead, focus on attacks like Sabin's Blitzes and Cyan's SwordTechs. Setzer, your newest party member, will be a big help as well. His slot attacks will either heal the party or deal decent damage on the cranes.

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31. Esper World  
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ENEMIES: none

ITEMS: none

This is a pretty simple scenario, follow the checklist if you need any assistance. You shouldn't need any, though, because there are no enemies or anything to worry about. After doing this scene (Gestahl kills Madonna!), you now have control of the airship. Now that everyone is back together, you can change your party around if you like. To change your party, simply speak with any one of your characters inside the ship. Remember to take the time to equip Setzer and Terra properly.

There are a few things you can do now that you have an airship at your disposal. First, you should revisit the town of Tzen. In the northeast corner of town, there is a thief hiding in the woods. Talk to him, and you can purchase a Magicite crystal, Sraphim, that he stole from the Magitek Research Facility after your assault. The price is a little steep (3000 GP), but well worth it. If you want, you can hold off until later in the game and get the same piece of Magicite for 30 GP, but that opportunity is a long way off.

You can return to Mobliz and assist the wounded soldier a second time by sending a letter to his love in Maranda.

The auction house in Jidoor is open for business. Stop by and check out some of the auctions. You can actually win a couple of Espers at the auction, if you are willing to pay the price. Come back here regularly.

Figaro Castle now has a new Tool for sale, the Drill. It is not cheap, but you should definitely pick one up. Just make sure that Edgar is elading your party so you can get the Drill for half price.

When you are done everything, head over to Narshe.

+++++

32. Narshe

+++++

ENEMIES: none

ITEMS: none

Enter the town, and the guard will lead you to Banon. Talk to him, and you should go to the Imperial Base. But stick around here for a little bit. Due to the impending war, most of Narshe's shops have received some powerful new items. Check out every store, and take along lots of GP!

Remember that chest you couldn't open earlier? Return to the treasure house and check on it. Upon doing so, you will find Lone Wolf, the guy who was locked up in Figaro Castle's prison, busy tinkering with the locked chest. He will run away with the treasure, but all is not lost.

Chase the thief through Narshe towards the mines. Inside the mines, take the first right and follow the path until you catch up with Lone Wolf. Now you must make a choice. You can either get the treasure, a Gold Hairpin, or you can save Mog. Gold Hairpins are very, very rare, but Mog will join your party if you save him. The choice is yours, but who could stomach letting a little fuzzy guy like Mog fall off a cliff?

If you choose Mog, you can find another Gold Hairpin later in the game. If you take the item, you will find Mog later in the game, as well. However, you will benefit more from having Mog now than you will the Gold Hairpin.

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### 33. Cave to the Sealed Gate

+++++

ENEMIES: Lich, Apparite, Zombone, Ing, Ninja, Kefka

ITEMS: Assassin, Tempest, Coin Toss, X-Potion, Ether, Genji Glove, Tent, Ether, Elixir, Magicite, Ether, Atma Weapon, Magicite, Magicite

First you will enter the Imperial Base. If you enter this place and Terra is not in your party, the guards will kick you out. So make sure to bring her along with her, and if you do not have her, go get her from the airship! In the building is a treasure room with a locked chest, you can come back here soon enough though to unlock it. Make your way through to the other side of the base and then exit. Head east and you will enter the Cave to the Sealed Gate.

In the room after the one with the moving bridges, pull the switch that you can find on the bridge. The path opens, follow it to get the Genji Glove. Now go back and take the path to the right. Go up and pull the switch on the left side. A door opens, enter it, get the chest, and save your game. If you pull the switch on the right side, you will have to fight Ninja. Pull the switch on the next bridge and go down to the stairway it makes. Search the ground in the area that is below the stairway, there are 4 hidden treasures here. This is what the Ninja refers to after you kick his ass.

Go through the hole after you see the chest and hidden stuff. Step on the two switches, and go down then left. Step on that switch and a door opens, enter it to get some treasures. Leave the room and go back to the far right bridge, then head up. Pull the switch, cross the bridge, then pull yet another switch. This is fun =). Go up and left across the bridges. There is a chest, which is really a switch, so push A next to it. Return back to your right. Grab the chest up the stairs then go down and exit the room. Go up the stairs in the next room and you are at the Sealed Gate.

Watch the scene and after everything happens, go back through the Imperial Base, head back to your airship, and head to Vector. Along the way, the Espers will attack and you lose control of the ship, crashing just outside of Maranda. Your next stop should be Vector, but that is a long walk from the crash site. Search the woods northwest of the crash site to find a Chocobo Stable to rent out a chocobo if you do not feel like fighting your way to Vector.

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### 34. Imperial Palace

+++++

ENEMIES: Commando, Mega Armor, Special Forces

ITEMS: Gale Hairpin, Revivify, Tincture, Back Guard, Potion, Soldiers

You have to talk to all the soldiers here. I will tell you how to talk to as many as possible, since I am not good at maps. First, talk to the two soldiers outside the throne room. Then go down and talk to the other soldier. Then head right and go through the door that leads to the long stairwell. Ignore the first door and keep going. Go up the first set of stairs and head through the door. Talk to the people there, then go through the door on the bottom, towards the left.

Talk to the soldier that is standing right there where you are, leave that

area, then climb the steps up. Go out the door, talk to the soldier near you, go to the top of Vector and talk to the two Magi Tek Armored soldiers (yes, they count, too.) Go through the door and defeat the soldier. Go back out, then head down and then left. Before entering the left stairwell, go up and talk to the soldier if he did not wander down near the door. Go in the door and talk to the soldier.

Then head down the first and second flights to the first floor. There are a bunch of soldiers here, so talk to them all. Make sure not to miss the guy that is lying on the bed. Then head through the upper-left door. Beat the soldier, then leave the area. Go down the last flight and skip the door at the bottom, there is nothing in there except treasure chests, and you can always come back to get those later if you wish. Leave the inside of the palace. Leave the inside of the palace.

First, take the steps left and talk to the man guarding the steps outside of the palace. Then talk to the Armored soldier that is furthest to the right. Talk to the Armored soldier on the left, and you have to fight him. Beat him and then the banquet will start. During the Banquet, Gestahl will ask you many questions. Follow the answers listed below to receive the highest score possible. Also note that when you take a break, you should talk to Gestahl's soldiers, who challenge you to a battle. Once the battle ends, return to the banquet room to continue the discussion.

+++++  
QUESTIONS  
+++++

-----  
Each guard talked to: 1 point each (24 points total)  
-----

-----  
Each guard fought: 4 points each (20 points total)  
-----

-----  
Who to toast?  
Empire: 2 points  
Returners: 1 point  
Hometown: 5 points  
-----

-----  
About Kefka?  
Leave him in jail: 5 points  
Let him go: 1 point  
Execute him: 3 points  
-----

-----  
About Doma?  
What's done is done: 1 point  
That was inexcusable: 5 points  
Apologize again!!!: 3 points  
-----

-----  
About Celes?  
Was she a spy?: 1 point  
-----

Celes is one of us!: 5 points

We trust Celes: 3 points

---

Any questions?: 2 points each

(-10 points if the same question is asked twice)

---

About the Espers?

They have gone too far: 5 points

But you unleashed their power!/: 2 points

---

Which question asked first?

Answer correctly: 5 points

Answer incorrectly: 0 points

---

Care for Rest?

Take a rest. - 5 points

Keep talking. - 0 points

---

Anything you would like me to say?

All I want is peace: 3 points

The war is over: 5 points

I am sorry: 1 point

---

Do me a favor?

Yes: 3 points

No: 0 points

---

The banquet ends now. You will be stopped by Gestahl's trooper and the party will be rewarded. What you receive depends upon your final score:

+++++  
0-39 Points: South Figaro is liberated  
40-49 Points: South Figaro and Doma Castle are liberated  
50-59 Points: South Figaro and Doma Castle are liberated, and the Imperial Base's stock room is unlocked.  
60-69 Points: South Figaro and Doma Castle are liberated, the Imperial Base's stock room is unlocked, and the party receives a Tintinabar  
70+ Points: South Figaro and Doma Castle are liberated, the Imperial Base's stock room is unlocked, and the party receives a Tintinabar and Charm Bangle  
+++++

If Gestahl opens the Imperial Base's supply room for you, go there before you head to Albrook. There are a lot of rare items and GP waiting for you. Also, don't forget about South Figaro and Coma Castle. You cannot go there right now, but later you can get items from both places that you might have missed earlier.

Once you get to Albrook, go to the dock and get on the boat. Talk to General Leo. After you are through there, go to the Inn and take a nap. When you wake up, return to the ship and talk to Leo and you are on your way.

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### 35. Thamasa and the Burning House

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ENEMIES: Balloon, Flame Eater (Boss)

ITEMS: Eyedrop, Phoenix Down, Green Cherry, Soft, Echo Screen, Fire Rod, Ice Rod

Once your ship lands, follow the light green path and then go out into the peninsula to get to Thamasa. After talking to Strago, equipping your party (including buying stuff, hint hint), take a nap at the Inn. He will wake you up in the middle of the night. His granddaughter Relm is trapped inside a house that is burning up on fire, so he wants you to help save him save her, so HE will join YOUR party. Just thought I would make that clear. =)

The burning house is somewhat of a maze but it is not that bad. You will see lots of small flames dancing on the floors inside of the building. If you get too close to a flame, you fight Balloons. If this occurs, make sure you equip Ice Weapons if you have them, such as the Ice Rod, which Strago wields well. You should also equip Shiva, the Ice Esper, and be prepared to use lots of Ice magic. Flames are very susceptible to ice attacks. By the way, do not forget that Strago is new to your party and could use some refitting, such as Relics and an Esper.

The maze is pretty simple. From the entrance, head up one. Then head up through the next door. Head over and head through the door on the right hand side, the one on the left is a trap. The door on the right here has a Fire Rod, so grab it, but do not equip this. Head out and go through the left door. The door on the right has an Ice Rod, grab it and equip it if you do not already have it equipped. Head out, then through the left door. Go up through the door and it is boss time!

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--- BOSS FIGHT!!! ---

| FLAME EATER |

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Flame Eater obviously has a weakness against Ice, so take advantage of that by having one character cast their strongest Ice spell, while another summons the Shiva summon. Occasionally, Flame Eater will summon some Balloons to help him out. Fortunately, your newest party member, Strago, comes with a Lore named Aqua Rake that kills the Balloons and does serious damage to Flame Eater. Once he casts Reflect on himself, cast Reflect on your party and cast the Ice magic at your party. It will reflect off them and hit the Flame Eater.

=====

Shadow will save you and then leave again. Relm will be left behind, and Strago will go with you. Head west to the Espers Gathering Place.

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### 36. Espers Gathering Place

+++++

ENEMIES: Slurm, Admancht, Abolisher, Mandrake, Insecare

ITEMS: Heal Rod, X-Potion, Chocobo Suit, Tabby Suit

Enter the place and head up, left, then down to get the treasure chest containing the Heal Rod. The doors on the left and north are dead ends, so head to the one on the right. Head up and over through the next door. Head up, right, and then down. Examine the statues and you have to fight Ultros.

-----  
--- BOSS FIGHT!!! ---

| ULTROS |

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Finally, a really simple Ultros boss battle. All you have to do is exploit his weakness of fire over and over again by casting your strongest fire spells. Have the others use their physical attacks. You really should not even have to heal. Once his HP is done in enough, Relm will appear and draw a picture of Ultros. Ultros will figure out he is really an octopus, and the battle will be over.

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+++++  
37. Floating Continent

+++++  
ENEMIES: Sky Armor, Spit Fire, Ultros (Boss), Chupon (Boss), Air Force (Laser Gun and Missile Bay and Speck, Boss), Dragon, Brainpan, Misfit, Apokrypos, Gigantos (Boss), Behemoth, Ninja, Wirey Dragon, Atma Weapon (Boss), Naughty, Nerapa

ITEMS: Murasame, Monster-in-a-box, Beret, Elixir

Pick a party of three and head up to the deck of the airship. Choose "Find the Floating Continent". As the party heads for the Floating Continent, they are attacked by the entire Imperial Air Force. You must fight a seemingly never-ending assault of Sky Armors and Spit Fires until Ultros shows up. The battles are not difficult, but you will want to heal between them to save time in battle. Eventually, one of your characters will notice something strange headed your way. Check the back of the ship to find Ultros, approach him and the battle will begin.

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--- BOSS FIGHT!!! ---

| ULTROS AND CHUPON |

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Keep hitting Ultros with fire spells again, until Chupon shows up. Then, start focusing your spells on both targets, while keeping healed. Chupon is stronger than Ultros and has some decent magic, so make sure to have a dedicated healer. Once the battle is over, Chupon will blow the party off the air ship, right into the next boss battle.

-----  
--- BOSS FIGHT!!! ---

| AIR FORCE |

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The Air Force is another gimmicky boss, as it has three targets from you to choose from. The main body is the main focus of your attacks. The Laser Gun and Missile Launchers are its attack specialists, and if you kill them, you severely reduce the damage that Air Force can perform on you. However, if you kill these two weapons, the Air Force will launch a little speck that prevents you from casting magic until you defeat the speck. It's not a big deal, but you'll need to rely on healing items until the speck is destroyed.

Strategy wise, you might as well target your attacks and spells on all three parts. Once the two weapons are killed, kill the specks with physical attacks, then target the main body with attacks like Blitzes, Swordtech, and Level 2 spells. Setzer's slots may come in handy if you have him on your team, as well.

=====  
You will land near a save spot. Save, then see Shadow below. Take him with you. Go right and you will see a seemingly solid wall, but it is not as solid as it seems. Just press up against the wall and it will magically open up. When you come to a blue orb, examine it and you will get the sword Murasame. Go as far as you can to the right and push along the wall until you find a path leading to another blue orb. This triggers a battle with the legendary Gigantos.

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--- BOSS FIGHT!!! --- | GIGANTOS |

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This is your first optional boss in the game, as you find him in a treasure box. The best way to defeat this powerful enemy is to have Cyan in your party. Cast Vanish on him and everyone else, and they will be invisible from Gigantos's powerful attacks. While they are protected by Vanish, unleash Level 2 spells, blitzes, whatever it is you may have. Use Cyan's Level 4 SwordTech, Quadra Slam, for some nasty damage and Vanish will not disappear. You can keep him under vanish for the entire battle if you have him use Quadra Slam over and over again!

=====  
When you beat Gigantos, you get the Hardened. Now go back to your left a little bit until you see a little mark on the upper wall. Press here and a passage will open up. Go up and step into the center of the square. When you reappear go down as far as you can and then press up into that little mark on the wall. Now go right and down, then right again. Follow this path and enter the transporter. Go down and as far as you can and then go right. Follow this path until you encounter a fork in the road.

Go right and step on the switch. Go to your right and get the Beret from the blue orb, then head to the path that opened when you stepped on the switch. Go down the transporters and save your game at the save spot. Then go back up and enter the transporter. You have a choice of entering the airship again, but would you want to go through all of that again? Head left and up until you reach Atma Weapon.

=====  
--- BOSS FIGHT!!! --- | ATMA WEAPON |

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Atma Weapon is a scary boss, with the coolest boss theme in the game, and one of the coolest in the entire series. It has lots of powerful magical attacks, and will cause lots of damage each turn. Therefore, have two people dedicated to healing, while the other two attack him with their strongest possible attacks. Using Cure 2 over and over each round on everyone will reduce MP quickly, so either use an Osmose spell or bring along some Tinctures and have one of your attackers randomly stop the onslaught to heal some healer's MP. You really need to keep healed or Atma Weapon will exploit you in a hurry!

=====  
Watch the scene then you can control Celes. There is not a lot of ground to cover between the statues and the Airship, but you do not have a lot of time.





ITEMS: None

All you really need to do here is to buy some stuff if needed and then head north to Tzen. Let me tell you what you can find here.

First, you need some information. Talk to everyone in town to learn a lot about the state of the world. Kefka's located in a large tower north of Albrook, and exacts vengeance on anyone who opposes him with something called the Light of Judgement. You will also hear about some legendary monsters that have been unleashed on the world. The most notable comment is about something called Crusader and the eight dragons that guard it.

Also, there is a painter who sold a portrait of Emperor Gestahl to a man named Owser in Jidoor. Lastly, and most importantly, you will learn that someone like Celes was here recently looking for friends. Who can it be? A woman tells you that he is heading north to Tzen, so Tzen is your next destination.

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3. Tzen

+++++

ENEMIES: Hermit Crab, Pun Stalker, Scorpion

ITEMS: Heal Rod (Chest in Collapsing House), Pearl Rod (Chest in Collapsing House), Tincture (Chest in Collapsing House), Hyper Wrist (Chest in Collapsing House), Magicite (Chest in Collapsing House), Drainer (Chest in Collapsing House)

When you enter this town, head up the stairs. Kefka's Light of Judgement hits the town and the townspeople go absolutely berserk! Head to the back of the town, where you will see Sabin holding up a house (damn, is he strong or what?). He tells you that a little child is trapped in the house, so of course you should go in and find the child. He can only hold the house up for 6 minutes, however, so you only have 6 minutes to go in, find the child, and get out.

Before you head in, make sure to prepare yourself. Save outside the town, and make sure you either have a Ribbon or Jewel Ring relic equipped. That way, the stone status will not affect you. Some of the enemies in here have the ability to turn you to stone, and if they connect with it, it is game over, so make sure to have one of those two relics equipped.

Head into the house and collect the treasure chests as quickly as you can. There are two treasure chests to avoid, which are the ones in the top left-hand corner of the second room, and the bottom right hand corner of the room the child is in. Escape from battles or use your strongest magic spells, find the child (head up, left, down, left, up to find the child), and get out of the house as quickly as you possibly can.

When you exit, Sabin will join your party. You can buy some stuff here, including the Sraphim Esper if you didn't earlier, otherwise head out and head east to Mobliz. Make sure to equip Sabin properly, and to save your game. You would not want to go through all of that again.

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4. Mobliz

+++++

ENEMIES: Phunbaba (Boss)

ITEMS: Phoenix Down

MAGICITE: Fenrir

I was guessing Terra is going to be in this town, for various reasons. Follow the kid into the house and then go down the stairs. Here, you will find Terra. Watch the flashback, then leave the house and Phunbaba will attack the village. Terra tries to defeat it, but cannot. Then Sabin and Celes go at it. It's boss time!

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--- BOSS FIGHT!!! --- | PHUNBABA |  
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Terra starts this battle by herself, but it is impossible for her to win it by herself. Just hang in there until Celes and Sabin make their inevitable debuts into the fight. Now, pound away with the two, choosing one to heal once in a while. I hope one of them has Cure 2. Celes' Runic skill will come in handy when healing is not needed, as she can absorb the powerful magic attacks of Phunbaba. Make sure to constantly keep everyone's hit points over 1000 though. If the hit points are under 1000, don't worry about blitzing and runic for the time being and just healing.

-----

You will automatically get the Fenrir Esper as you leave Terra. However, Celes and Sabin are bound to need rest after the battle. Go to the Relic Shop at the back of town, and use the bed there. Now, leave the town. If you do not want to walk to the Serpent Trench, there is a hidden Chocobo Stable in the forest south of Mobliz. For 100 GP, you can ride in comfort to the town of Nikeah instead of battling enemies every few feet. Nikeah is at the end of the Serpent Trench, and it is a very long walk. The choice is up to you.

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5. Nikeah

+++++

ENEMIES: Bloompyer, Delta Bug, Lizard, Buffalax

ITEMS: None

MAGICITE: None

First, look around town and buy some stuff. The stores on Nikeah have lots to offer, but they are pretty expensive. You should stock up on the latest in protective wear - Diamond Vests, however, it will cost you 48,000 GP for four of them! Add on Diamond Helms and Diamond Shields, and you are looking at a lot of GP. Of course, if you really want to splurge, hold off until you get to South Figaro and go for Diamond Armor instead of Diamond Vests.

Next, head to the pub and speak with the thieves. They will mention something about their leader, Gerad. Where can he possibly be? Head by the armor shop to find him. Is it just me or does Gerad look a lot like Edgar? He will question you and then head off to the ship, follow him and you will board the ship and be off to South Figaro.

+++++

6. South Figaro

+++++

ENEMIES: Nohrabbbit, Sand Horse, Maliga, Latimeria

ITEMS: None

MAGICITE: None

There is not much to do in this town, at all. Go to the Cafe and talk to everyone. Go into the door marked Inn and straight through to Gerad's room. After talking to Gerad, the thieves will leave town. When you are done shopping, head west to the Cave of Figaro. First, remember Sabin's teacher, Duncan? Speak with his wife to learn that Duncan is alive and well, meditating north of Narshe. Maybe this information will come in handy later. After talking to her and shopping, head out of here and head west to the Cave of Figaro. Make sure to save your game here before going in, just in case.

+++++  
7. Figaro Area Cave

+++++  
ENEMIES: Neck Hunter, Cruller, Humpty, Dante

ITEMS: None

MAGICITE: None

As you will enter, you will find Siegfried (remember him?). He says to wait there but do not listen to him. Move on until you see the thieves hop across the turtles. Do the same. This is a new part of the cave but there is nothing really here because all of the damn treasure chests were looted by the damn thieves. Keep on going until you reach Figaro Castle.

+++++  
8. Figaro Castle

+++++  
ENEMIES: Neck Hunter, Cruller, Humpty, Dante, Drop, Tentacle (Boss)

ITEMS: Crystal Helm, Gravity Rod, Ether, X-Potion, Regal Crown, Soul Sabre

MAGICITE: None

Enter the castle and go down the stairs to the left. The old man is no longer blocking your way. Head up and go down the stairs. Here, head down and go through the door. Go straight down and collect the two treasure chests (Crystal Helm, Crystal Rod). Head up and over and then head down to get two more treasure chests (Ether, X-Potion). Head up here, through the door. Go up the stairs here, then go up and left through the door. Get the treasure chest here (Regal Crown). Backtrack back to the room with the four treasure chests and go through the middle door. Go up here and head through the door, Edgar is here and it is boss time!

=====  
--- BOSS FIGHT!!! --- | TENTACLE |  
=====

The biggest problem with this boss battle is that there are four tentacles and only three party members. In addition to this issue, the tentacles will randomly grab onto a character and hold onto them, making them unusable in battle for the time being. The good news is that this boss is easily beatable with some patience, and nothing compared to some bosses you've faced before or later. If a tentacle grabs onto the character, immediately start attacking the tentacle until he releases the character.

As for a particular strategy for this boss, I'd recommend using Fire Dance Blitz as it hurts three of the tentacles pretty severely, followed by a Crossbow attack from Edgar. Celes can either heal or use magic on all the tentacles. Repeat this pattern and the boss will eventually die. You can either focus your attacks on one tentacle at a time, or all four. I prefer all four as it makes the battle quicker, but focusing on one at a time would probably be easier, albeit slower.

=====

When you win, check the treasure room after the thieves leave. They opened every treasure chest, but they forgot about the statue in the middle of the room! Check it to get a Soul Sabre. Before you leave the Castle, stop in the Item Shop (#2) and purchase Edgar's new tool, the Debilitator. Also, take advantage of Edgar's discount by having him in the lead when you talk to the shop owner. When you are ready, talk to the old man and he will let you go to Kohlingen. Exit the castle and head there.

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#### 9. Kohlingen

+++++

ENEMIES: Harpias, Muus, Bogy, Deep Eye

ITEMS: None

MAGICITE: None

You may remember that this is where Locke's true love sleeps. Visit her and speak with the man watching over her. He will mention that Locke has gone on a quest to find the ultimate treasure. Head to the Pub and find Setzer. When you are ready, head west to Darill's Tomb.

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#### 10. Darill's Tomb

+++++

ENEMIES: Orog, Osteosaur, Mad Oscar, Exoray, Power Demon, Presenter, Dullahan (Boss)

ITEMS: Crystal Mail, Crystal Gown, Genji Helmet, Experience Egg, Man Eater, Monster in a Box (Dragon Claw)

MAGICITE: None

Watch the scene at the entrance and then head in. Go down here through the door. First, head left, and then down. Grab the chest (Crystal Mail) here, and then head back north through the doorway. Press the switch in the pond with the floating turtle. Then, head back to the room with the stairs going up and the chest (Czarina Gown) in the middle. Walk down, then head right through the hidden crack in the wall. Get the experience egg from here, then return the way you came.

Head back to the main room, and head to the southeast. Head up through the door and then go up again. Pull the switch here. Then, head out of this room, and go through the door to the south and get the chest (Genji Helmet) here. Then, head north and then go left and south. Climb the turtle across the water. Hop on the turtle here in the room and you are now in a room with two chests and a save point. Get the two treasure chests here, one is a Man Eater, and one is a boss!

-----  
--- BOSS FIGHT!!! --- | PRESENTER |  
-----

This is a secret monster in a box that is guarding a treasure. Fortunately, he is quite easy. Just cast the Break spell on him, and he'll go down quicker than a cheerleader on prom night.

-----

Head up through the door and another boss will encounter you.

-----  
--- BOSS FIGHT!!! --- | DULLAHAN |  
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Dullahan's strength unfortunately will probably not help him out too much in this battle, fortunately. His powerful magic can easily be absorbed by Celes' Runic skill, and since he is not a terribly effective physical attacker, this battle really should not be too hard. However, he can still damage you, so keep healing throughout the battle. Setzer would be a good choice to be a healer, but chances are he doesn't have the Cure 2 spell yet, so either attack or use slots with him. Celes can Runic or heal, while Edgar and Sabin use their best attacks.

-----

After this battle, you get a new airship!

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FROM THIS MOMENT ON, EVERYTHING IS OPTIONAL. YOU CAN NOW FLY TO KEFKA'S TOWER AND COMPLETE THE GAME IF YOU WANT. I ADVISE YOU GET SOME BETTER STUFF FIRST BEFORE ATTEMPTING IT, HOWEVER.  
++++++

Fly it to Maranda.

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11. Duncan's Gouse

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ENEMIES: Geckorex, Spek Tor, Mantodea, Tyrannosaur, Bracheosaur, Tumble Weed, Reach Frog, Hoover, cactrot, Crawler, Sprinter

ITEMS: None

MAGICITE: None

Remember talking to Duncan's wife back in South Figaro? She mentioned that Duncan was alive and well, training in a secret location north of Narshe. Well, she was almost right. The location is actually more to the northeast. Look for a cross that is made of five trees below a mountain range. When you see it, you will know you are in the right spot. Duncan is ready to complete Sabin's training. Just for bringing Sabin here, you will learn his ultimate blitz attack, the Bum Rush.

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12. Maranda

++++++

ENEMIES: Muus, Bogy, Deep Eye, Harpia

ITEMS: None

MAGICITE: None

When you visit Lola, you will discover that her lover has been sending her lots of flowers and letters. But wait - Mobliz was destroyed and her lover passed away. Check the letters and you will soon determine who the author is. Agree to Lola's request and take the letter outside and inspect the pigeon on the ground. Carefully watch the map to see where the pigeon goes. This is your next destination.

+++++

13. Zozo

+++++

ENEMIES: Hades Gigas, Gabledagak, Slam Dancer, Harvester

ITEMS: Rust Rid

MAGICITE: None

After inspecting the pigeon, it will fly past the Pub. This is a hint as to where you must go. If you remember, there is a rusted door on the top floor. Looks like you will need a bottle of Rust Rid. Go behind the Pub and talk to the Merchant. He will sell you a bottle of Rust Rid for a measly 1000 GP. It is no bargain, but you do not have a choice. Climb the stairs to the rusted door, and presto, you are in!

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14. Mount Zozo

+++++

ENEMIES: Borrass, Ursus, Punisher, Luridan, Scrapper, Storm Dragon (Optional Boss)

ITEMS: Ice Shield, Red Cap, Thunder Shield, Aegis Shield, Gold Hairpin

MAGICITE: None

Enter this place and walk all around until you find the three treasure chests (Ice Shield, Red Cap, Thunder Shield). Then go through the left door and get the chest (Gold Hairpin). Head back and go through the right section, getting the treasure chest (Aegis Shield) along the way. Head left, down, right, find Cyan, watch the scene, and leave. Unless you want to fight the Storm Dragon, which is optional.

=====  
--- BOSS FIGHT!!! --- | STORM DRAGON |  
=====

Storm Dragon is the first of the legendary eight dragons in the game, and you can come back later to fight him if you wish. Make sure you are fully healed before entering this battle, and make sure three people know Bolt 2 while the other knows Cure 2. Now, when you enter the battle, have the person who knows Cure 2 use it on the entire party every round, while the other three spam Bolt 2 on the Storm Dragon to exploit its major weakness for lightning attacks. The Storm Dragon has powerful magic, so occasionally you may need an additional person to start healing the party as well. The only things you should do in

this entire battle are Cure 2 and Bolt 2. Eventually, he will run out of MP and start attacking, and that's when you know the end is near.

=====

After Cyan joins your party, return to the cliff where you found him. There you will see a shiny blue spot on the edge. Inspect the spot to find the key to Cyan's treasure chest. Open the chest to find Cyan's "Machinery Manual" and "Book of Secrets". The two books do not serve a useful purpose in the game. They are only rare items, and are not used.

You can tie up a loose end by taking Cyan back to see Lola. Speak with her, and then have Cyan inspect the letter on the desk to make his final delivery.

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15. The Veldt

+++++

ENEMIES: Every one that has appeared in the game up to this point.

ITEMS: None

MAGICITE: None

Gau has returned to his original lifestyle of running with the creatures on the Veldt. To get him to rejoin your party, simply search the Veldt as you normally would when Gau uses his Leap ability. Also, make sure you only have three people in your party or Gau will not show up. He needs to be able to join your party after a battle. After getting him, head on over to the Cave in the Veldt.

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16. Cave in the Veldt

+++++

ENEMIES: Toe Cutter, Allo Ver, Rhyos, Sr. Behemoth (Boss)

ITEMS: Rage Ring, Monster in a Box (Tiger Fangs), Striker

MAGICITE: None

When you enter, head through the second entrance way, as the one to the south leads to a dead end. Speak with the thieves, then collect the treasure chest (Rage Ring). Head up, then left, and go through the secret passage to the left. Fight the Allo Ver and get the Tiger Fangs from it. Then head halfway back through, and head south, through the door. Go down through the next door and go all the way south, through the next door.

Go down and get the treasure chest (Striker). Then head back north to where you started in this room. Here, head to the right and go through the secret passage. Head to the northeast and save your game/use a tent in the next room. The next room down there will be a boss fight!

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--- BOSS FIGHT!!! ---

| SR. BEHEMOTH |

=====

This boss can be killed easily by casting Vanish followed by Doom or X-Zone on it. This has the added advantage of killing both forms at once, but if you want to make the battle interesting, here's a strategy. His first form is weak against fire, so keep up the fire attacks. Anyone who doesn't have fire



(\*gasp\*) should use their special attacks or heal, since Sr. Behemoth knows some kick ass magic spells. After you kill the first form, the game pulls a FF4 on you and an undead form of the Sr. Behemoth attacks you from behind. Since you are in the back row now, physical attacks won't cause as much damage, so continue along with spamming fire attacks. Or you could use a phoenix down on it :)

-----  
Your earlier actions on the Floating Continent have a big effect on this part of the game. If you waited for Shadow and he made it off the Floating Continent with you, then you will find him collapsed inside the cave. However, if Shadow didn't make it, he is gone for good. In this scenario, you will find Relm inside the cave. If you do not find Relm here, you will still eventually find her.. sadly. Head to Thamasa now.

+++++  
17. Thamasa  
+++++  
ENEMIES: None

ITEMS: None

MAGICITE: None

Because of his injuries, Shadow cannot go on with the team. Leave him behind for now, and explore Thamasa. One man will mention that there is a demon in Doma castle that came to him while he was sleeping. Perhaps you should check it out.

+++++  
18. Doma Castle  
+++++  
ENEMIES: Allosaur, Parasite, Critic, Pan Dora, Parasite, Samurai, Rain Man, Barb-e, Suriander, Plate Armor, Sky Cap, Io, Larry (Boss), Moe (Boss), Curly (Boss), Wrex soul (Boss), Soul Saver (Boss)

ITEMS: Remedy, X-Potion, Elixir, Ether, Phoenix Down, Beads, Genji Glove, Lump of Metal, Flame Shield, X-Potion, Ice Shield

MAGICITE: Alexander

Enter Doma Castle, and make sure you have Cyan in your party. Go to the room on the right hand side to get some treasure chests. Enter the door south of this room and follow the path until you reach a door, which will lead to a couple more chests. Now return to the hall leading to the throne room. Go south from the throne room and then head through the right door. Search the pot for an item then head left and enter the second door. Get the chest and then enter the door you skipped by. Take a nap in the bed and you will be in Cyan's dream.

Upon first entering the dream world, one of your characters will be alone. However, off to the side you will see one of your characters on the ground. Your goal is to reunite three of your characters, and then search for Cyan. Take the left door to find your first party member. Exit that area, then take the high door, and then take the right door to find the next party member. Finally, exit that area and take the door to the left to find the Dream Stooges.

-----  
--- BOSS FIGHT!!! --- | DREAM STOOGES |  
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Hey, it's Larry, Curley, and Moe. I wonder what these bosses could possibly be referencing. These Final Fantasy games are SO with the times, har har. Anyways, you have to fight all three of them at once, and yes, there is a "best order" to kill these guys in. Curley is the first guy on the hit list, because he knows Life magiv and WILL bring the other shmucks back to life if you kill them. He's weak against Ice, so use it. Once he's dead, Moe is next in line. Moe is not weak against anything, but avoid using Bolt on it. I just used strong attacks and stuff like genji glove sword attacks to kill him. Larry is weak against fire. Note these three have a Delta Hit combination attack together that causes serious damage, so make sure to heal occasionally when all three are alive.

-----

The first puzzle is easy. Flip the wall switch twice to move the second box next to the chest. The second puzzle is a little more difficult. To stop the moving chest, go to the end of the car and get the "Lump of Metal". Now, put the "Lump of Metal" in the moving chest, which weighs it down so that it cannot block your path. The next puzzle goes like this. Flip the wall switch above the six chests. Memorize which chests close, and then go to the next car. When you reach the end, close the three chests that were closed by the switch on the other set of chests, and then throw the wall switch. Next puzzle time. Throw the switches in the following order: RIGHT, LEFT, RIGHT, MIDDLE, RIGHT, LEFT. This should open a path on the bottom. Do not miss the two chests! Use the right switch and then exit the engine. This takes you to the Narshe mines.

OK so now you are in the mines with Magitek Armor. Where do you go? If you continue forward, you will get stuck in a loop. Backtrack a bit to find Cyan crossing a bridge. The bridge collapses under the weight of the Magitek Armor, which drops you into Doma Castle.

-----  
--- BOSS FIGHT!!! --- | WREXSOU |  
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This is another battle that can be killed by casting Vanish/X-Zone on the two Soul Savers. Going about it the normal way will lead you to yet another interesting gimmick boss battle in this game. He randomly chooses a character to possess without telling you, so you need to kill off your characters one at a time, then revive them. Once Wrex soul appears, the boss battle will truly begin and you can start hitting him with whatever. Keep healing and remember to revive a character after you kill them.

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For completing the Doma Castle event, you will receive two rewards. First, Cyan becomes a true master of the sword and can use all eight of his Sword Tech skills. Second, you can pick up the Alexander Esper in the Doma Castle throne room.

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19. Jidoor

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ENEMIES: Nightshade, Dahling, Soul Dancer, Crusher, Wild Cat, Vindr, Still Life, Chadarnook (Boss)

ITEMS: Moogles Suit, Relic Ring, 2000 GP, Potion, Ether, Remedy

MAGICITE: Starlet

Upon entering this town, you can go to the Auction House. If you did not get the two Espers from the Auction House earlier, do so now. You are looking for Golem and Zone Seek. There are a lot of other items for auction, some you can buy, others you can't.

Enter the house to the north when you are ready. Something has taken control of Owzer's art gallery! When you enter the house, walk up the stairs. You will get stopped, but a diary will appear. After reading through it, you will learn about the situation. To get into the art gallery, turn on the light at the bottom of the stairs.

There is a picture of a woman at the back of the gallery. Inspect the painting, and you will enter combat against two Dahlings. After defeating them, you will discover a passage into Owzer's basement. Search the painting of Gestahl twice to find a letter that hints at a hidden cave - the Phoenix Cave. Keep this in mind for later use.

Examine the picture of a chair and then, you will be attacked by a Soul Dancer and some Wild Cats. The left door leads to a chest. After getting the chest, head through the right door. In a little pathway behind these doors, there is a hidden treasure chest, which contains the Relic Ring. Head through the left door. The other two doors take you back to the picture of the chair. Keep going until you hit the room with the floating chests. You will have to fight any chest that lands on you, but you can get the item they hold after the battle.

Examine the picture and you will fight Still Life. Defeat it and a door will open behind it. Use the save point here, head to the right and up, through the door. Talk to Oszer and you will fight out what happened. He will ask you to defeat Chardanook. It's boss time!

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--- BOSS FIGHT!!! --- | CHADARNOOK |  
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This fight is weird and a little confusing at first, as the boss has two forms. One form is the form of a goddess, which casts a lot of statue status effect element attacks. This form has a ton of hit points and I would not recommend attacking it while in this form. Instead, wait for it to turn into its other form. In this form, use your best attacks and don't worry about healing unless you need to, as you can always heal when it turns back into the goddess. The other form uses some decent attacks, but nothing you really can't handle at this point of the game.

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20. Return to Mobliz

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ENEMIES: Phunbaba (Boss)

ITEMS: Ether

MAGICITE: None

This is where you can get Terra back in your party. Head back to Mobliz and

check in on here. Check the house next door and a dog will point to a staircase or something. Check behind the bookshelf, and go down the stairs. Talk with Terra, she will mention Phunbaba is back. So, go outside and get ready for a boss battle!

=====  
--- BOSS FIGHT!!! --- | PHUNBABA |  
=====

You already have some experience fighting this boss, so you really should not have TOO much of a problem dealing with the boss now. His weakness remains bolt magic and poison status effects, so use Bolt and Bio if you have them for an easier time. His attacks aren't that deadly. Blow Fish can be annoying, and he has the ability to blow away party members with this, so be careful. As long as you cast Bio on it a few times and keep healed, you won't have much of a problem.

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#### 21. Doom Gaze

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ENEMIES: Doom Gaze (Boss)

ITEMS: None

MAGICITE: Bahamut

Doom Gaze is a demon that sometimes attacks the Airship as you travel from point to point. Its appearances are not very common, so you may have to fly around for several minutes before running into it.

=====  
--- BOSS FIGHT!!! --- | DOOM GAZE |  
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This boss is totally weird, as you will randomly face him as you fly around in the airship. Just do your most powerful attacks on him. He will eventually fly away, and come back again with the damage inflicted on him still dealt. Therefore, just keep doing your strongest attacks on him as you face him, and eventually he won't be able to fly away any more. :)

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#### 22. Tower of Fanatics

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ENEMIES: Magic Urn, L.10 Magic, L.20 Magic, L.30 Magic, L.40 Magic, L.50 Magic, L.60 Magic, L.70 Magic, L.80 Magic, L.90 Magic, White Dragon (Boss), Mage Master (Boss)

ITEMS: Safety Bit, Air Anchor, Genji Shield, Stunner, Force Armor, Gem Box

MAGICITE: None

With Relm in your party, getting Strago to snap out of it is easy. She will automatically call out to him, and Strago will immediately join you. There is more to do here, but not right now.

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23. Phoenix Cave

+++++

ENEMIES: Trixter, Necro Man, Phase, Chaos Dragon, Uroburos, Sea Flower, Parasoul, Aquila, Red Dragon (Boss)

ITEMS: Wing Edge, Warp Stone, Ribbon, Dragon Horn, (Lockels Treasures: X-Potion, Phoenix Down, X-Ether, Elixir, Flame Shield, Valiant Knife)

MAGICITE: Phoenix

NOTE: I am going to refer to your first group as G1 and your second group as G2 to save time.

Enter the cave with G1 and step on the switch. Switch to G2 and have them enter the path that opened. When you head up, head to the left and try to get the treasure chest. You will fall down a level. Go south and then up the stairs. Step on the switch and now you can get a chest. Go east, heading past the stairs, and down to a switch. Now, switch back to G1.

Enter the passage that has now opened thanks to G2 stepping on the switch. Step on the switch as you head north. Switch back to G2 and go north since the spikes are now gone, and then go right until you hit another switch. Now go back to G1. The chest is empty but head down and you should find a hidden room through the wall containing a chest with a warp stone in it. Head back to where you were before and head south. Go left and then step on the switch, ignore the chest as G2 already got it.

Now, turn around and go the opposite way. Keep going past the chest, and when you get to a dead end, move back to G2. Go left, past the spikes, and head down the stairs. Go right onto the bridge and jump across the little stones. Press the switch, G1 time. Move G1 to the next switch and move back to G2. Move up and press a switch, back to G1. How fun is this? LOL. Go up, across, then down. Jump from stone to stone. At the end, move up and go through the stairs. Pull the switch you find at the top. Now go down as far down as you can and switch over to G2.

Go left and step on the switch. Switch back to G1 and have them go down until you reach the Red Dragon. Come back to fight it later. Take G2 and go down and left. Follow this path and you will come to where the lava cooled off. Walk out and collect the chest in the center. Then head over to the left side and go up. Follow this path until the end and switch back to G1. Go and step on the top switch. Move back to G2, and have them jump across the stones that appeared. Have them go down and step on one of the switches, then do the same with G1. Take your strongest group to fight the Red Dragon.

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--- BOSS FIGHT!!! --- | RED DRAGON |  
=====

As you can guess, he is of the fire element, so therefore Ice attacks work well against him. Bring out the Ice 3's, as well as Aqua Rake or Clean Sweep from Strago if you are using him. Ice 3 works best. If you have Flame Shields, equip them because Red Dragon loves doing Fire 2 and Fire 3. If you don't, have a dedicated healer to keep the people healed after he does these devastating fire-based magic attacks.

=====

After finding Locke, you will immediately get rushed back to Kohlingen, where Lockels lost love rests. After a short event, you will receive the Phoenix

Esper and several items that Locke found in the Phoenix Cave. Remember all those empty treasure chests? Locke is a true treasure hunter.

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24. Return to Solitary Island

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ENEMIES: Peepers, Black Dragon, Earth Guard

ITEMS: None

MAGICITE: None

Whether or not you saved Cid's life, it is time to return and check on the island. When you get to the house, head for the beach. Along the water's edge, you will discover the Palidor Esper.

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25. Opera House

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ENEMIES: Dirt Dragon (Boss)

ITEMS: None

MAGICITE: None

Talk to the Impresario in the balcony, and you will learn that you must get to the stage. Now, head for the switch room you used on your previous visit. However, instead of throwing the switch on the far right, throw the second one from the right. This drops you onto the stage. You can also throw the remaining two switches, but right now it is BOSS TIME!

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--- BOSS FIGHT!!! ---

| DIRT DRAGON |

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This dragon is earth elemental, so he'll do attacks like Quake spells and Magnitude 8. Make sure to cast Float on everyone before the battle, and you won't have to worry about these spells. Therefore, this battle is really simple. His physical attacks aren't anything to write home about, so just do your strongest attacks and occasionally heal if you really need to.  
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26. The Colosseum

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ENEMIES: None

ITEMS: None

MAGICITE: None

Remember the man earlier who mentioned one day owning a grand colosseum where legendary battles would take place? Well, his dream comes true in the World of Ruin. You will find his Testament to war in the northwest corner of the world, just north of Kohlingen.

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27. Narshe

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ENEMIES: Test Rider, Nastidon, Red Wolf, Wizard, Psychot, Mag Roder, Kiwok, Ceritops, Poppers, Anemone, Tomb Thumb, Pug, Pugs, Ice Dragon (Boss), Tritoch (Boss), Umaro (Boss)

ITEMS: Moogle Charm, Monster-in-a-Box, Gauntlet, X-Ether

MAGICITE: Ragnarok, Tritoch, Terrato

The town of Narshe is locked up pretty tight, and hardly anyone is around, Head over to the weapon shop, and Locke will pick the lock off the door. Speak with the Weapon Shop owner in his bedroom. He will either give you the Ragnarok Sword or Esper, depending on which one you choose. I would choose the Ragnarok Esper, since the Sword is not even the strongest in the game.

Also, head to the house on the north side of the town. You will find a man in bed here, and he will give you the Cursed Shield. When it is worn, the Shield will cast several negative status effects on its wearer and no additional defense. However, if one of your characters wears it for 250 battles, the curse will be broken and the shield will become the Paladin Shield. You can counter the negative status effects of the Cursed Shield by equipping a Ribbon to the character who you choose the wear the shield.

Head over to the Moogle cave and talk to Mog. He will join your party. If you have 4 guys in your party, he will go back to the airship. Search the wall behind where he was standing to receive the Moogle Charm, which allows you to move around at will without getting into any random battles. When Mog is in your party, head back to the area where Terra freaked out before.

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--- BOSS FIGHT!!! --- | ICE DRAGON |  
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He's Ice based, so you know the trick by now. He loves to cast Ice 2 and Ice 3, so get out those cure spells. Unless you have Ice Shields, which make this battle really simple. Bring out the fire based spells and fire away! (no pun intended, I promise. I did not even realize it was a pun until I typed it up!)

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--- BOSS FIGHT!!! --- | TRITOCH |  
=====

I didn't really have much of a problem with this boss at all. It's an ice-based esper, so using Fire magic on it makes it really easy. At this point, you should have Fire 3 for at least one character. If all four have Fire 3, this battle is really simple and entirely overkill. Either way, you'll win soon enough if you keep pounding it with fire.

=====  
After defeating the Tritoch Esper, a hole will open in the cliff, providing access to Umaro's cave. The cave is fairly small, and not too difficult to navigate. Just watch for the random holes in the floor. You must fall through some of the holes, but must douge others. At the back of the cave, examine the Terrato Esper and Umaro will attack your party.

-----  
--- BOSS FIGHT!!! --- | UMARO |  
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Oh wow, this is an interesting boss. Start off by using your strongest attacks, and Fire 3 especially if you have it. Umaro is really weak against fire. He won't do much of anything, just weak sauce attacks, until suddenly he'll swallow a Green Cherry and become super strong. At this point, finish him off quickly as he'll really start attacking you for some serious damage otherwise.

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28. Triangle Island

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ENEMIES: Zone Eater, Harpy, Gloom Shell, Prussian, Tap Dancer, Covert, Wart Puck, Ogor, Karkass, Woolly

ITEMS: Ether, Red Jacket, Magical Brush, Genji Armor, Fake Mustache, Zephyr Cape, Hero Ring, Tack Star, Thunder Shield

MAGICITE: None

This may sound crazy, but your goal here is to get everyone eaten. Zone Eaters will eat your party one by one. If you destroy the Zone Eater, the eaten party members are safely returned. However, if you allow a Zone Eater to munch on your entire party, they will end up in the Zone Eater's belly. As nasty as that might sound, these creatures eat a lot and there is plenty to do in one's belly.

To get out of here, walk up to the light. To get Gogo, head down then left. Get knocked over by the guys once to gain treasure, then head across the bridge, getting the Magical Brush along the way. Once you get past the save point you will come to a room with a moving wall. If you get caught by the wall, you will die. Stop behind the first chest and make a break for it when you can. Do the same for the second. For the third chest, it is a bit more tricky. Go down from it, then when you can move up, move up and get the chest then head quickly down.

Here, there is a room with open chests. Press A to jump into a chest then across one. When you can do this, jump across to the switch, now you can reach the treasure chest on the far side of the room. Head through the door and get Gogo to join your party. Use a warp stone or spell or head out the normal way.

Gogo is a very special character. It has the ability to mimic the attacks of other characters during battle. When you select the Mimic ability during battle, Gogo will perform the same action as the person who last attacked. For example, if Sabin uses the Fire Dance Skill just before Gogo uses the Mimic skill, then Gogo will also use the Fire Dance Skill. This is great because miming an action does not cost Gogo any MP, and Gogo does not have to charge Sword Techs or worry about doing a proper button combination for blitzes.

Gogo has a hidden ability to equip any type of battle commands. Go into Gogol's status screen, and select a blank space in its battle commands list. A menu will appear with every command that you currently have available. You can then customize Gogol's commands however you wish. So basically Gogo can have Sabin's Blitz skill, Cyan's Sword Tech skill, and Gauls rage skill at the same time, or any other combination you see fit.



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29. Tower of Fanatics

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ENEMIES: L.10 Magic, L.20 Magic, L.30 Magic, L.40 Magic, L.50 Magic, L.60 Magic, L.70 Magic, L.80 Magic, L.90 Magic, Magic Urn, White Dragon (Boss), Mage Master (Boss)

ITEMS: Safety Bit, Air Anchor, Genji Shield, Stunner, Force Armor, Gem Box

MAGICITE: None

For whatever reason, anyone inside the Tower of Fanatics is restricted to using magic. That means no physical attacks, no special skills, and no items. It helps to equip characters with Relics like the Gold Hairpin or Economizer because they reduce the cost of casting spells. Wall Rings also work well, because they reflect most of the magic used by the enemies in the tower. The down side is that you will have trouble healing your characters. If nothing else, make sure each character can use the Osmose ability to draw MP from enemies.

I would just put Mog in the lead and have him equipped with the Moogle Charm to save the trouble. If you decide to take the hard way up, watch out for two monsters. Namely, L.20 Magic and L.90 Magic. These two enemies are protected by Reflect magic. To attack them, you can cast Reflect on your own party members and bounce spells of your characters, or you can use Magic like Ultima, which cannot be reflected.

There is a hidden switch on the wall to the right of the treasure chest in the first room. Go back outside and you will see a new door on the floor below. Inside you will find a treasure chest containing the Air Anchor, which Edgar can use as a Tool.

-----  
--- BOSS FIGHT!!! --- | WHITE DRAGON |  
-----

Ouch, just ouch. He loves using Holy-elemental attacks, which include crap like Holy which does some serious damage. He will start off by doing two Holy spells in a row, so heal everyone immediately and then start plugging away at him with the best spells you have. Hopefully you have some decent spells like Ultima at this point, so use those and he will go down in a few turns at most. Which is good, because Holy is a real bitch to defend against all the time.

-----  
--- BOSS FIGHT!!! --- | MAGE MASTER |  
-----

His main gimmick is his ability to change his elemental weakness, but hopefully by now you have Ultima and can just keep casting that until he dies. Make sure to cast Life 3 on everyone before finishing him off, because he casts Ultima when he dies. Everyone will be killed by this attack, and Life 3 is the only way to bring them back to life! It's game over otherwise.

+++++

30. Ancient Castle

+++++

ENEMIES: Boxed Set, Blue Dragon (Boss) Enuo, Figaliz, Goblin, Katana Soul

Lethal Weapon, Master Pug

ITEMS: Ether, Wing Edge, Trump, Magicite, X-Potion, Offering, Punisher, Gold Hairpin, Blizzard Orb, X-Ether

MAGICITE: Odin, Raiden

We're almost at the end of the game now! To get to the Ancient Castle, fly to the place where you left Figaro, and head back inside the castle. Talk to the man who offers to take you to Figaro, and accept. Halfway through the trip, the castle suddenly stops, and when the man offers you to continue or not, say no so you can explore this place, which is the Ancient Castle. Go through the exit in the jail to get to a cave.

Get the Ether and Wing Edge from the two chests, then take the southeastern door to get a Monster in a Chest. Defeat the decently challenged enemy to get a Graedus. Now, go back into the previous room and take the southwestern door this time. Take the path to get a Trump from the treasure chest, then go around and exit to the left. Get the Magicite and X-Potion from the treasure chests before going down the stairs.

Save your game at the save point, then go up the stairs to the left. You will now be in front of the castle, finally. Go through the castle doors, then go to the left and through the door to get to another Monster in a chest. You get the Offering relic when you win, which is one of the better relics in the entire game. Leave this room now and head through the door to the right now to get the Punisher. Go to the throne room and check the statue for the Odin magicite.

Stand on the right hand throne, then go five steps down and press X. Go to the upper right hand corner and take the left door to get a Blizzard Orb and Gold Hairpin. Leave the room and take the right hand stairs now. Get the X-Ether from the bucket, then check the bottom of the stairs to get into another boss fight with the Blue Dragon.

-----  
--- BOSS FIGHT!!! --- | BLUE DRAGON |  
-----

The Blue Dragon has a weakness for thunder attacks, so bring out your strongest bolt attacks for this boss and you won't have too many problems. The biggest problem you will find here is his Clean Sweep lore attack, which does decent water damage to all characters. If you have Strago in your party, make sure you have him learn this attack, as it will replace the now worthless Aqua Rake lore attack he has. Make sure to keep healed, as Clean Sweep is a pretty strong attack. As long as two or three people have Bolt 3, you shouldn't lose.

-----

Get the Raiden Magicite from the statue of the queen, and you are all done here!

++++  
31. Ebot's Rock Cave

++++  
ENEMIES: Cluck, Displayer, Eland, Hidon and Hidonites (Bosses), Hipocamp, Opinicus, Slatter, Warlock

ITEMS: None

MAGICITE: None

Last area before the final dungeon! This is also the lamest side area yet, which is why I saved it for last. Walk in and proceed to a treasure chest, which claims it is hungry and wants coral. And of course, we're the lame asses that have to get the coral to it. Just walk around the area, collecting coral along the way from various treasure chests. Once you get 36 pieces of coral, bring all the coral to it, and it will let you proceed. Go on the path to get to the boss of this area.

=====  
--- BOSS FIGHT!!! --- | HIDON/HIDONITES |  
=====

The best way to approach this battle is to get rid of the Hidonites first, then focus on Hidon. You know, the typical average RPG strategy for these kind of bosses. It's not too hard to get rid of the Hidonites. First, let's focus on them. The one on the lower left will absorb all magic spells. The one on the upper left will absorb Fire and Holy. The one on the lower right is weak against every type of spell, and the one on the upper right is weak against Fire and Holy.

I'd start by casting stuff on all four Hidonites, that is not fire and holy based. You'd only be damaging two at a time if you cast fire or holy, so instead, do a spell that will hurt three of them. Edgar's tools come in handy here, too, if you are using him. Keep attacking them with non elemental and tools until all four are defeated.

Now, it is time to focus on Hidon. He is weak against Earth, Holy, and Fire. He'll start by casting Grand Train, which does four digits of damage to all characters usually. Heal immediately after that, then focus on attacks which exploit his weaknesses. Note that he can regenerate the Hidonites, so hopefully you caused enough damage with the multi-target spells that you'll be able to finish him off before he can do this!

=====

Return to Thamasma and watch the scene.

Now, we can head off to Kefka's Tower finally!

+++++

### 32. Kefka's Tower

+++++

ENEMIES: Atma (Boss), Brontaur, Dark Force, Didalos, Doom (Boss), Dueller, Evil Oscar, Fortis, Giant Behemoth, Goddess (Boss), Guardian (Boss), Hemophyte, Inferno (Boss), Innoc, Iron Hitman, Junk, Land Worm, Madam, Poltergeist (Boss), Prometheus, Retainer, Rough (Boss), Scullion, Skull Dragon (Boss), Sky Base, Striker (Boss), Vectaur, Vectagoyle, Veteran

ITEMS: Minerva, Tack Star, Force Shield, Force Armor, Ribbon, Coronet, Fixed Dice, Tack Star, Red Cap, Nutkin Suit, Gauntlet, Hero Ring, Aegis Shield, Megalixir, Rainbow Brush

MAGICITE: None

Ah, the final dungeon. I really hate this place, as it's a confusing maze and you have to split your party into three groups. Each group will help each other progress through the dungeon. Make sure all three groups have good characters in them. You'll face lots of tough enemies and bosses in here, and each group will have to face at least one boss along the way.

The first group will start off near a conveyor belt. Go across it, then up to

the top right hand corner to get a Coronet. Go left and down the conveyor belt. Get the Fixed Dice here, then go down to the next area and you'll be stuck. Switch to the second group now. With the second group, go down the stairs and through the path. The upper left hand corner has a Minerva. To the south, go through the northern door first to get a Tack Star, then go through the door and search the room to fight Atma.

=====  
--- BOSS FIGHT!!! --- | ATMA |  
=====

It really depends on what group you have and what skills they have. Hopefully you have a competent party that has some decent magic spells, because Atma is a tough boss, especially if you don't have the greatest skills. Use your best attackers to attack, best magicians to attack with magic, best healers to heal, etc. Hopefully you have at least one dedicated healer, because Atma hits hard, and you'll need the healing power.

Make sure not to use spells with the elements of Poison, Water, Earth, Wind, or Holy. Focus on non elemental spells if you can, and if you have to use elements, use stuff like fire and ice for the best damage. Atma's strongest attack is Grand Cross, and he also loves using Ice 3. Having Ice Shields on will help, if you have them.

=====

Atma turns into a save point after the battle. WTF, that's pretty weird. Save your game, of course, then go through the door to the south. Follow the path left, then go up the stairs to the next room. Take the tube to the left, as the one to the right takes you back in a circle. Back outside, get the Force Shield before going down the elevator. Get the Force Armor from the bottom left, then through the door just to the south of the elevator.

Step on the switch, which allows the first party to progress now, then get the Ribbon before moving out. Go through the door to the right, You can fight the Gold Dragon here now if you want. We might as well, since we've fought the other ones so far.

=====  
--- BOSS FIGHT!!! --- | GOLD DRAGON |  
=====

Very easy boss if you have Thunder Shields and Ultima, since you can absorb his Bolt 2 counter attacks. He only has 32400 HP, and Gem Boxing Ultima makes him go down in no time at all. If you don't have Ultima and Gem Box (shame on you!), use Genji Glove and Offering. If you don't have those, you suck. I guess at that point, just use your strongest attacks, since you're hopefully absorbing his counter attacks anyways. If you're not, have someone heal once in a while.

=====

Go through the door to the left, then follow the path and step on the switch. You can't do anything else with this group now, so switch over to the third and final party now!

Go down the elevator on the left hand side, and get the Red Cap in the chest before going through the door. Go through the path to get a Nutkin Suit and Gauntlet from the two chests, before heading back outside. Follow the path to the south, then go through the door at the bottom. Go left and you'll end up in a factory. Get the Hero Ring and head up the conveyor belt at the top. Save your game, go left, and down the stairs to trigger a boss fight.

=====

--- BOSS FIGHT!!! ---

| INFERNO/STRIKER/ROUGH |

=====  
This battle is pretty rough. The Inferno comes with two arms, Striker and Rough. Leaving all three together has them pull off a powerful combination attack, Delta Hit, which petrifies a party member. Killing off both arms means he'll just regenerate them. They also love lightning based attacks, so having armor and shields which protect against lightning spells will really come in handy. They do have several non elemental attacks, though, so you will need to heal.

The key to victory is non elemental magic, specifically Ultima. Casting Ultima on all three targets will make the battle go by pretty quickly. You'll probably end up killing the arms a few times over, but that's life.

=====  
Go down the stairs, then follow the path down through a few rooms to get back outside. Go right to get a Megalixir from the treasure chest, then follow the path to get to a chest with a blue star in it. The path to the left will open up, which is important as you'd probably guess. Go up the elevator to get the Rainbow Brush, then go back down and through the door at the bottom. You'll eventually run into the Skull Dragon.

--- BOSS FIGHT!!! ---

| SKULL DRAGON |

=====  
Skull Dragon likes to counter all attacks with Fire 2, so get on those Fire-retardant armors if you have them! If you don't, just have someone healing as you use your strongest attacks. He only has 400 more HP than Gold Dragon, and is just as easy.

=====  
Yay, you beat all the dragons! Go through the door to the right, and step on the switch. Switch over to the first party now.

Walk through the door and you'll be in a familiar area. Go through the door, then follow the path and get the Tack Star from the treasure chest to the left before going through the door to the right. Now, you'll be at the area with the other two parties on the switches. Each party member has to step on a switch now. Have the most powerful party step on the middle one.

Switch to the party standing under the weight, and move them off the switch. Switch to party one and push the weight onto the switch. Have them step on the switch on the tower again now. Switch back to the previous party you were using, and walk them down the tower. Go through the door, then up the stairs, then either left or right onto a switch.

Change over to the party you haven't used yet, and step off the switch. Go back to the party you were just using, and push the weight onto the second switch. Go back to the switch at the tower, step on it, and switch to the party you just used. Step on the final switch, heal up, go up the stairs, and prepare for a simple boss fight.

--- BOSS FIGHT!!! ---

| GUARDIAN |

=====  
I say it's simple, because this boss is weak against Vanish/X-Zone. If you don't feel like using that (shock gasp horror), use stuff like Ultima and Flare for an easy time. Guardian doesn't have too many powerful attacks, so you shouldn't have to worry too much.

This boss turns into a freaking save point too for some reason I'll never know, so take full advantage of it. Go through the door to the left, up an elevator, and you have another boss fight.

=====  
--- BOSS FIGHT!!! --- | POLTERGEIST |  
=====

This boss is also weak against Vanish/X-Zone, so use that if you wish. If you don't, bring out Life 2 after Poltergeist does Blaster, which is an instant death attack and something that always annoyed the piss out of me in FF4 when those stupid cougar enemies did it, but not so much here. Use stuff like Ultima, as always.

=====  
Go through the door for a save point, and use it. Go down the hatch, and step on the switch. Switch over to the party on the right hand side of the tower now.

Go down, right, and through the door to get to another easy boss.

=====  
--- BOSS FIGHT!!! --- | GODDESS |  
=====

Well, easy if you use Vanish/X-Zone, of course. Have I mentioned how ridiculous it is that these bosses are all weak against that cheap attack? Anyways, if you don't use it, you'll have a tougher time. She loves casting status effects on your characters, especially the annoying ass Charm attack. I hate that status effect so much. Hope to God she doesn't use it, as you use attacks like Ultima and Flare. Heal any Charmed characters right away before they cause havoc to the party.

=====  
She turns into a save point, so use it and save before stepping on the second switch. Turn on over to the third and final group now.

Just follow the path along to get to the final goddess, Doom.

=====  
--- BOSS FIGHT!!! --- | DOOM |  
=====

Vanish/X-Zone works on this one, too! If you don't wish to use it, cast Safe on everyone, then use your strongest attacks while healing, as always. These bosses are so lame late in the game because you have so many things at your advantage, like Ultima and Gem Box, or Genji Glove and Offering. It's almost unfair, really. Doom is unique in that she'll start to shake, blocking all physical attacks, then start to block one elemental attack after another, before unleashing her major attack. Keep that in mind.

=====  
Save, and step on the final switch! ARE YOU READY?!? Here's how the final boss works: There are four forms. You can arrange your characters in any order. Put your strongest ones first, so you'll have an easy time in the final bosses. When a battle ends with someone dead, they are replaced with the next character on the list. However, you shouldn't need any replacements. Let's do this!

=====  
--- BOSS FIGHT!!! --- | KEFKA |  
=====

First form is really simple. It's a face and two arms. He'll randomly put your

characters in the back row, then the front row again. It's funny. His attacks aren't that strong, and a few Ultima spells will take care of it. Having Gogo Mimic a Gem Boxed Ultima makes this battle really easy. Like KOTR vs Sephiroth level of easy.

The second form has four parts, but is just as easy. Ultima works on all four, so cast it a few times and it'll die as usual. Ultima and Gem Box makes this game really easy.

The third form is a little tricky, because the girl on top will cast White Wind almost right away, which causes some serious damage. Make sure to heal right after that. Then, focus on powerful spells on the Sleep. The Girl absorbs everything magic wise except Ultima, so keep that in mind.

DANCING MAD IT'S THE FINAL FORM. And boy is he disappointing. The only thing you have to worry about is Fallen One, which reduces everyone's hit points to one. Just heal them with Megalixirs, since you really don't have any reason to save them at this point.

=====

Enjoy the ending!

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| 5.0 | FAQ's | -----  
====+====+====+====+====+====+====+====+====+====+====+====+====+====+====+====+

Here is a list of some frequently asked questions and answers about this great game.

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1. What are the differences between this and the SNES version?

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A: On the positive side, the translation is different/better, and there are bonuses like the bestiary and art. On the downside, there are some horrible loading issues, as you may expect. Battles are almost impossible to enjoy because of the constant loading, lag, and slowdown, especially if you are accustomed to the SNES version like I was.

-----

2. Was this game called Final Fantasy 3, and why?

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A: Yes, this is Final Fantasy 3 on SNES. The real Final Fantasies 2, 3, and 5 never came out in America. Therefore, 4 became 2 and 6 became 3. Squaresoft really wanted to confuse people, I guess!

-----

3. Why is it not recommended to level up so much early on?

-----

A: Espers give level up bonuses, like extra attack power or extra magic points. Therefore, you'd want to wait until you have the espers so you can get the extra benefits on level up, and you don't get most espers for quite a while into the game. Therefore, it's wise to limit your level ups for portions of the game so your characters will be even stronger than usual.

-----

4. Is there any way to revive General Leo?

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A: In a word, no. There are a lot of rumors on the internet about ways to revive General Leo, but unfortunately none of them work. He stays dead, and he

can never become a party member, either.

====++----++----++----++----++----++----++----++----++----++----++----++
| 6.0 | LISTS | -----
====++----++----++----++----++----++----++----++----++----++----++----++

The following contains lists of Weapons, Armor, Relics, Magic, Espers, enemies, and items found in Final Fantasy VI.

Weapons: Nearly every character can use weapons. They strengthen a character's attack and often have special properties that can be advantageous if used properly.

Armor: Most characters can also equip armor to increase their defense against both physical and magical attacks.

Relics: Every character can equip two of these at a time. They give special bonuses that can drastically alter a character's performance.

Healing Items: These items can be used to restore HP, MP, or to cure abnormal status ailments.

Misc. Items: These rare items have unusual uses.

Tools: Only Edgar can use these items with his "Tool" command.

Throwing Weapons: Only Shadow can use these items with his "Throw" Command.

Price: The cost of such an item if it can be purchased at a shop.

Effect: If an item has a special property, you will find it noted here.

Users: A list of all characters that can make use of a piece of armor or weapon. Not all items have such restrictions.

^^
----- 6.1 WEAPONS LIST -----
^^

Weapons: Nearly every character can use weapons. They strengthen a character's attack and often have special properties that can be advantageous if used properly.

Price: The cost of such an item if it can be purchased at a shop.

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Users: A list of all characters that can make use of a piece of armor or weapon. Not all items have such restrictions.

+++++
WEAPONS
+++++

----This is a list of all the weapons in the game.----



-----  
AIR LANCET

Statistical Increases: Attack +76  
Price: 950  
Effects: Wind-elemental  
Users: Locke, Strago, Gogo, Relm  
-----

-----  
ASHURA

Statistical Increases: Attack +57  
Price: N/A  
Effects: none  
Users: Cyan  
-----

-----  
ASSASSIN

Statistical Increases: Attack +106, Speed +3, Magic +2, Evade +10  
Price: N/A  
Effects: Randomly dispatches an enemy  
Users: Shadow, Locke  
-----

-----  
ATMA WEAPON

Statistical Increases: Depends on your level and HP compared to max HP  
Price: N/A  
Effects: Transforms at Level Up, grows stronger as HP increases  
Users: Celes, Edgar, Locke, Terra  
-----

-----  
AURA

Statistical Increases: Attack +162  
Price: N/A  
Effects: none  
Users: Cyan  
-----

-----  
AURA LANCE

Statistical Increases: Attack +227, Vigor +3, Speed +2, Stamina +1, Magic +3  
Price: N/A  
Effects: none  
Users: Mog, Edgar  
-----

-----  
BLIZZARD

Statistical Increases: Attack +108, Magic +2  
Price: 7000

Effects: Randomly casts "Ice"

Users: Celes, Edgar, Locke, Terra

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---

| BLOSSOM |

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---

Statistical Increases: Attack +112

Price: 3200

Effects: none

Users: Shadow

---

---

| BONE CLUB |

---

---

Statistical Increases: Attack +151

Price: N/A

Effects: Intricately carved

Users: Locke

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---

| BOOMERANG |

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Statistical Increases: Attack +102

Price: 4500

Effects: Same damage from back row

Users: Locke

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---

| BREAK BLADE |

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Statistical Increases: Attack +117

Price: 12,000

Effects: Randomly casts "Break"

Users: Celes, Edgar, Terra

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---

| CARDS |

---

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Statistical Increases: Attack +104

Price: N/A

Effects: none

Users: Setzer

---

---

| CHOCOBO BRUSH |

---

---

Statistical Increases: Attack +60, Magic +1

Price: N/A

Effects: none

Users: Relm

---

---

| CRYSTAL |

-----  
Statistical Increases: Attack +167

Price: 15,000

Effects: none

Users: Celes, Edgar, Terra  
-----

-----  
DARTS

Statistical Increases: Attack +115

Price: 10,000

Effects: none

Users: Setzer  
-----

-----  
DA VINCI BRUSH

Statistical Increases: Attack +100, Speed +1, Magic +1

Price: 7000

Effects: none

Users: Relm  
-----

-----  
DIRK

Statistical Increases: Attack +26

Price: 150

Effects: none

Users: Terra, Locke, Edgar, Celes, Setzer, Mog, Strago, Shadow, Relm, Gogo  
-----

-----  
DOOM DARTS

Statistical Increases: Attack +187

Price: N/A

Effects: Randomly dispatches an enemy

Users: Setzer  
-----

-----  
DRAGON CLAW

Statistical Increases: Attack +188, Vigor +2, Magic +1

Price: N/A

Effects: Holy-elemental

Users: Sabin  
-----

-----  
DRAINER

Statistical Increases: Attack +121, Evade +10

Price: N/A

Effects: Absorbs damage as HP

Users: Celes, Edgar, Terra, Locke  
-----

-----  
ENHANCER

Statistical Increases: Attack +135, Magic +7, Magic Evade +20  
Price: 10,000  
Effects: Magic power up  
Users: Terra, Celes, Edgar  
-----

-----  
EPEE

Statistical Increases: Attack +98  
Price: 3,000  
Effects: none  
Users: Celes, Edgar, Terra  
-----

-----  
EXCALIBUR

Statistical Increases: Attack +217, Vigor +2, Speed +2, Stamina +1, Magic +1,  
Evade +20  
Price: N/A  
Effects: Holy-elemental  
Users: Celes, Edgar, Locke, Terra  
-----

-----  
FALCHION

Statistical Increases: Attack +176, Evade +10  
Price: 17,000  
Effects: none  
Users: Celes, Edgar, Locke, Terra  
-----

-----  
FIRE KNUCKLE

Statistical Increases: Attack +122  
Price: 10,000  
Effects: Randomly casts "Fire"  
Users: Sabin  
-----

-----  
FIRE ROD

Statistical Increases: Attack +79  
Price: 3,000  
Effects: Casts "Fire 2" when used as an item, and then breaks  
Users: Gogo, Relm, Strago  
-----

-----  
FIXED DICE

Statistical Increases: Attack +Random

Price: N/A  
Effects: none  
Users: Setzer

-----  
-----  
FLAIL

Statistical Increases: Attack +86  
Price: 2,000  
Effects: Same damage from back row as front row  
Users: Gogo, Relm, Strago, Celes, Terra

-----  
-----  
FLAME SABRE

Statistical Increases: Attack +108, Magic +2  
Price: 7,000  
Effects: Randomly casts "Fire".  
Users: Celes, Edgar, Locke, Terra

-----  
-----  
FORGED

Statistical Increases: Attack +81  
Price: 1,200  
Effects: none  
Users: Cyan

-----  
-----  
FULL MOON

Statistical Increases: Attack +95  
Price: 2,500  
Effects: Same damage from back row as front row  
Users: Locke

-----  
-----  
GOLD LANCE

Statistical Increases: Attack +139  
Price: 12,000  
Effects: none  
Users: Mog, Edgar

-----  
-----  
GRAEDUS

Statistical Increases: Attack +204, Evade +10  
Price: N/A  
Effects: Holy-elemental  
Users: Terra, Locke, Edgar, Celes, Setzer, Mog, Strago, Shadow, Relm, Gogo

-----  
Statistical Increases: Attack +120  
Price: 1,300  
Effects: Casts "Quarter" when used as an item, and then breaks.  
Users: Gogo, Relm, Strago  
-----

-----  
GUARDIAN

Statistical Increases: Attack +59, Speed +4, Evade +10  
Price: N/A  
Effects: Randomly evades an enemy's attack.  
Users: Locke  
-----

-----  
HARDENED

Statistical Increases: Attack +121  
Price: N/A  
Effects: none  
Users: Shadow  
-----

-----  
HAWK EYE

Statistical Increases: Attack +111  
Price: 6,000  
Effects: Same damage from back row as front row  
Users: Locke  
-----

-----  
HEAL ROD

Statistical Increases: Attack +200  
Price: N/A  
Effects: Recovers target's HP  
Users: Gogo, Relm, Strago  
-----

-----  
ICE ROD

Statistical Increases: Attack +79  
Price: 3,000  
Effects: Casts "Ice 2" when used as an item, and then breaks.  
Users: Gogo, Relm, Strago  
-----

-----  
ILLUMINA

Statistical Increases: Attack +255, Vigor +7, Speed +7, Stamina +7, Magic +7,  
Evade +50, Magic Evade +50  
Price: N/A  
Effects: Same damage from back row as front row

Users: Celes, Edgar, Locke, Terra

| IMP HALBERD |

Statistical Increases: Attack +253

Price: N/A

Effects: ?? if equipped while an Imp

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo

| IMPERIAL |

Statistical Increases: Attack +82

Price: N/A

Effects: none

Users: Shadow

| KAISER |

Statistical Increases: Attack +83

Price: 1,000

Effects: none

Users: Sabin

| KODACHI |

Statistical Increases: Attack 93

Price: 1,200

Effects: none

Users: Shadow

| KOTESTU |

Statistical Increases: Attack +66

Price: 800

Effects: none

Users: Cyan

| MAGICAL BRUSH |

Statistical Increases: Attack +130, Speed +1, Stamina +1, Magic +1

Price: 10,000

Effects: none

Users: Relm

| MAGUS ROD |

-----  
Statistical Increases: Attack +168, Magic +7

Price: N/A

Effects: Magic power up

Users: Gogo, Relm, Strago  
-----

-----  
MAN EATER

Statistical Increases: Attack +146, Magic Evade +10

Price: 11,000

Effects: Doubles damage to a human opponent.

Users: Terra, Locke, Edgar, Celes, Setzer, Strago, Shadow, Relm, Gogo  
-----

-----  
METAL KNUCKLE

Statistical Increases: Attack +55

Price: N/A

Effects: none

Users: Sabin  
-----

-----  
MORNING STAR

Statistical Increases: Attack +109

Price: 5,000

Effects: Same damage from back row as front row

Users: Gogo, Relm, Strago, Celes, Terra  
-----

-----  
MURASAME

Statistical Increases: Attack +110, Evade +10

Price: N/A

Effects: none

Users: Cyan  
-----

-----  
MYTHRIL BLADE

Statistical Increases: Attack +200

Price: 450

Effects: none

Users: Celes, Edgar, Locke, Terra  
-----

-----  
MYTHRIL CLAW

Statistical Increases: Attack +65

Price: 800

Effects: none

Users: Sabin  
-----



-----  
MYTHRIL KNIFE

Statistical Increases: Attack +30

Price: 300

Effects: none

Users: Terra, Locke, Edgar, Celes, Setzer, Mog, Strago, Shadow, Relm, Gogo  
-----

-----  
MYTHRIL PIKE

Statistical Increases: Attack +70

Price: 800

Effects: none

Users: Mog, Edgar  
-----

-----  
MYTHRIL ROD

Statistical Increases: Attack +60, Magic +2

Price: 500

Effects: none

Users: Gogo, Relm, Strago  
-----

-----  
NINJA STAR

Statistical Increases: Attack +132

Price: 500

Effects: Used with "Throw" command

Users: Shadow  
-----

-----  
OGRE NIX

Statistical Increases: Attack +182

Price: N/A

Effects: Consumes MP to inflict mortal blow

Users: Celes, Edgar, Terra  
-----

-----  
PARTISAN

Statistical Increases: Attack +150

Price: 13,000

Effects: none

Users: Mog, Edgar  
-----

-----  
PEARL LANCE

Statistical Increases: Attack +194, Magic +3

Price: N/A

Effects: Randomly casts "Pearl"

Users: Mog, Edgar

---

---

| PEARL ROD |

---

---

Statistical Increases: Attack +124

Price: 12,000

Effects: Casts "Pearl" when used as an item, and then breaks.

Users: Gogo, Relm, Strago

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| POISON CLAW |

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Statistical Increases: Attack +95

Price: 2,500

Effects: Randomly poisons an enemy

Users: Sabin

---

---

| POISON ROD |

---

---

Statistical Increases: Attack +86

Price: 1,500

Effects: Casts "Poison" when used as an item, and then breaks.

Users: Gogo, Relm, Strago

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| PUNISHER |

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---

Statistical Increases: Attack +111

Price: N/A

Effects: Uses MP to inflict mortal blow

Users: Gogo, Relm, Strago

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| RAGNAROK |

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---

Statistical Increases: Attack +255, Vigor +7, Speed +3, Stamina +7, Magic +7,  
Evade +30, Magic Evade +30

Price: N/A

Effects: none

Users: Celes, Edgar, Locke, Terra

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| RAINBOW BRUSH |

---

---

Statistical Increases: Attack +146, Vigor +1, Speed +2, Stamina +1, Magic +2

Price: N/A

Effects: none

Users: Relm

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-----  
Statistical Increases: Attack +54

Price: 950

Effects: none

Users: Celes, Edgar, Terra  
-----

-----  
| RISING SUN |

-----  
Statistical Increases: Attack +117

Price: N/A

Effects: Same damage from back row as front row.

Users: Locke  
-----

-----  
| RUNE EDGE |

-----  
Statistical Increases: Attack +55, Evade +10

Price: 7,500

Effects: Consumes MP to inflict mortal blow

Users: Celes, Edgar, Terra  
-----

-----  
| SCIMITAR |

-----  
Statistical Increases: Attack +208

Price: N/A

Effects: Randomly dices up an enemy

Users: Celes, Edgar, Cyan, Terra  
-----

-----  
| SHURIKEN |

-----  
Statistical Increases: Attack +86

Price: 30

Effects: Used with "Throw" command

Users: Shadow  
-----

-----  
| SKY RENDER |

-----  
Statistical Increases: Attack +215, Evade +20

Price: N/A

Effects: none

Users: Cyan  
-----

-----  
| SNIPER |

-----  
Statistical Increases: Attack +172

Price: 15,000

Effects: Same damage from back row as front row

Users: Locke

-----  
-----  
SOUL SABRE

Statistical Increases: Evade +10  
Price: N/A  
Effects: Absorbs damage as MP, randomly casts "Doom"  
Users: Celes, Edgar, Locke, Terra  
-----

-----  
-----  
STOUT SPEAR

Statistical Increases: Attack +112  
Price: 10,000  
Effects: none  
Users: Mog, Edgar  
-----

-----  
-----  
STRATO

Statistical Increases: Attack +199  
Price: N/A  
Effects: none  
Users: Cyan  
-----

-----  
-----  
STRIKER

Statistical Increases: Attack +190  
Price: N/A  
Effects: Randomly dispatches an enemy  
Users: Shadow  
-----

-----  
-----  
STUNNER

Statistical Increases: Attack +220  
Price: N/A  
Effects: Randomly casts "Stop"  
Users: Shadow  
-----

-----  
-----  
SWORD BREAKER

Statistical Increases: Attack +164, Evade +30  
Price: 16,000  
Effects: Randomly evades an enemy's attack  
Users: Gogo, Relm, Strago, Shadow, Locke  
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-----  
-----  
TACK STAR

Statistical Increases: Attack +190

Price: N/A  
Effects: Used with "Throw" command  
Users: Shadow

-----  
-----  
TEMPEST

Statistical Increases: Attack +101  
Price: N/A  
Effects: Randomly casts "Wind Slash"  
Users: Cyan

-----  
-----  
THIEF'S KNIFE

Statistical Increases: Attack +88, Speed +3, Evade +10, Magic Evade +10  
Price: N/A  
Effects: Randomly steals an enemy's item.  
Users: Shadow, Locke

-----  
-----  
THUNDER BLADE

Statistical Increases: Attack +108, Magic +2  
Price: 7,000  
Effects: Randomly casts "Bolt"  
Users: Celes, Edgar, Locke, Terra

-----  
-----  
THUNDER ROD

Statistical Increases: Attack +79  
Price: 3,000  
Effects: Casts "Bolt 2" when used as an item, then breaks.  
Users: Gogo, Relm, Strago

-----  
-----  
TIGER FANGS

Statistical Increases: Attack +215, Vigor +3, Speed +2, Stamina +2, Magic +3  
Price: N/A  
Effects: none  
Users: Sabin

-----  
-----  
TRIDENT

Statistical Increases: Attack +93  
Price: 1,700  
Effects: none  
Users: Mog, Edgar

-----  
-----

Statistical Increases: Attack +133  
 Price: 13,000  
 Effects: Randomly casts "Doom"  
 Users: Setzer

---

| VALIANT KNIFE |

---

Statistical Increases: Attack +145, Evade +10  
 Price: N/A  
 Effects: Gains power as HP increases  
 Users: Locke

---

| WING EDGE |

---

Statistical Increases: Attack +198, Vigor +7, Speed +7, Stamina +1, Magic +2  
 Price: N/A  
 Effects: Same damage from back row as front row  
 Users: Locke

---

^^  
 ----- 6.2 ARMOR LIST -----  
 ^^^

Armor: Most characters can also equip armor to increase their defense against both physical and magical attacks.

Price: The cost of such an item if it can be purchased at a shop.

Effect: If an item has a special property, you will find it noted here.

Users: A list of all characters that can make use of a piece of armor or weapon. Not all items have such restrictions.

+++++  
 ARMOR  
 +++++

----Here is a list of all the armor in the game.----

| AEGIS SHIELD |

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Statistical Increases: Defense +46, Evade +20, Magic Defense +52, Magic Evade +40  
 Price: N/A  
 Effects: Randomly evades magic attack  
 Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago, Shadow, Reim, Gogo

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-----  
BANDANA

Statistical Increases: Defense +16, Magic Defense +10

Price: 800

Effects: none

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo  
-----

-----  
BARD'S HAT

Statistical Increases: Defense +19, Magic Defense +21, Magic Evade +10

Price: 3000

Effects: Raises MP a little

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo  
-----

-----  
BEHEMOTH SUIT

Statistical Increases: Defense +94, Vigor +6, Speed +6, Stamina +6, Magic +6,  
Magic Defense +73

Price: N/A

Effects: Made of behemoth hide

Users: Relm, Strago  
-----

-----  
BERET

Statistical Increases: Defense +21, Magic +3, Magic Defense +21

Price: 3500

Effects: Raises success rate of "Sketch"

Users: Relm  
-----

-----  
BUCKLER

Statistical Increases: Defense +16, Evade +10, Magic Defense +10

Price: 200

Effects: none

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo  
-----

-----  
CAT HOOD

Statistical Increases: Defense +33, Speed +2, Magic +4, Evade +10, Magic Evade  
+10

Price: N/A

Effects: Doubles GP earned in battle

Users: Relm  
-----

-----  
CHOCOBO SUIT

Statistical Increases: Defense +56, Vigor +3, Speed +6, Stamina +2, Magic  
Defense +38

Price: N/A

Effects: Feel like a chocobo!

Users: Relm, Strago  
-----

-----  
CIRCLET

Statistical Increases: Defense +25, Vigor +2, Speed +1, Stamina +3, Magic +4,  
Magic Defense +19

Price: 7000

Effects: none

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo  
-----

-----  
CORONET

Statistical Increases: Defense +23, Speed +2, Magic +4, Magic Defense +23

Price: N/A

Effects: Raises success rate of "Control"

Users: Relm  
-----

-----  
COTTON ROBE

Statistical Increases: Defense +32, Magic Defense +21

Price: 200

Effects: none

Users: Gogo, Relm, Strago, Terra  
-----

-----  
CRYSTAL HELM

Statistical Increases: Defense +29, Magic Defense +19

Price: 10,000

Effects: none

Users: Setzer, Celes, Edgar, Terra  
-----

-----  
CRYSTAL MAIL

Statistical Increases: Defense +72, Magic Defense +49

Price: 17,000

Effects: none

Users: Setzer, Celes, Edgar, Cyan, Locke, Terra  
-----

-----  
CRYSTAL SHIELD



Statistical Increases: Defense +50, Evade +10, Magic Defense +34

Price: 7,000

Effects: none

Users: Setzer, Celes, Edgar, Cyan, Terra

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| CURSED SHIELD |

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---

Statistical Increases: Vigor -7, Speed -7, Stamina -7, Magic -7

Price: N/A

Effects: Causes several abnormal status effects.

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago, Shadow, Relm, Gogo

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| CZARINA GOWN |

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Statistical Increases: Defense +70, Vigor +!, Speed +2, Stamina +3, Magic +3,  
Magic Defense +64

Price: N/A

Effects: none

Users: Relm

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| DARK GEAR |

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---

Statistical Increases: Defense +68, Speed +6, Magic Defense +46

Price: 13,000

Effects: none

Users: Gogo, Gau, Setzer, Sabin, Shadow, Locke

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---

| DARK HOOD |

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---

Statistical Increases: Defense +168, Speed +6, Magic Defense +46

Price: 7,500

Effects: none

Users: Gogo, Gau, Mog, Sabin, Shadow, Locke

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| DIAMOND ARMOR |

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Statistical Increases: Defense +70, Magic Defense +\$7

Price: 15,000

Effects: none

Users: Setzer, Celes, Edgar, Cyan, Terra

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| DIAMOND HELM |

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Statistical Increases: Defense +27, Magic Defense +28

Price: 8,000

Effects: none

Users: Setzer, Celes, Edgar, Cyan, Terra

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-----  
DIAMOND SHIELD

Statistical Increases: Defense +40, Magic Defense +27, Evade +10

Price: 3,500

Effects: none

Users: Setzer, Celes, Edgar, Cyan, Terra  
-----

-----  
-----  
DIAMOND VEST

Statistical Increases: Defense +65, Magic Defense +44

Price: 12,000

Effects: none

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Shadow, Gogo  
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-----  
FLAME SHIELD

(Also known as what I put on when I enter the Chrono Cross board. XD)

Statistical Increases: Defense +41, Evade +20, Magic Defense +28, Magic Evade  
+10

Price: N/A

Effects: Absorbs fire elemental attacks

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Relm, Shadow, Gau  
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-----  
-----  
FORCE ARMOR

Statistical Increases: Defense +69, Magic Defense +68, Magic Evade +30

Price: N/A

Effects: Magic defense up

Users: Setzer, Celes, Edgar, Cyan, Locke, Terra  
-----

-----  
-----  
FORCE SHIELD

Statistical Increases: Defense +70, Magic Evade +50

Price: N/A

Effects: Protects against magic attacks

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo  
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-----  
-----  
GAIA GEAR

Statistical Increases: Defense +53, Magic Defense +43

Price: 6000

Effects: Absorbs earth elemental attacks

Users: Sabin, Terra, Locke, Gau, Celes, Setzer, Mog, Strago, Shadow, Relm,  
Gogo  
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-----  
| GENJI ARMOR |

Statistical Increases: Defense +90, Vigor +5, Speed +3, Stamina +2, Magic +3,  
Magic Defense +80

Price: N/A

Effects: none

Users: Celes, Setzer, Edgar, Cyan, Locke, Terra, Shadow

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-----  
| GENJI HELMET |

Statistical Increases: Defense +36, Magic Defense +38

Price: N/A

Effects: none

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo

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-----  
| GENJI SHIELD |

Statistical Increases: Defense +54, Evade +20, Magic Defense +50, Magic Evade  
+20

Price: N/A

Effects: none

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo

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-----  
| GOLD ARMOR |

Statistical Increases: Defense +55, Magic Defense +37

Price: 10,000

Effects: none

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

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-----  
| GOLD HELMET |

Statistical Increases: Defense +22, Magic Defense +15

Price: 4,000

Effects: none

Users: Mog, Celes, Edgar, Cyan, Terra

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-----  
| GOLD SHIELD |

Statistical Increases: Defense +34, Evade +10, Magic Defense +23

Price: 2,500

Effects: none

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

-----

| GREEN BERET |

-----  
Statistical Increases: Defense +19, Evade +10, Magic Defense +13  
Price: 3,000  
Effects: Raises HP a little  
Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo  
-----

| HAIR BAND |

-----  
Statistical Increases: Defense +12, Magic Defense +8  
Price: 150  
Effects: none  
Users: Relm, Celes, Terra  
-----

| HEAD BAND |

-----  
Statistical Increases: Defense +16, Vigor +3, Speed +1, Stamina +2, Magic  
Defense +10  
Price: 16,000  
Effects: none  
Users: Gau, Mog, Sabin, Shadow, Cyan, Locke  
-----

| HEAVY SHIELD |

-----  
Statistical Increases: Defense +22, Evade +10, Magic Defense +14  
Price: 400  
Effects: none  
Users: Setzer, Celes, Edgar, Cyan, Locke, Terra  
-----

| ICE SHIELD |

-----  
Statistical Increases: Defense +42, Evade +20, Magic Defense +28, Magic Evade  
+20  
Price: N/A  
Effects: Absorbs ice elemental attacks  
Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm Gogo  
-----

| IMP'S ARMOR |

-----  
Statistical Increases: Defense +100, Magic Defense +100  
Price: N/A  
Effects: ?? if equipped while an Imp  
Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo  
-----

| IRON ARMOR |

-----  
Statistical Increases: Defense +40, Magic Defense +27, Speed -2

Price: 700

Effects: none

Users: Setzer, Celes, Edgar, Cyan, Locke, Terra  
-----

-----  
IRON HELMET

Statistical Increases: Defense +18, Magic Defense +12

Price: 1,000

Effects: none

Users: Gau, Setzer, Celes, Edgar, Cyan, Locke, Terra  
-----

-----  
KUNG FU SUIT

Statistical Increases: Defense +34, Magic Defense +23

Price: 250

Effects: none

Users: Gau, Sabin, Shadow, Locke  
-----

-----  
LEATHER ARMOR

Statistical Increases: Defense +28, Magic Defense +19

Price: N/A

Effects: none

Users: Terra, Locke, Edgar, Sabin, Gau, Celes, Setzer, Mog, Strago, Shadow,  
Relm, Gogo  
-----

-----  
LEATHER HAT

Statistical Increases: Defense +11, Magic Defense +7

Price: N/A

Effects: none

Users: Terra, Locke, Edgar, Sabin, Gau, Celes, Setzer, Mog, Strago, Shadow,  
Relm, Gogo  
-----

-----  
LIGHT ROBE

Statistical Increases: Defense +60, Magic Defense +43, Magic +2

Price: 11,000

Effects: none

Users: Gogo, Relm, Strago  
-----

-----  
MAGUS HAT

Statistical Increases: Defense +15, Magic Defense +16, Magic +5

Price: 600

Effects: none

Users: Gogo, Mog, Relm, Strago, Setzer, Terra

| MINERVA |

Statistical Increases: Defense +88, Magic Defense +70, Vigor +1, Speed +2,  
Stamina +1, Magic +4, Magic Evade +10

Price: N/A

Effects: Raises MP by 1/4th

Users: Celes, Terra

| MIRAGE VEST |

Statistical Increases: Defense +48, Magic Defense +36, Magic Evade +10

Price: N/A

Effects: Creates an illusion

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo

| MOOGLE SUIT |

Statistical Increases: Defense +58, Magic Defense +52, Magic +5

Price: N/A

Effects: Be a moogle! Kupo!!

Users: Relm, Strago

| MYSTERY VEIL |

Statistical Increases: Defense +24, Magic Defense +25, Magic Evade +10, Magic  
+3, Speed +1

Price: 5,500

Effects: none

Users: Relm, Celes, Terra

| MYTHRIL HELM |

Statistical Increases: Defense +20, Magic Defense +13

Price: 2,000

Effects: none

Users: Gogo, Gau, Setzer, Celes, Edgar, Shadow, Cyan, Locke, Terra

| MYTHRIL MAIL |

Statistical Increases: Defense +51, Magic Defense +34

Price: 3,500

Effects: none

Users: Setzer, Celes, Edgar, Cyan, Locke, Terra

-----  
MYTHRIL SHIELD

Statistical Increases: Defense +27, Magic Defense +18, Evade +10  
Price: 1,200  
Effects: none  
Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo  
-----

-----  
MYTHRIL VEST

Statistical Increases: Defense +45, Magic Defense +30  
Price: 1,200  
Effects: none  
Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo  
-----

-----  
NINJA GEAR

Statistical Increases: Defense +47, Magic Defense +32, Speed +2  
Price: 1,100  
Effects: none  
Users: Gogo, Gau, Setzer, Sabin, Shadow, Locke  
-----

-----  
NUTKIN SUIT

Statistical Increases: Defense +86, Magic Defense +67, Magic +3, Speed +7  
Price: N/A  
Effects: A squirrel costume  
Users: Relm, Strago  
-----

-----  
OATH VEIL

Statistical Increases: Defense +32, Magic Defense +31  
Price: 9,000  
Effects: none  
Users: Relm, Celes, Terra  
-----

-----  
PALADIN SHIELD

Statistical Increases: Defense +59, Magic Defense +59, Evade +40, Magic Evade  
+40  
Price: N/A  
Effects: Cured Shield after "curse" is broken  
Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo  
-----

-----  
PLUMED HAT

-----  
Statistical Increases: Defense +14, Magic Defense +9

Price: 250

Effects: none

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo  
-----

-----  
POWER SASH

Statistical Increases: Defense +52, Magic Defense +35, Vigor +5, Speed +1,  
Stamina +5

Price: 5,000

Effects: none

Users: Gau, Sabin, Shadow, Cyan, Locke  
-----

-----  
RED CAP

Statistical Increases: Defense +24, Magic Defense +17, Vigor +4, Speed +3,  
Stamina +2

Price: N/A

Effects: Raises HP by 1/4

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo  
-----

-----  
RED JACKET

Statistical Increases: Defense +78, Magic Defense +55, Vigor +5, Speed +2,  
Stamina +4, Magic +1

Price: N/A

Effects: Houses legendary grappler's spirit

Users: Sabin, Edgar  
-----

-----  
REGAL CROWN

Statistical Increases: Defense +28, Magic Defense +23, Vigor +1, Speed +1,  
Stamina +1, Magic +1

Price: N/A

Effects: none

Users: Sabin, Edgar  
-----

-----  
SILK ROBE

Statistical Increases: Defense +39, Magic +20, Magic +1

Price: 600

Effects: none

Users: Gogo, Mog, Relm, Strago, Celes, Terra  
-----

-----  
SNOW MUFFLER



-----  
Statistical Increases: Defense +128, Magic Defense +90, Evade +10, Magic Evade  
+10

Price: N/A

Effects: none

Users: Gau, Mog  
-----

-----  
TABBY SUIT

Statistical Increases: Defense +54, Magic Defense +36, Vigor +2, Speed +2,  
Stamina +2, Magic +2

Price: N/A

Effects: Resembles a tabby cat

Users: Relm, Strago  
-----

-----  
TAO ROBE

Statistical Increases: Defense +68, Magic Defense +50, Magic Evade +10, Magic  
+5

Price: 13,000

Effects: none

Users: Gogo, Relm, Strago  
-----

-----  
THORNLET

Statistical Increases: Defense +38

Price: N/A

Effects: Slkowlly drains HP from wearer

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo  
-----

-----  
THUNDER ARMOR

Statistical Increases: Defense +43, Magic Defense +28, Evade +20 Magic Evade  
+10

Price: N/A

Effects: Randomly casts Bolt 2, cats Bolt 3 when used as an item, and then  
breaks

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo  
-----

-----  
THUNDER SHIELD

Statistical Increases: Defense +43, Magic Defense +28, Evade +20, Magic Evade  
+10

Price: N/A

Effects: Absorbs thunder elemental attacks

Users: Terra, Locke, Edgar, Sabin, Cyan, Gau, Celes, Setzer, Mog, Strago,  
Shadow, Relm, Gogo  
-----



Effect: If an item has a special property, you will find it noted here.

----Here is a list of all the relics in this game.----

-----  
AMULET

Price: 5000

Effect: Protects against "Poison", "Dark", and "Zombie".  
-----

-----  
ATLAS ARMLET

Price: 5000

Effect: Increases attack power  
-----

-----  
BACK GUARD

Price: 7000

Effect: Protects against "Back Attacks" and "Pincer Attacks".  
-----

-----  
BARRIER RING

Price: 500

Effect: Casts "Shell" on a character when his/her HP runs low.  
-----

-----  
BEADS

Price: 4000

Effect: Increases wearers "Evade" rate.  
-----

-----  
BLACK BELT

Price: 5000

Effect: Allows character to counterattack enemies.  
-----

-----  
BLIZZARD ORB

Price: N/A

Effect: Allows Umaro to cast Blizzard spells.  
-----

-----  
CHARM BANGLE

Price: N/A

Effect: Lowers random encounter rate.

-----  
-----  
CHERUB DOWN

Price: 6300  
Effect: Causes character to float during battle.  
-----

-----  
-----  
COIN TOSS

Price: N/A  
Effect: Changes Setzer's "Slot" command to "GP Rain".  
-----

-----  
-----  
CRYSTAL ORB

Price: N/A  
Effect: Increases wearer's MP by 50 percent.  
-----

-----  
-----  
CURE RING

Price: 8000  
Effect: Character slowly regains HP during battle (like Regen)  
-----

-----  
-----  
CURSED RING

Price: N/A  
Effect: Bears a terrible curse, but increases defense.  
-----

-----  
-----  
CZARNIA RING

Price: 3000  
Effect: Casts "Safe" and "Shell" on a character when his/her HP is low.  
-----

-----  
-----  
DRAGON HORN

Price: N/A  
Effect: Makes character "Jump" every turn.  
-----

-----  
-----  
DRAGOON BOOTS

Price: 9000  
Effect: Changes a character's "Fight" command to "Jump".  
-----

-----  
-----  
EARRINGS

-----  
Price: 5000

Effect: Increases wearer's magic power. Effect can be doubled by equipping a pair.

-----  
-----  
ECONOMIZER

Price: N/A

Effect: Cuts spell casting cost down to one magic point.

-----  
-----  
EXPERIENCE EGG

Price: N/A

Effect: Doubles the amount of experience points earned after battle for character equipped.

-----  
-----  
FAIRY RING

Price: 1500

Effect: Protects wearer from "Poison" and "Dark" spells.

-----  
-----  
FAKE MUSTACHE

Price: N/A

Effect: Changes Relm's "Sketch" command into "Control".

-----  
-----  
GALE HAIRPIN

Price: 8000

Effect: Increases party's chances for a preemptive attack.

-----  
-----  
GAUNTLET

Price: N/A

Effect: Allows wearer to hold a weapon with both hands increasing attack power.

-----  
-----  
GEM BOX

Price: N/A

Effect: Changes wearer's "Magic" command to "X-Magic" allowing wearer to cast two spells each turn.

-----  
-----  
GENJI GLOVE

-----  
Price: N/A

Effect: Allows wearer to equip and attack with two weapons.  
-----

-----  
GOGGLES

Price: 500

Effect: Protects against "Dark".  
-----

-----  
GOLD HAIRPIN

Price: N/A

Effect: Cuts spell costing cost in half.  
-----

-----  
GUARD RING

Price: 5000

Effect: Casts "Safe".  
-----

-----  
HERO RING

Price: N/A

Effect: Increases character's physical and magical attacking power.  
-----

-----  
HYPER WRIST

Price: 8000

Effect: Increases a character's "Vigor".  
-----

-----  
JEWEL RING

Price: 1000

Effect: Protects against "Petrify".  
-----

-----  
MARVEL SHOES

Price: N/A

Effect: Causes a variety of positive status effects when a character wears them.  
-----

-----  
MEMENTO RING

Price: N/A

Effect: Protects the wearer from mortal attacks.

-----  
-----  
MERIT PRIZE

Price: N/A

Effect: Allows wearer to equip heavy armor.  
-----

-----  
-----  
MYTHRIL GLOVE

Price: 700

Effect: Casts "Safe" on a character when his/her HP is low.  
-----

-----  
-----  
MOOGLE CHARM

Price: N/A

Effect: No random enemy encounters.  
-----

-----  
-----  
MUSCLE BELT

Price: N/A

Effect: Increases a character's max HP by 50 percent.  
-----

-----  
-----  
OFFERING

Price: N/A

Effect: Changes wearer's "Fight" command into "X-Fight" allowing him or her to attack four times each turn.  
-----

-----  
-----  
PEACE RING

Price: 3000

Effect: Protects wearer from "Berserk" or "Muddle" spells.  
-----

-----  
-----  
POD BRACELET

Price: N/A

Effect: Allows a character to cast Safe and Shell spells.  
-----

-----  
-----  
RAGE RING

Price: N/A

Effect: Strengthens Umaro's Rage attack (Umaro Only)  
-----  
-----

| RELIC RING |

Price: N/A

Effect: Makes wearer's body cold.

| RIBBON |

Price: N/A

Effect: Protects wearer from all abnormal status effects.

| RUNNING SHOES |

Price: 7000

Effect: Casts "Haste" in battle.

| SAFETY BIT |

Price: N/A

Effect: Protects wearer from mortal magic attacks.

| SAFETY RING |

Price: N/A

Effect: Protects wearer from mortal magic attacks.

| SNEAK RING |

Price: 3000

Effect: Increases Locke's chances of stealing items during battle.

| SNIPER SIGHT |

Price: 3000

Effect: Increases wearer's hit ratio to 100 percent.

| SPRINT SHOES |

Price: 1500

Effect: Walk faster in towns and dungeons by pressing the "Circle" button.

| STAR PENDANT |

Price: 500

Effect: Protects wearer from "Poison" spells.



-----  
-----  
THIEF GLOVE

Price: N/A

Effect: Changes Locke's "Steal" command to the "Capture" command.  
-----

-----  
-----  
TINTINIBAR

Price: N/A

Effect: Wearer recovers HP slowly while walking.  
-----

-----  
-----  
TRUE KNIGHT

Price: 1000

Effect: Allows character to protect other characters low on HP during battles.  
-----

-----  
-----  
WALL RING

Price: 600

Effect: Casts "Reflect" on wearer.  
-----

-----  
-----  
WHITE CAPE

Price: 5000

Effect: Protects wearer from "Imp" and "Mute" spells.  
-----

-----  
-----  
ZEPHYR CAPE

Price: 7000

Effect: Increases wearer's "Evade" rate.  
-----

^^  
----- 6.4 ITEM LIST -----  
^^

Healing Items: These items can be used to restore HP, MP, or to cure abnormal status ailments.

Misc. Items: These rare items have unusual uses.

Tools: Only Edgar can use these items with his "Tool" command.

Throwing Weapons: Only Shadow can use these items with his "Throw" Command.

Price: The cost of such an item if it can be purchased at a shop.

Effect: If an item has a special property, you will find it noted here.

+++++  
HEALING ITEMS  
+++++

----Here is a list of all the healing items in the game.----

-----  
ANTIDOTE

Price: 50  
Effect: Cures "Poison" status  
-----

-----  
DRIED MEAT

Price: 150  
Effect: Restores 150 HP  
-----

-----  
ECHO SCREEN

Price: 120  
Effect: Cures "Mute" status  
-----

-----  
ELIXIR

Price: N/A  
Effect: Completely restores HP and MP  
-----

-----  
ETHER

Price: N/A  
Effect: Restores 150 MP  
-----

-----  
EYEDROP

Price: 50  
Effect: Cures "Dark" status  
-----

-----  
GREEN CHERRY

Price: 150  
Effect: Cures "Imp" status  
-----

-----  
MEGALIXIR

Price: N/A  
Effect: Completely restores party's HP and MP  
-----

-----  
PHOENIX DOWN

Price: 500  
Effect: Revives a K.O.ed ally/Destroys undead enemies  
-----

-----  
POTION

Price: 300  
Effect: Restores 250 HP  
-----

-----  
REMEDY

Price: 1000  
Effect: Cures abnormal statuses except "Zombie" and "Imp"  
-----

-----  
REVIVIFY

Price: 300  
Effect: Cures "Zombie" status/Damages undead enemies  
-----

-----  
SLEEPING BAG

Price: 500  
Effect: Completely restores one character's HP and MP. Can be used at save points and outdoors only.  
-----

-----  
SOFT

Price: 200  
Effect: Cures "Petrify" status  
-----

-----  
TENT

Price: 1200  
Effect: Completely restores one party's HP and MP. Can be used at save points and outdoors only.  
-----

-----  
TINCTURE

-----  
Price: 1500  
Effect: Restores 50 MP  
-----

-----  
TONIC

Price: 50  
Effect: Restores 50 HP  
-----

-----  
X-ETHER

Price: N/A  
Effect: Completely restores MP  
-----

-----  
X-POTION

Price: N/A  
Effect: Completely restores HP  
-----

+++++  
MISC. ITEMS  
+++++

----Here is a list of all the misc. items in the game.----

-----  
MAGICITE

Price: N/A  
Effect: Randomly summons an Esper to aid your party in battle.  
-----

-----  
RENAME CARD

Price: N/A  
Effect: Allows you to change a character's name.  
-----

-----  
SMOKE BOMB

Price: 300  
Effect: Allows party to escape from battle.  
-----

-----  
SUPER BALL

Price: 10,000

Effect: Causes damage by bouncing off of enemies.

-----  
-----  
WARP STONE

Price: 700

Effect: Allows party to escape from battles and dungeons.

-----  
+++++  
TOOLS  
+++++

----Here is a list of all the tools in the game.----

-----  
-----  
AIR ANCHOR

Price: N/A

Effect: Causes enemies to self-destruct.

-----  
-----  
AUTO CROSSBOW

Price: 250

Effect: Attacks all enemies

-----  
-----  
BIO BLASTER

Price: 750

Effect: Poisons enemies

-----  
-----  
CHAINSAW

Price: 2000

Effect: Randomly dispatches an enemy.

-----  
-----  
DEBILITATOR

Price: 5000

Effect: Creates an elemental weak point in an enemy.

-----  
-----  
DRILL

Price: 3000

Effect: Drills through enemy defenses

| FLASH |

Price: 1000

Effect: Blinds enemies

| NOISE BLASTER |

Price: 500

Effect: Confuses enemies

+++++  
THROWING WEAPONS  
+++++

----Here is a list of all the throwing weapons in the game.----

| BOLT EDGE |

Price: 500

Effect: Thunder-elemental attack against multiple enemies

| FIRE SKEAN |

Price: 500

Effect: Fire-elemental attack against multiple enemies

| INVIZ EDGE |

Price: 200

Effect: Makes thrower invisible

| SHADOW EDGE |

Price: 400

Effect: Creates an illusion of the thrower

| WATER EDGE |

Price: 500

Effect: Water-elemental attack against multiple enemies



Attack: Purifier (96)

Spells (Learn Rate): Merton (1), Meteor (10)

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| FENRIR |

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Level Bonus: MP +30%

Attack: Moon Song (70)

Spells (Learn Rate): Warp (10), X-Zone (5), Stop (3)

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| GOLEM |

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Level Bonus: Stamina +2

Attack: Earth Wall (33)

Spells (Learn Rate): Safe (5), Stop (5), Cure 2 (5)

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| IFRIT |

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Level Bonus: Vigor +1

Attack: Inferno (26)

Spells (Learn Rate): Fire (10), Fire 2 (5), Drain (1)

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| KIRIN |

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Level Bonus: None

Attack: Life Guard (18)

Spells (Learn Rate): Cure (5), Cure 2 (1), Regen (3), Antidote (4), Scan (5)

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| MADUIN |

---

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Level Bonus: Magic Power +1

Attack: Chaos Wing (44)

Spells (Learn Rate): Fire 2 (3), Ice 2 (3), Bolt 2 (3)

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| ODIN |

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Level Bonus: Speed +1

Attack: Atom Edge (70)

Spells (Learn Rate): Meteor (1)

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| PALIDOR |

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Level Bonus: None

Attack: Sonic Dive (61)

Spells (Learn Rate): Haste (20), Slow (20), Haste 2 (2), Slow 2 (2), Float (5)

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PHANTOM

Level Bonus: MP +10%  
Attack: Fader (38)  
Spells (Learn Rate): Berserk (3), Vanish (3), Demi (3)  
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-----  
PHOENIX

Level Bonus: None  
Attack: Rebirth (110)  
Spells (Learn Rate): Life (10), Life 2 (2), Life 3 (1), Cure 3 (2), Fire 3 (3)  
-----

-----  
RAGNAROK

Level Bonus: None  
Attack: Metamorph (6)  
Spells (Learn Rate): Ultima (1)  
-----

-----  
RAIDEN

Level Bonus: Vigor +2  
Attack: True Edge (80)  
Spells (Learn Rate): Quick (1)  
-----

-----  
RAMUH

Level Bonus: Stamina +1  
Attack: Bolt Fist (25)  
Spells (Learn Rate): Bolt (10), Bolt 2 (5), Poison (5)  
-----

-----  
SHIVA

Level Bonus: None  
Attack: Gem Dust (27)  
Spells (Learn Rate): Ice (10), Ice 2 (5), Rasp (4), Osmose (4), Cure (3)  
-----

-----  
SHOAT

Level Bonus: HP +10%  
Attack: Demon Eye (45)  
Spells (Learn Rate): Bio (8), Break (5), Doom (2)  
-----

-----  
SIREN

Level Bonus: HP +10%

Attack: Hope Song (16)

Spells (Learn Rate): Sleep (10), Mute (8), Slow (7), Fire (6)

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| SRAPHIM |

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Level Bonus: None

Attack: Reviver (40)

Spells (Learn Rate): Life (5), Cure 2 (8), Cure (20), Regen (10), Remedy (4)

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| STARLET |

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Level Bonus: Stamina +2

Attack: Group Hug (74)

Spells (Learn Rate): Cure (25), Cure 2 (16), Cure 3 (1), Regen (20), Remedy (20)

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| STRAY |

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Level Bonus: Magic Power +1

Attack: Cat Rain (28)

Spells (Learn Rate): Muddle (7), Imp (5), Float (2)

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| TERRATO |

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Level Bonus: HP +30%

Attack: Earth Aura (40)

Spells (Learn Rate): Quake (3), Quarter (1), White Wind (1)

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| TRITCOH |

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Level Bonus: Magic Power +2

Attack: Tri-Dazer (68)

Spells (Learn Rate): Fire 3 (1), Ice 3 (1), Bolt 3 (1)

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| UNICORN |

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Level Bonus: None

Attack: Heal Horn (30)

Spells (Learn Rate): Cure 2 (4), Remedy (3), Dispel (2), Safe (1), Shell (1)

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| ZONESEEK |

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Level Bonus: Magic Power +2

Attack: Wall (30)

Spells (Learn Rate): Rasp (20), Osmose (15), Shell (5)

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MP USED: 30  
RANGE: Single  
ESPER/LEARN RATE: Phoenix x10, Sraphim x5, Bismark x2

-----  
-----  
LIFE 2

EFFECT: Revives wounded allies and completely restores their HP  
MP USED: 60  
RANGE: Single  
ESPER/LEARN RATE: Phoenix x2

-----  
-----  
LIFE 3

EFFECT: Similar to Life, but this spell is cast on a fighter before they are knocked out during the battle. If the character is critically wounded later on in the battle, they are automatically revived.  
MP USED: 50  
RANGE: Single  
ESPER/LEARN RATE: Phoenix x1

-----  
-----  
REMEDY

EFFECT: Cures all abnormal status effects except Zombie and Imp  
MP USED: 15  
RANGE: Single  
ESPER/LEARN RATE: Starlet x20, Alexander x15, Sraphim x4, Unicorn x3

-----  
-----  
REGEN

EFFECT: Slowly restores a character's HP over time  
MP USED: 10  
RANGE: Single  
ESPER/LEARN RATE: Starlet x20, Sraphim x10, Kirin x3

-----  
+++++  
OFFENSIVE MAGIC  
+++++

----Here is a list of all the offensive magic in the game.----

-----  
-----  
FIRE

EFFECT: This small blast of heat causes limited damage to opponents  
MP USED: 4  
ELEMENT: Fire  
RANGE: Single/All

ESPER/LEARN RATE: Bismark x20, Ifrit x10, Siren x6

| FIRE 2 |

EFFECT: A larger blast of heat that causes three times as much damage as the Fire spell

MP USED: 20

ELEMENT: Fire

RANGE: Single/All

ESPER/LEARN RATE: Ifrit x5, Maduin x3

| FIRE 3 |

EFFECT: Bombs the enemy with an explosive blast that causes six times the damage of Fire

MP USED: 51

ELEMENT: Fire

RANGE: Single/All

ESPER/LEARN RATE: Phoenix x3, Tritoch x1

| BOLT |

EFFECT: Strikes an enemy with a lightning bolt.

MP USED: 6

ELEMENT: Lightning

RANGE: Single/All

ESPER/LEARN RATE: Bismark x20, Ramuh x10

| BOLT 2 |

EFFECT: Enemies are shocked with a larger lightning bolt that causes three times the amount of damage as Bolt

MP USED: 22

ELEMENT: Lightning

RANGE: Single/All

ESPER/LEARN RATE: Maduin x3, Ramuh x2

| BOLT 3 |

EFFECT: Blasts the enemy with a huge lightning bolt that causes six times the amount of damage as Bolt

MP USED: 53

ELEMENT: Lightning

RANGE: Single/All

ESPER/LEARN RATE: Tritoch x1

| ICE |

EFFECT: Freezes enemies with a blast of cold air

MP USED: 5

ELEMENT: Ice

RANGE: Single/All

ESPER/LEARN RATE: Bismark x20, Shiva x10

-----

-----

| ICE 2 |

-----

EFFECT: Ice engulfs the enemy, causing three times as much damage as Ice

MP USED: 21

ELEMENT: Ice

RANGE: Single/All

ESPER/LEARN RATE: Shiva x5, Maduin x3

-----

-----

| ICE 3 |

-----

EFFECT: Huge ice boulders crash down on the enemy, causing six times as much damage as Ice

MP USED: 52

ELEMENT: Ice

RANGE: Single/All

ESPER/LEARN RATE: Tritoch x1

-----

-----

| BIO |

-----

EFFECT: A more powerful version of the Poison spell that can target multiple enemies

MP USED: 26

ELEMENT: Poison

RANGE: Single/All

ESPER/LEARN RATE: Shoat x8

-----

-----

| POISON |

-----

EFFECT: Engulfs the enemy in poisonous gas that causes damage and the Poison status effect.

MP USED: 3

ELEMENT: Poison

RANGE: Single

ESPER/LEARN RATE: Ramuh x5

-----

-----

| DRAIN |

-----

EFFECT: Sucks HP from an enemy and transfers it to the spell caster

MP USED: 15

ELEMENT: None

RANGE: Single

ESPER/LEARN RATE: Ifrit x1

-----

-----  
BREAK

EFFECT: This spell attempts to petrify enemies  
MP USED: 25  
ELEMENT: None  
RANGE: Single  
ESPER/LEARN RATE: Shoat x5  
-----

-----  
PEARL

EFFECT: Showers an enemy with holy light  
MP USED: 40  
ELEMENT: Holy  
RANGE: Single  
ESPER/LEARN RATE: Alexander x2  
-----

-----  
DEMI

EFFECT: This magic attack cuts an enemy's HP in half  
MP USED: 33  
ELEMENT: None  
RANGE: Single  
ESPER/LEARN RATE: Phantom x5  
-----

-----  
X-ZONE

EFFECT: Sends enemies to a different dimension from which they can never  
return  
MP USED: 53  
ELEMENT: None  
RANGE: All  
ESPER/LEARN RATE: Fenrir x5  
-----

-----  
DOOM

EFFECT: Summons the Grim Reaper whose touch brings instant death  
MP USED: 35  
ELEMENT: None  
RANGE: Single  
ESPER/LEARN RATE: Shoat x2  
-----

-----  
FLARE

EFFECT: A powerful explosive blast focused on a single enemy  
MP USED: 45  
ELEMENT: None  
RANGE: Single  
ESPER/LEARN RATE: Bahamut x2  
-----

-----  
QUARTER

EFFECT: This is stronger version of the Demi spell that cuts an enemy's HP down to one quarter.

MP USED: 48

ELEMENT: None

RANGE: All

ESPER/LEARN RATE: Terrato x1  
-----

-----  
METEOR

EFFECT: A meteor shower rains down from above

MP USED: 62

ELEMENT: None

RANGE: All

ESPER/LEARN RATE: Crusader x10, Odin x1  
-----

-----  
ULTIMA

EFFECT: This is the ultimate attack spell, which causes massive damage to entire groups of enemies.

MP USED: 80

ELEMENT: None

RANGE: All

ESPER/LEARN RATE: Ragnarok x1  
-----

-----  
W. WIND

EFFECT: Creates a powerful tornado that saps 90 percent of everyone's HP.

MP USED: 75

ELEMENT: None

RANGE: All (Enemies and Allies)

ESPER/LEARN RATE: Terrato x1  
-----

-----  
QUAKE

EFFECT: Causes a massive earthquake that damages everyone with their feet on the ground.

MP USED: 50

ELEMENT: Earth

RANGE: All (Enemies and Allies)

ESPER/LEARN RATE: Terrato x3  
-----

-----  
MERTON

EFFECT: This powerful magical attack effects everyone within its path

MP USED: 85

ELEMENT: Fire



RANGE: All (Enemies and Allies)  
ESPER/LEARN RATE: Crusader x1

-----  
+++++  
EFFECT MAGIC  
+++++

----Here is a list of all the effect magic in the game.----

-----  
SCAN

EFFECT: Displays an enemy's level, HP, MP, and elemental weaknesses  
MP USED: 3  
RANGE: Single  
ESPER/LEARN RATE: Kirin x5  
-----

-----  
RASP

EFFECT: Reduces an enemy's total MP  
MP USED: 12  
RANGE: Single  
ESPER/LEARN RATE: Zone Seek x20, Shiva x4  
-----

-----  
SAFE

EFFECT: Increases the target defenses against physical attacks  
MP USED: 12  
RANGE: Single  
ESPER/LEARN RATE: Alexander x10, Golem x5, Carbunkl x2, Unicorn x1  
-----

-----  
MUDDLE

EFFECT: Confuses the target, making use of random commands against random targets  
MP USED: 8  
RANGE: Single  
ESPER/LEARN RATE: Stray x7  
-----

-----  
HASTE

EFFECT: Raises target's speed so that it takes less time between actions in battle  
MP USED: 10  
RANGE: Single  
ESPER/LEARN RATE: Palidor x20, Carbunkl x3  
-----

-----  
HASTE 2

EFFECT: Speeds up the entire party, so everyone takes less time between actions

MP USED: 38

RANGE: All

ESPER/LEARN RATE: Palidor x10  
-----

-----  
SHELL

EFFECT: Increases the target's defenses against magic attacks

MP USED: 15

RANGE: Single

ESPER/LEARN RATE: Alexander x10, Zone Seek x5, Carbunkl x2, Unicorn x1  
-----

-----  
REFLECT

EFFECT: Creates a magical barrier that blocks most magic attacks. Reflected spells are bounced back at the caster's party. Reflect cannot block a spell that has already been reflected off of another character.

MP USED: 22

RANGE: Single

ESPER/LEARN RATE: Carbunkl x5  
-----

-----  
FLOAT

EFFECT: Causes the target to float in the air. Earth magic does not affect floating characters.

MP USED: 17

RANGE: Single/All

ESPER/LEARN RATE: Palidor x5, Stray x2  
-----

-----  
IMP

EFFECT: Turns the target into an Imp, limiting its battle options. Can also be used to cure the Imp status effect.

MP USED: 10

RANGE: Single

ESPER/LEARN RATE: Stray x5  
-----

-----  
BERSERK

EFFECT: The target loses control of its actions and can only use physical attacks against random targets.

MP USED: 16

RANGE: Single

ESPER/LEARN RATE: Phantom x3  
-----

-----  
VANISH

EFFECT: Makes the target temporarily invisible, which makes it immune to physical attacks. Character reappears when taking some actions or when magic is used against it.

MP USED: 18

RANGE: Single

ESPER/LEARN RATE: Phantom x3  
-----

-----  
MUTE

EFFECT: Silences the target, making it impossible for the enemy to use magic

MP USED: 8

RANGE: Single

ESPER/LEARN RATE: Siren x8  
-----

-----  
QUICK

EFFECT: Makes the target super fast, allowing it to immediately take two additional turns

MP USED: 99

RANGE: Caster

ESPER/LEARN RATE: Raiden x1  
-----

-----  
STOP

EFFECT: Stops the target temporarily so that it cannot perform actions during battle

MP USED: 10

RANGE: Single

ESPER/LEARN RATE: Golem x5, Fenrir x3  
-----

-----  
OSMOSE

EFFECT: Absorbs MP from an enemy and transfers it to the spell caster

MP USED: 1

RANGE: Single

ESPER/LEARN RATE: Zone Seek x15, Shiva x4  
-----

-----  
WARP

EFFECT: Allows the party to escape from battles or dungeons instantly

MP USED: 20

RANGE: All

ESPER/LEARN RATE: Fenrir x10, Carbunkl x2  
-----  
-----



Magic Defense: 135  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Tonic  
Drop: None

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=====  
----- [A] -----  
=====

-----  
ABOLISHER

Level: 24  
HP: 860  
MP: 82  
Experience: 485  
GP: 525  
Speed: 35  
Attack: 116  
Defense: 25  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: None  
Drop: Phoenix Down

-----  
ACTANEON

Level: 12  
HP: 230  
MP: 98  
Experience: 57  
GP: 125  
Speed: 35  
Attack: 13  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Water  
Weaknesses: Fire, Lightning  
Steal: Potion  
Drop: None

-----  
ADAMANCHYT

Level: 24  
HP: 1305  
MP: 50

Experience: 1450  
GP: 189  
Speed: 40  
Attack: 22  
Defense: 225  
Evade: 0  
Magic Attack: 10  
Magic Defense: 45  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Gold Shield  
Drop: None

-----  
-----  
AIR FORCE

Level: 25  
HP: 8000  
MP: 750  
Experience: 0  
GP: 0  
Speed: 35  
Attack: 10  
Defense: 150  
Evade: 0  
Magic Attack: 12  
Magic Defense: 120  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: Elixir  
Drop: Czarina Ring

-----  
-----  
ALLOSAURUS

Level: 38  
HP: 3000  
MP: 300  
Experience: 953  
GP: 731  
Speed: 10  
Attack: 10  
Defense: 105  
Evade: 0  
Magic Attack: 3  
Magic Defense: 0  
Magic Evade: 50  
Element: None  
Weaknesses: Holy, Fire  
Steal: None  
Drop: None

-----  
-----  
ALLO VER

Level: 19  
HP: 8000  
MP: 8000  
Experience: 0  
GP: 0  
Speed: 55  
Attack: 13  
Defense: 140  
Evade: 0  
Magic Attack: 55  
Magic Defense: 160  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Tonic, Potion  
Drop: Tiger Fang

-----  
-----  
ANEMONE

Level: 33  
HP: 2000  
MP: 100  
Experience: 1000  
GP: 550  
Speed: 33  
Attack: 10  
Defense: 115  
Evade: 0  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 0  
Element: Lightning, Water  
Weaknesses: Fire  
Steal: None  
Drop: Green Cherry

-----  
-----  
ANGUIFORM

Level: 13  
HP: 315  
MP: 150  
Experience: 96  
GP: 358  
Speed: 25  
Attack: 14  
Defense: 80  
Evade: 0  
Magic Attack: 6  
Magic Defense: 150  
Magic Evade: 0  
Element: Water  
Weaknesses: Lightning  
Steal: Potion  
Drop: Phoenix Down

-----  
APOKRYPHOS

Level: 26  
HP: 1900  
MP: 195  
Experience: 1200  
GP: 525  
Speed: 37  
Attack: 18  
Defense: 80  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Holy, Lightning  
Steal: Cure Ring  
Drop: None  
-----

-----  
APPARITE

Level: 20  
HP: 781  
MP: 60  
Experience: 415  
GP: 300  
Speed: 35  
Attack: 17  
Defense: 110  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Fire, Poison  
Weaknesses: Holy, Ice  
Steal: Potion, Revivify  
Drop: Revivify  
-----

-----  
AQUILLA

Level: 49  
HP: 6013  
MP: 820  
Experience: 2781  
GP: 906  
Speed: 40  
Attack: 13  
Defense: 120  
Evade: 30  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 0  
Element: Fire  
Weaknesses: Ice  
Steal: Economizer, Phoenix Down



Drop: Phoenix Down

-----  
-----  
ARANEID

Level: 6  
HP: 87  
MP: 13  
Experience: 37  
GP: 94  
Speed: 30  
Attack: 20  
Defense: 80  
Evade: 0  
Magic Attack: 10  
Magic Defense: 0  
Magic Evade: 135  
Element: None  
Weaknesses: Water, Ice  
Steal: Tonic  
Drop: Tonic

-----  
-----  
ASPIK

Level: 12  
HP: 220  
MP: 330  
Experience: 48  
GP: 115  
Speed: 40  
Attack: 2  
Defense: 100  
Evade: 0  
Magic Attack: 2  
Magic Defense: 150  
Magic Evade: 0  
Element: Water  
Weaknesses: Fire  
Steal: Tonic  
Drop: X-Potion

-----  
-----  
ATMA

Level: 67  
HP: 55,000  
MP: 19,000  
Experience: 0  
GP: 0  
Speed: 63  
Attack: 20  
Defense: 75  
Evade: 0  
Magic Attack: 10  
Magic Defense: 70  
Magic Evade: 0

Element: Poison, Water, Earth, Wind, Holy

Weaknesses: None

Steal: Crystal Orb, Drainer

Drop: None

-----  
-----  
ATMA WEAPON

Level: 37

HP: 24,000

MP: 5000

Experience: 0

GP: 0

Speed: 67

Attack: 45

Defense: 142

Evade: 20

Magic Attack: 5

Magic Defense: 97

Magic Evade: 10

Element: None

Weaknesses: None

Steal: Elixir, Ribbon

Drop: Elixir

-----  
===== [B] =====  
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-----  
-----  
BALLOON

Level: 22

HP: 550

MP: 80

Experience: 369

GP: 300

Speed: 25

Attack: 11

Defense: 20

Evade: 0

Magic Attack: 10

Magic Defense: 130

Magic Evade: 0

Element: Fire

Weaknesses: Ice, Water

Steal: Phoenix Down

Drop: None

-----  
-----  
BARB-E

Level: 39

HP: 3062

MP: 198

Experience: 1410

GP: 631

Speed: 30  
Attack: 13  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 160  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: None  
Drop: None

-----  
-----  
BASKERVOR

Level: 22  
HP: 750  
MP: 100  
Experience: 465  
GP: 458  
Speed: 35  
Attack: 17  
Defense: 110  
Evade: 0  
Magic Attack: 10  
Magic Defense: 120  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Gaia Gear  
Drop: Potion

-----  
-----  
BEAKOR

Level: 11  
HP: 290  
MP: 30  
Experience: 108  
GP: 135  
Speed: 30  
Attack: 12  
Defense: 80  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Eye Drop, Potion  
Drop: Potion

-----  
-----  
BEHEMOTH

Level: 28  
HP: 5800

MP: 180  
Experience: 2055  
GP: 0  
Speed: 50  
Attack: 25  
Defense: 100  
Evade: 0  
Magic Attack: 7  
Magic Defense: 135  
Magic Evade: 0  
Element: None  
Weaknesses: Ice  
Steal: Running Shoes  
Drop: X-Potion

-----  
-----  
BLACK DRAGON

Level: 26  
HP: 4000  
MP: 600  
Experience: 780  
GP: 502  
Speed: 30  
Attack: 14  
Defense: 102  
Evade: 0  
Magic Attack: 10  
Magic Defense: 20  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Revivify  
Drop: Tent

-----  
-----  
BLEARY

Level: 7  
HP: 119  
MP: 10  
Experience: 53  
GP: 80  
Speed: 30  
Attack: 13  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 155  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Tonic  
Drop: Tonic

-----  
-----  
BLOOMPYRE

-----  
Level: 26  
HP: 12  
MP: 400  
Experience: 510  
GP: 896  
Speed: 35  
Attack: 13  
Defense: 254  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Water  
Weaknesses: Lightning  
Steal: Echo Screen  
Drop: Smoke Bomb  
-----

-----  
BLUE DRAGON

Level: 66  
HP: 26,900  
MP: 3800  
Experience: 0  
GP: 0  
Speed: 75  
Attack: 13  
Defense: 110  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Water  
Weaknesses: Lightning  
Steal: None  
Drop: Scimitar  
-----

-----  
BOGY

Level: 29  
HP: 1318  
MP: 100  
Experience: 532  
GP: 1200  
Speed: 30  
Attack: 15  
Defense: 102  
Evade: 0  
Magic Attack: 10  
Magic Defense: 153  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Potion  
Drop: None  
-----

-----  
BOMB

Level: 8  
HP: 160  
MP: 50  
Experience: 35  
GP: 80  
Speed: 30  
Attack: 10  
Defense: 90  
Evade: 0  
Magic Attack: 1  
Magic Defense: 150  
Magic Evade: 0  
Element: Fire  
Weaknesses: Water, Ice  
Steal: Tonic, Potion, Muscle Belt  
Drop: Potion  
-----

-----  
BORRAS

Level: 35  
HP: 4771  
MP: 590  
Experience: 2953  
GP: 2500  
Speed: 43  
Attack: 23  
Defense: 150  
Evade: 105  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 10  
Element: None  
Weaknesses: Poison  
Steal: Potion  
Drop: None  
-----

-----  
BOUNTY MAN

Level: 13  
HP: 285  
MP: 50  
Experience: 115  
GP: 55  
Speed: 32  
Attack: 16  
Defense: 75  
Evade: 0  
Magic Attack: 10  
Magic Defense: 140  
Magic Evade: 0  
Element: None  
Weaknesses: Fire

Steal: Potion

Drop: None

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| BOXED SET |

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Level: 45

HP: 4020

MP: 105

Experience: 1504

GP: 465

Speed: 30

Attack: 13

Defense: 90

Evade: 0

Magic Attack: 7

Magic Defense: 250

Magic Evade: 0

Element: None

Weaknesses: Holy

Steal: Antidote

Drop: None

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| BRACHOSAUR |

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Level: 77

HP: 46,050

MP: 51,420

Experience: 14,396

GP: 0

Speed: 95

Attack: 55

Defense: 190

Evade: 70

Magic Attack: 25

Magic Defense: 145

Magic Evade: 50

Element: None

Weaknesses: Ice

Steal: Ribbon

Drop: Economizer

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| BRAINPAN |

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Level: 25

HP: 1300

MP: 1000

Experience: 550

GP: 600

Speed: 35

Attack: 24

Defense: 120

Evade: 0

Magic Attack: 10

Magic Defense: 110

Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire, Lightning  
Steal: Earrings  
Drop: None

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| BRAWLER |

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Level: 9  
HP: 137  
MP: 100  
Experience: 79  
GP: 84  
Speed: 35  
Attack: 14  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 70  
Magic Evade: 0  
Element: Poison  
Weaknesses: Ice  
Steal: Bandana  
Drop: Tonic

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| BRONTAUR |

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---

Level: 50  
HP: 10,050  
MP: 12,850  
Experience: 3000  
GP: 1200  
Speed: 35  
Attack: 15  
Defense: 130  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Ice  
Steal: Dried Meat  
Drop: None

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| BUFFALAX |

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---

Level: 26  
HP: 2252  
MP: 218  
Experience: 562  
GP: 458  
Speed: 30  
Attack: 15  
Defense: 100



Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Fire  
Steal: Diamond Vest, Tincture  
Drop: None

-----  
-----  
BUG

Level: 16  
HP: 310  
MP: 20  
Experience: 165  
GP: 210  
Speed: 35  
Attack: 13  
Defense: 120  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Ice, Water  
Steal: Potion, Soft  
Drop: None

-----  
===== [C] =====  
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-----  
CACTROT

Level: 27  
HP: 3  
MP: 60,000  
Experience: 0  
GP: 10,000  
Speed: 39  
Attack: 1  
Defense: 255  
Evade: 250  
Magic Attack: 50  
Magic Defense: 225  
Magic Evade: 250  
Element: None  
Weaknesses: Water, Ice  
Steal: Soft  
Drop: Soft

-----  
-----  
CADET

Level: 13

HP: 380  
MP: 48  
Experience: 0  
GP: 144  
Speed: 30  
Attack: 13  
Defense: 80  
Evade: 0  
Magic Attack: 10  
Magic Defense: 140  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Tonic  
Drop: Tonic

-----  
-----  
CEPHALER

Level: 21  
HP: 420  
MP: 100  
Experience: 214  
GP: 280  
Speed: 30  
Attack: 10  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 140  
Magic Evade: 0  
Element: None  
Weaknesses: Lightning  
Steal: Potion, Remedy  
Drop: None

-----  
-----  
CERITOPS

Level: 33  
HP: 2000  
MP: 100  
Experience: 1000  
GP: 850  
Speed: 34  
Attack: 10  
Defense: 130  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Lightning  
Weaknesses: Fire  
Steal: Phoenix Down  
Drop: Phoenix Down

-----  
-----

-----  
Level: 41  
HP: 30,000  
MP: 7600  
Experience: 0  
GP: 0  
Speed: 61  
Attack: 18  
Defense: 135  
Evade: 0  
Magic Attack: 10  
Magic Defense: 130  
Magic Evade: 0  
Element: Lightning  
Weaknesses: Fire, Holy  
Steal: None  
Drop: None  
-----

-----  
CHAOS DRAGON

Level: 44  
HP: 9013  
MP: 1300  
Experience: 4881  
GP: 1000  
Speed: 30  
Attack: 15  
Defense: 5  
Evade: 0  
Magic Attack: 10  
Magic Defense: 85  
Magic Evade: 0  
Element: Fire  
Weaknesses: Ice  
Steal: Phoenix Down  
Drop: Phoenix Down  
-----

-----  
CHASER

Level: 19  
HP: 1202  
MP: 140  
Experience: 691  
GP: 380  
Speed: 40  
Attack: 13  
Defense: 200  
Evade: 0  
Magic Attack: 8  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: Bio Blaster  
Drop: None

-----  
-----  
CHICKENLIP

Level: 18  
HP: 545  
MP: 144  
Experience: 190  
GP: 279  
Speed: 30  
Attack: 11  
Defense: 150  
Evade: 0  
Magic Attack: 3  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Ice  
Steal: Sleeping Bag, Tonic  
Drop: None  
-----

-----  
-----  
CHIMERA

Level: 22  
HP: 2237  
MP: 100  
Experience: 1144  
GP: 760  
Speed: 45  
Attack: 25  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 110  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Hyper Wrist  
Drop: Gold Armor  
-----

-----  
-----  
CHITNOID

Level: 26  
HP: 1111  
MP: 60  
Experience: 321  
GP: 356  
Speed: 25  
Attack: 13  
Defense: 140  
Evade: 0  
Magic Attack: 10  
Magic Defense: 80  
Magic Evade: 0  
Element: None

Weaknesses: Lightning

Steal: Potion

Drop: Remedy

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| CHUPON |

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Level: 26

HP: 10,000

MP: 40,000

Experience: 0

GP: 0

Speed: 10

Attack: 13

Defense: 100

Evade: 0

Magic Attack: 10

Magic Defense: 55

Magic Evade: 0

Element: Fire

Weaknesses: Water, Ice

Steal: Dirk

Drop: None

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| CIPIUS |

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---

Level: 10

HP: 134

MP: 100

Experience: 82

GP: 103

Speed: 30

Attack: 13

Defense: 80

Evade: 0

Magic Attack: 10

Magic Defense: 110

Magic Evade: 0

Element: None

Weaknesses: None

Steal: Tonic, Antidote

Drop: None

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| CLUCK |

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---

Level: 38

HP: 2366

MP: 185

Experience: 770

GP: 422

Speed: 33

Attack: 13

Defense: 105

Evade: 0

Magic Attack: 10

Magic Defense: 155  
Magic Evade: 0  
Element: Poison  
Weaknesses: Ice  
Steal: Warp Stone  
Drop: Warp Stone

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| COELECITE |

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---

Level: 20  
HP: 480  
MP: 15  
Experience: 290  
GP: 270  
Speed: 35  
Attack: 20  
Defense: 120  
Evade: 0  
Magic Attack: 10  
Magic Defense: 130  
Magic Evade: 0  
Element: Fire  
Weaknesses: Ice  
Steal: Potion, Antidote  
Drop: Potion

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| COMMANDER |

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---

Level: 10  
HP: 102  
MP: 50  
Experience: 85  
GP: 153  
Speed: 30  
Attack: 13  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Tonic  
Drop: None

---

---

| COMMANDO |

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---

Level: 18  
HP: 580  
MP: 35  
Experience: 252  
GP: 273  
Speed: 30  
Attack: 13

Defense: 210  
Evade: 0  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 0  
Element: None  
Weaknesses: Lightning, Water  
Steal: Mythril Vest, Tent  
Drop: Tent

---

| COVERT |

---

Level: 44  
HP: 4530  
MP: 240  
Experience: 1757  
GP: 1768  
Speed: 35  
Attack: 25  
Defense: 100  
Evade: 50  
Magic Attack: 11  
Magic Defense: 150  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy  
Steal: Tack Star, Shuriken  
Drop: None

---

| CRANE (LEFT) |

---

Level: 23  
HP: 1800  
MP: 447  
Experience: 0  
GP: 0  
Speed: 35  
Attack: 14  
Defense: 145  
Evade: 0  
Magic Attack: 4  
Magic Defense: 120  
Magic Evade: 0  
Element: Lightning  
Weaknesses: Water  
Steal: Noise Blaster  
Drop: None

---

| CRANE (RIGHT) |

---

Level: 24  
HP: 2300  
MP: 447  
Experience: 0

GP: 0  
Speed: 30  
Attack: 14  
Defense: 125  
Evade: 0  
Magic Attack: 4  
Magic Defense: 120  
Magic Evade: 0  
Element: Fire  
Weaknesses: Water, Lightning  
Steal: Debilitator, Potion  
Drop: None

-----  
-----  
CRASS HOPPER

Level: 11  
HP: 243  
MP: 80  
Experience: 89  
GP: 145  
Speed: 30  
Attack: 10  
Defense: 50  
Evade: 0  
Magic Attack: 10  
Magic Defense: 155  
Magic Evade: 0  
Element: None  
Weaknesses: Wind, Fire  
Steal: Antidote  
Drop: Potion

-----  
-----  
CRAWLER

Level: 51  
HP: 3200  
MP: 620  
Experience: 1456  
GP: 1224  
Speed: 40  
Attack: 13  
Defense: 115  
Evade: 0  
Magic Attack: 8  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Ice  
Steal: Remedy  
Drop: None

-----  
-----  
CRAWLY

Level: 7



HP: 122  
MP: 0  
Experience: 71  
GP: 120  
Speed: 30  
Attack: 13  
Defense: 45  
Evade: 0  
Magic Attack: 10  
Magic Defense: 155  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Remedy, Tonic  
Drop: None

-----  
-----  
CRITIC
-----

Level: 40  
HP: 1200  
MP: 330  
Experience: 1323  
GP: 531  
Speed: 30  
Attack: 13  
Defense: 125  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: None  
Drop: None

-----  
-----  
CRULLER
-----

Level: 28  
HP: 1334  
MP: 100  
Experience: 419  
GP: 797  
Speed: 30  
Attack: 11  
Defense: 110  
Evade: 100  
Magic Attack: 4  
Magic Defense: 70  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Tonic  
Drop: None

-----  
Level: 36  
HP: 2095  
MP: 340  
Experience: 788  
GP: 577  
Speed: 30  
Attack: 13  
Defense: 145  
Evade: 0  
Magic Attack: 5  
Magic Defense: 85  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Super Ball  
Drop: Super Ball  
-----

Level: 47  
HP: 15,000  
MP: 2000  
Experience: 0  
GP: 0  
Speed: 35  
Attack: 1  
Defense: 100  
Evade: 0  
Magic Attack: 4  
Magic Defense: 110  
Magic Evade: 0  
Element: Fire  
Weaknesses: Water, Ice  
Steal: None  
Drop: None  
-----

=====  
----- [D] -----  
=====

Level: 22  
HP: 3270  
MP: 1005  
Experience: 0  
GP: 1210  
Speed: 30  
Attack: 12  
Defense: 85  
Evade: 0  
Magic Attack: 3  
Magic Defense: 143  
Magic Evade: 0

Element: Lightning  
Weaknesses: Water  
Steal: Sneak Ring, Jewel Ring  
Drop: Thiefls Knife, Head Band

---

---

| DAHLING |

---

Level: 37  
HP: 3850  
MP: 500  
Experience: 1151  
GP: 1260  
Speed: 35  
Attack: 1  
Defense: 110  
Evade: 20  
Magic Attack: 8  
Magic Defense: 145  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Moogle Suit  
Drop: None

---

---

| DANTE |

---

Level: 28  
HP: 1945  
MP: 200  
Experience: 1150  
GP: 712  
Speed: 40  
Attack: 17  
Defense: 105  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Diamond Helm  
Drop: Gold Shield

---

---

| DARK FORCE |

---

Level: 55  
HP: 8940  
MP: 700  
Experience: 2950  
GP: 600  
Speed: 35  
Attack: 12  
Defense: 105  
Evade: 0

Magic Attack: 7  
Magic Defense: 155  
Magic Evade: 0  
Element: None  
Weaknesses: Holy  
Steal: Crystal  
Drop: None

-----  
-----  
DARK SIDE

Level: 13  
HP: 255  
MP: 85  
Experience: 165  
GP: 138  
Speed: 30  
Attack: 10  
Defense: 100  
Evade: 0  
Magic Attack: 8  
Magic Defense: 150  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Tonic  
Drop: Potion

-----  
-----  
DARK WIND

Level: 5  
HP: 34  
MP: 0  
Experience: 28  
GP: 41  
Speed: 30  
Attack: 13  
Defense: 55  
Evade: 0  
Magic Attack: 10  
Magic Defense: 140  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Tonic  
Drop: Tonic

-----  
-----  
DEEP EYE

Level: 28  
HP: 1334  
MP: 100  
Experience: 385  
GP: 485  
Speed: 30

Attack: 14  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Eye Drop  
Drop: None

---

| DELTA BUG |

---

Level: 26  
HP: 612  
MP: 80  
Experience: 288  
GP: 211  
Speed: 30  
Attack: 110  
Defense: 220  
Evade: 0  
Magic Attack: 10  
Magic Defense: 5  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Tonic  
Drop: Sleeping Bag

---

| DIDALOS |

---

Level: 59  
HP: 12,280  
MP: 100  
Experience: 3500  
GP: 0  
Speed: 37  
Attack: 13  
Defense: 105  
Evade: 0  
Magic Attack: 12  
Magic Defense: 150  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Flare  
Steal: Potion  
Drop: None

---

| DIRT DRAGON |

---

Level: 53  
HP: 28,550  
MP: 16,550

Experience: 0  
GP: 0  
Speed: 55  
Attack: 23  
Defense: 110  
Evade: 0  
Magic Attack: 12  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Wind  
Steal: X-Potion  
Drop: Magus Rod

-----  
-----  
DISPLAYER

Level: 38  
HP: 3826  
MP: 1327  
Experience: 1510  
GP: 393  
Speed: 44  
Attack: 13  
Defense: 150  
Evade: 30  
Magic Attack: 10  
Magic Defense: 135  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Warp Stone  
Drop: Warp Stone

-----  
-----  
DOBERMAN

Level: 12  
HP: 465  
MP: 10  
Experience: 0  
GP: 83  
Speed: 35  
Attack: 10  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Potion, Tonic  
Drop: Potion

-----  
-----  
DOOM

Level: 73  
HP: 63,000  
MP: 4800  
Experience: 0  
GP: 0  
Speed: 61  
Attack: 60  
Defense: 110  
Evade: 0  
Magic Attack: 9  
Magic Defense: 160  
Magic Evade: 0  
Element: Ice, Poison  
Weaknesses: Fire, Holy  
Steal: None  
Drop: None

-----  
-----  
DOOM DRAGON

Level: 54  
HP: 18,008  
MP: 10,000  
Experience: 8500  
GP: 2700  
Speed: 48  
Attack: 13  
Defense: 110  
Evade: 0  
Magic Attack: 13  
Magic Defense: 9  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Pod Bracelet  
Drop: None

-----  
-----  
DOOM GAZE

Level: 68  
HP: 55,555  
MP: 38,000  
Experience: 0  
GP: 0  
Speed: 95  
Attack: 35  
Defense: 150  
Evade: 30  
Magic Attack: 8  
Magic Defense: 170  
Magic Evade: 30  
Element: Ice, Poison  
Weaknesses: Fire, Holy  
Steal: None  
Drop: None

-----  
DRAGON

Level: 29  
HP: 7000  
MP: 850  
Experience: 2931  
GP: 0  
Speed: 55  
Attack: 45  
Defense: 130  
Evade: 40  
Magic Attack: 10  
Magic Defense: 110  
Magic Evade: 0  
Element: None  
Weaknesses: Lightning  
Steal: Genji Glove, Potion  
Drop: None  
-----

-----  
DROP

Level: 27  
HP: 1000  
MP: 80  
Experience: 398  
GP: 427  
Speed: 30  
Attack: 6  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Lightning, Water  
Steal: Tincture  
Drop: Tincture  
-----

-----  
DUELLER

Level: 53  
HP: 7200  
MP: 1600  
Experience: 2500  
GP: 800  
Speed: 35  
Attack: 13  
Defense: 185  
Evade: 0  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: Chain Saw



Drop: None

| DULLAHAN |

Level: 37  
HP: 23,450  
MP: 1721  
Experience: 0  
GP: 0  
Speed: 55  
Attack: 55  
Defense: 130  
Evade: 10  
Magic Attack: 7  
Magic Defense: 160  
Magic Evade: 0  
Element: Ice  
Weaknesses: Fire  
Steal: Genji Glove, X-Potion  
Drop: None

[E]

| EARTH GUARD |

Level: 23  
HP: 1  
MP: 18  
Experience: 1  
GP: 0  
Speed: 45  
Attack: 6  
Defense: 5  
Evade: 0  
Magic Attack: 10  
Magic Defense: 5  
Magic Evade: 0  
Element: None  
Weaknesses: Water  
Steal: Megalixir  
Drop: None

| ELAND |

Level: 37  
HP: 2470  
MP: 145  
Experience: 775  
GP: 550  
Speed: 32  
Attack: 13  
Defense: 110

Evade: 10  
Magic Attack: 10  
Magic Defense: 155  
Magic Evade: 0  
Element: None  
Weaknesses: Lightning  
Steal: Warp Stone  
Drop: Warp Stone

-----  
-----  
ENUO

Level: 46  
HP: 4635  
MP: 280  
Experience: 1429  
GP: 968  
Speed: 30  
Attack: 13  
Defense: 50  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Holy  
Steal: X-Potion  
Drop: None

-----  
-----  
EVIL OSCAR

Level: 56  
HP: 7000  
MP: 500  
Experience: 2800  
GP: 1320  
Speed: 30  
Attack: 13  
Defense: 115  
Evade: 0  
Magic Attack: 6  
Magic Defense: 105  
Magic Evade: 0  
Element: Ice, Lightning, Poison, Water, Earth, Wind, Holy  
Weaknesses: Fire  
Steal: Warp Stone  
Drop: None

-----  
-----  
EXOCITE

Level: 11  
HP: 196  
MP: 100  
Experience: 162  
GP: 153

Speed: 30  
Attack: 19  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Water  
Weaknesses: Lightning, Fire  
Steal: Mythril Claw, Tonic  
Drop: Tonic

-----  
-----  
EXORAY

Level: 29  
HP: 1200  
MP: 112  
Experience: 449  
GP: 370  
Speed: 33  
Attack: 13  
Defense: 105  
Evade: 0  
Magic Attack: 10  
Magic Defense: 105  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: None  
Drop: Revivify

-----  
===== [ F ] -----  
=====

-----  
F-BOSS 1 (FACE)

Level: 74  
HP: 30,000  
MP: 10,000  
Experience: 0  
GP: 0  
Speed: 44  
Attack: 63  
Defense: 140  
Evade: 10  
Magic Attack: 12  
Magic Defense: 140  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Elixir  
Drop: None

-----  
Level: 73  
HP: 33,000  
MP: 10,000  
Experience: 0  
GP: 0  
Speed: 39  
Attack: 35  
Defense: 110  
Evade: 5  
Magic Attack: 30  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Elixir  
Drop: None  
-----

Level: 73  
HP: 27,000  
MP: 10,000  
Experience: 0  
GP: 0  
Speed: 37  
Attack: 50  
Defense: 115  
Evade: 10  
Magic Attack: 10  
Magic Defense: 155  
Magic Evade: 0  
Element: None  
Weaknesses: Water  
Steal: Elixir  
Drop: None  
-----

Level: 73  
HP: 28,000  
MP: 10,000  
Experience: 0  
GP: 0  
Speed: 33  
Attack: 6  
Defense: 115  
Evade: 0  
Magic Attack: 9  
Magic Defense: 153  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Elixir  
Drop: None

-----  
-----  
F-BOSS 2 (MAGIC)

Level: 72  
HP: 30,000  
MP: 10,000  
Experience: 0  
GP: 0  
Speed: 35  
Attack: 1  
Defense: 145  
Evade: 0  
Magic Attack: 8  
Magic Defense: 125  
Magic Evade: 0  
Element: None  
Weaknesses: Earth  
Steal: Elixir  
Drop: None  
-----

-----  
-----  
F-BOSS 2 (TIGER)

Level: 70  
HP: 30,000  
MP: 10,000  
Experience: 0  
GP: 0  
Speed: 21  
Attack: 13  
Defense: 120  
Evade: 0  
Magic Attack: 7  
Magic Defense: 153  
Magic Evade: 0  
Element: Earth  
Weaknesses: Ice  
Steal: Elixir  
Drop: None  
-----

-----  
-----  
F-BOSS 2 (TOOLS)

Level: 73  
HP: 24,000  
MP: 10,000  
Experience: 0  
GP: 0  
Speed: 29  
Attack: 13  
Defense: 105  
Evade: 0  
Magic Attack: 10  
Magic Defense: 153  
Magic Evade: 0  
Element: None

Weaknesses: Lightning

Steal: Elixir

Drop: None

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| F-BOSS 3 (GIRL) |

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---

Level: 58

HP: 9999

MP: 10,000

Experience: 0

GP: 0

Speed: 41

Attack: 73

Defense: 150

Evade: 0

Magic Attack: 9

Magic Defense: 155

Magic Evade: 0

Element: Fire, Ice, Earth, Lightning, Poison, Water, Wind, Holy

Weaknesses: None

Steal: Ragnarok

Drop: None

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| F-BOSS 3 (SLEEP) |

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Level: 71

HP: 40,000

MP: 10,000

Experience: 0

GP: 0

Speed: 46

Attack: 63

Defense: 140

Evade: 0

Magic Attack: 6

Magic Defense: 120

Magic Evade: 0

Element: None

Weaknesses: None

Steal: Atma Weapon

Drop: None

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| FIDOR |

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---

Level: 13

HP: 355

MP: 80

Experience: 160

GP: 180

Speed: 35

Attack: 25

Defense: 55

Evade: 0

Magic Attack: 10

Magic Defense: 170  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Potion, Phoenix Down  
Drop: None

-----  
-----  
FIGALIZ

Level: 45  
HP: 4220  
MP: 140  
Experience: 1219  
GP: 554  
Speed: 30  
Attack: 29  
Defense: 90  
Evade: 0  
Magic Attack: 10  
Magic Defense: 250  
Magic Evade: 0  
Element: Nine  
Weaknesses: Ice  
Steal: Potion  
Drop: None

-----  
-----  
FLAME EATER

Level: 26  
HP: 8400  
MP: 480  
Experience: 0  
GP: 0  
Speed: 34  
Attack: 13  
Defense: 105  
Evade: 20  
Magic Attack: 7  
Magic Defense: 150  
Magic Evade: 0  
Element: Fire  
Weaknesses: Ice  
Steal: Flame Sabre  
Drop: None

-----  
-----  
FLAN

Level: 19  
HP: 255  
MP: 110  
Experience: 160  
GP: 120  
Speed: 30  
Attack: 13

Defense: 12  
Evade: 0  
Magic Attack: 10  
Magic Defense: 100  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Magicite, Tonic  
Drop: None

-----  
-----  
FORTIS

Level: 54  
HP: 9800  
MP: 700  
Experience: 3500  
GP: 250  
Speed: 35  
Attack: 5  
Defense: 160  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: Drill  
Drop: None

-----  
-----  
FOSSIL FANG

Level: 20  
HP: 1399  
MP: 219  
Experience: 380  
GP: 1870  
Speed: 35  
Attack: 25  
Defense: 100  
Evade: 0  
Magic Attack: 3  
Magic Defense: 165  
Magic Evade: 0  
Element: Poison  
Weaknesses: Water, Holy, Ice, Fire  
Steal: Remedy, Revivify  
Drop: None

=====  
----- [G] -----  
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-----  
GABBLEDEGAK



Level: 15  
HP: 350  
MP: 20  
Experience: 104  
GP: 126  
Speed: 30  
Attack: 13  
Defense: 85  
Evade: 0  
Magic Attack: 10  
Magic Defense: 155  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Eye Drop, Phoenix Down  
Drop: None

-----  
-----  
GARM

Level: 19  
HP: 615  
MP: 45  
Experience: 228  
GP: 343  
Speed: 30  
Attack: 13  
Defense: 220  
Evade: 0  
Magic Attack: 10  
Magic Defense: 140  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: Phoenix Down, Tonic  
Drop: None

-----  
-----  
GECKOREX

Level: 54  
HP: 5000  
MP: 1020  
Experience: 2400  
GP: 1120  
Speed: 35  
Attack: 13  
Defense: 135  
Evade: 10  
Magic Attack: 10  
Magic Defense: 155  
Magic Evade: 10  
Element: None  
Weaknesses: Ice  
Steal: Tortoise Shield  
Drop: Tortoise Shield

-----  
GENERAL

Level: 19  
HP: 650  
MP: 30  
Experience: 232  
GP: 308  
Speed: 30  
Attack: 13  
Defense: 155  
Evade: 0  
Magic Attack: 10  
Magic Defense: 105  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Mythril Shield, Tonic  
Drop: Green Cherry  
-----

-----  
GHOST

Level: 10  
HP: 226  
MP: 70  
Experience: 48  
GP: 75  
Speed: 30  
Attack: 1  
Defense: 105  
Evade: 0  
Magic Attack: 1  
Magic Defense: 151  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Tonic  
Drop: Tonic  
-----

-----  
GHOST TRAIN

Level: 14  
HP: 1900  
MP: 350  
Experience: 0  
GP: 0  
Speed: 30  
Attack: 10  
Defense: 30  
Evade: 0  
Magic Attack: 5  
Magic Defense: 210  
Magic Evade: 0  
Element: Wind  
Weaknesses: Holy, Fire, Lightning  
Steal: None

Drop: Tent

-----  
-----  
GIGA TOAD

Level: 26  
HP: 458  
MP: 20  
Experience: 235  
GP: 340  
Speed: 30  
Attack: 11  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 130  
Magic Evade: 0  
Element: None  
Weaknesses: Ice  
Steal: None  
Drop: Sleeping Bag

-----  
-----  
GIGANTOS

Level: 25  
HP: 6000  
MP: 1120  
Experience: 7750  
GP: 0  
Speed: 50  
Attack: 20  
Defense: 1  
Evade: 0  
Magic Attack: 10  
Magic Defense: 1  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: X-Potion  
Drop: Hardened

-----  
-----  
GILOMANTIS

Level: 26  
HP: 1412  
MP: 110  
Experience: 559  
GP: 756  
Speed: 35  
Attack: 16  
Defense: 115  
Evade: 0  
Magic Attack: 10  
Magic Defense: 140  
Magic Evade: 0

Element: None  
Weaknesses: Fire  
Steal: Poison Claw  
Drop: None

-----  
-----  
GLOOM SHELL

Level: 41  
HP: 2905  
MP: 175  
Experience: 1096  
GP: 421  
Speed: 35  
Attack: 13  
Defense: 115  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Ice  
Steal: Potion  
Drop: None

-----  
-----  
GOBBLER

Level: 19  
HP: 470  
MP: 63  
Experience: 438  
GP: 250  
Speed: 30  
Attack: 13  
Defense: 170  
Evade: 0  
Magic Attack: 8  
Magic Defense: 120  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Potion  
Drop: None

-----  
-----  
GOBLIN

Level: 46  
HP: 5555  
MP: 1150  
Experience: 2189  
GP: 960  
Speed: 30  
Attack: 18  
Defense: 70  
Evade: 0

Magic Attack: 7  
Magic Defense: 250  
Magic Evade: 0  
Element: None  
Weaknesses: Holy  
Steal: Mythril Glove  
Drop: None

-----  
-----  
GODDESS

Level: 68  
HP: 44,000  
MP: 19,000  
Experience: 0  
GP: 0  
Speed: 50  
Attack: 13  
Defense: 65  
Evade: 0  
Magic Attack: 14  
Magic Defense: 150  
Magic Evade: 0  
Element: Lightning, Holy  
Weaknesses: None  
Steal: Minerva  
Drop: Excaliber

-----  
-----  
GOLD BEAR

Level: 13  
HP: 275  
MP: 0  
Experience: 160  
GP: 185  
Speed: 25  
Attack: 13  
Defense: 40  
Evade: 0  
Magic Attack: 10  
Magic Defense: 140  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Potion, Tonic  
Drop: Potion

-----  
-----  
GOLD DRAGON

Level: 62  
HP: 32,400  
MP: 4000  
Experience: 0  
GP: 0  
Speed: 75

Attack: 13  
Defense: 110  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Lightning  
Weaknesses: Water  
Steal: None  
Drop: Crystal Orb

---

| GREASE MONK |

---

Level: 8  
HP: 132  
MP: 100  
Experience: 53  
GP: 256  
Speed: 35  
Attack: 15  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Potion  
Steal: Buckler, Tonic  
Drop: None

---

| GRENADE |

---

Level: 17  
HP: 3000  
MP: 500  
Experience: 190  
GP: 500  
Speed: 30  
Attack: 13  
Defense: 0  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Fire  
Weaknesses: Water, Ice  
Steal: Fire Skeep  
Drop: None

---

| GRUNT |

---

Level: 12  
HP: 100  
MP: 10

Experience: 0  
GP: 48  
Speed: 35  
Attack: 11  
Defense: 50  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Tonic  
Drop: Tonic

-----  
-----  
GT. BEHEMOTH

Level: 58  
HP: 11,000  
MP: 700  
Experience: 4100  
GP: 2900  
Speed: 35  
Attack: 7  
Defense: 90  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Tiger Fangs  
Drop: None

-----  
-----  
GUARD

Level: 5  
HP: 40  
MP: 15  
Experience: 48  
GP: 48  
Speed: 30  
Attack: 16  
Defense: 100  
Evade: 0  
Magic Attack: 0  
Magic Defense: 6  
Magic Evade: 140  
Element: None  
Weaknesses: Poison  
Steal: Tonic, Potion  
Drop: None

-----  
-----  
GUARDIAN

Level: 67  
HP: 60,000  
MP: 5200  
Experience: 0  
GP: 0  
Speed: 80  
Attack: 13  
Defense: 150  
Evade: 0  
Magic Attack: 25  
Magic Defense: 125  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: Force Armor, Ribbon  
Drop: None

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=====  
----- [H] -----  
=====

-----  
HADES GIGAS

Level: 16  
HP: 1200  
MP: 60  
Experience: 550  
GP: 600  
Speed: 40  
Attack: 18  
Defense: 125  
Evade: 0  
Magic Attack: 5  
Magic Defense: 115  
Magic Evade: 0  
Element: Earth  
Weaknesses: Poison  
Steal: Atlas Armlet  
Drop: None

-----  
HARPIAI

Level: 29  
HP: 1418  
MP: 100  
Experience: 449  
GP: 909  
Speed: 30  
Attack: 19  
Defense: 102  
Evade: 0  
Magic Attack: 10  
Magic Defense: 153  
Magic Evade: 0  
Element: None  
Weaknesses: Wind



Steal: Phoenix Down

Drop: None

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| HARPY |

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---

Level: 42

HP: 3615

MP: 233

Experience: 1994

GP: 1221

Speed: 35

Attack: 13

Defense: 115

Evade: 0

Magic Attack: 10

Magic Defense: 145

Magic Evade: 0

Element: None

Weaknesses: None

Steal: Phoenix Down

Drop: None

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| HARVESTER |

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Level: 16

HP: 428

MP: 85

Experience: 291

GP: 314

Speed: 50

Attack: 13

Defense: 105

Evade: 0

Magic Attack: 10

Magic Defense: 150

Magic Evade: 0

Element: None

Weaknesses: Poison

Steal: Dragoon Boots, Goggles

Drop: Barrier Ring

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| HAZER |

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---

Level: 12

HP: 120

MP: 100

Experience: 35

GP: 101

Speed: 25

Attack: 5

Defense: 110

Evade: 0

Magic Attack: 7

Magic Defense: 150

Magic Evade: 0  
Element: None  
Weaknesses: Holy  
Steal: Potion  
Drop: Tonic

---

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| HEAVY ARMOR |

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---

Level: 13  
HP: 495  
MP: 150  
Experience: 80  
GP: 195  
Speed: 40  
Attack: 53  
Defense: 150  
Evade: 0  
Magic Attack: 11  
Magic Defense: 110  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: Iron Helmet, Tonic  
Drop: None

---

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| HEMOTHYTE |

---

---

Level: 56  
HP: 6800  
MP: 1600  
Experience: 3090  
GP: 200  
Speed: 40  
Attack: 12  
Defense: 110  
Evade: 0  
Magic Attack: 14  
Magic Defense: 145  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Tack Star  
Drop: None

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---

| HERMIT CRAB |

---

---

Level: 26  
HP: 305  
MP: 35  
Experience: 267  
GP: 400  
Speed: 10  
Attack: 5  
Defense: 150

Evade: 0  
Magic Attack: 5  
Magic Defense: 80  
Magic Evade: 0  
Element: None  
Weaknesses: Water  
Steal: Potion  
Drop: Warp Stone

-----  
-----  
HIDON

Level: 43  
HP: 25,000  
MP: 12,500  
Experience: 0  
GP: 0  
Speed: 30  
Attack: 13  
Defense: 115  
Evade: 0  
Magic Attack: 10  
Magic Defense: 120  
Magic Evade: 0  
Element: Poison  
Weaknesses: Earth, Holy, Fire  
Steal: Thornlet, Warp Stone  
Drop: Warp Stone

-----  
-----  
HIDONITE

Level: 43  
HP: 3500  
MP: 1000  
Experience: 0  
GP: 0  
Speed: 30  
Attack: 13  
Defense: 115  
Evade: 0  
Magic Attack: 10  
Magic Defense: 120  
Magic Evade: 0  
Element: Fire, Ice, Lightning, Poison, Water, Earth, Holy  
Weaknesses: None  
Steal: None  
Drop: None

-----  
-----  
HIDONITE

Level: 43  
HP: 3500  
MP: 1000  
Experience: 0  
GP: 0

Speed: 30  
Attack: 13  
Defense: 85  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Poison  
Weaknesses: Wind  
Steal: None  
Drop: None

-----  
-----  
HIDONITE

Level: 43  
HP: 3500  
MP: 1000  
Experience: 0  
GP: 0  
Speed: 30  
Attack: 13  
Defense: 95  
Evade: 0  
Magic Attack: 10  
Magic Defense: 140  
Magic Evade: 0  
Element: Poison  
Weaknesses: Wind  
Steal: None  
Drop: None

-----  
-----  
HIDONITE

Level: 43  
HP: 3500  
MP: 1000  
Experience: 0  
GP: 0  
Speed: 30  
Attack: 13  
Defense: 95  
Evade: 0  
Magic Attack: 10  
Magic Defense: 140  
Magic Evade: 0  
Element: None  
Weaknesses: Fire, Ice, Holy, Lightning, Wind, Poison, Earth, Water  
Steal: None  
Drop: None

-----  
-----  
HIPOCAMPUS

Level: 37  
HP: 2444

MP: 82  
Experience: 981  
GP: 669  
Speed: 37  
Attack: 15  
Defense: 115  
Evade: 0  
Magic Attack: 10  
Magic Defense: 160  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Warp Stone  
Drop: Warp Stone

-----  
-----  
HOOVER

Level: 49  
HP: 12,018  
MP: 10,500  
Experience: 7524  
GP: 10,000  
Speed: 54  
Attack: 54  
Defense: 130  
Evade: 130  
Magic Attack: 30  
Magic Defense: 22  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Ice  
Steal: Remedy  
Drop: None

-----  
-----  
HORNET

Level: 6  
HP: 92  
MP: 0  
Experience: 48  
GP: 64  
Speed: 30  
Attack: 16  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Tonic  
Drop: Tonic

-----  
-----  
HUMPTY

-----  
Level: 27  
HP: 800  
MP: 100  
Experience: 421  
GP: 326  
Speed: 30  
Attack: 8  
Defense: 145  
Evade: 0  
Magic Attack: 10  
Magic Defense: 135  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Green Cherry  
Drop: None  
-----

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=====

----- [ I ] -----  
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-----  
ICE DRAGON

Level: 74  
HP: 24,400  
MP: 9000  
Experience: 0  
GP: 0  
Speed: 60  
Attack: 13  
Defense: 110  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Ice  
Weaknesses: Fire  
Steal: None  
Drop: Force Shield  
-----

-----  
IFRIT

Level: 21  
HP: 3300  
MP: 600  
Experience: 0  
GP: 0  
Speed: 35  
Attack: 25  
Defense: 215  
Evade: 20  
Magic Attack: 7  
Magic Defense: 115  
Magic Evade: 0  
Element: Fire

Weaknesses: Ice

Steal: None

Drop: None

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| INFERNO |

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---

Level: 67

HP: 30,800

MP: 9700

Experience: 0

GP: 0

Speed: 45

Attack: 13

Defense: 130

Evade: 0

Magic Attack: 10

Magic Defense: 145

Magic Evade: 0

Element: Fire

Weaknesses: Ice

Steal: None

Drop: None

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---

| ING |

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---

Level: 21

HP: 1100

MP: 50

Experience: 740

GP: 442

Speed: 35

Attack: 18

Defense: 110

Evade: 0

Magic Attack: 12

Magic Defense: 150

Magic Evade: 0

Element: Fire, Poison

Weaknesses: Water, Holy

Steal: Amulet

Drop: Revivify

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| INNOC |

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---

Level: 52

HP: 6600

MP: 390

Experience: 2400

GP: 1950

Speed: 33

Attack: 13

Defense: 155

Evade: 0

Magic Attack: 12

Magic Defense: 155  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: Bio Blaster  
Drop: None

-----  
-----  
INSECARE

Level: 23  
HP: 977  
MP: 80  
Experience: 292  
GP: 410  
Speed: 35  
Attack: 15  
Defense: 115  
Evade: 0  
Magic Attack: 10  
Magic Defense: 155  
Magic Evade: 0  
Element: None  
Weaknesses: Wind, Fire  
Steal: Echo Screen  
Drop: Smoke Bomb

-----  
-----  
INTAGIR

Level: 26  
HP: 32,000  
MP: 16,000  
Experience: 0  
GP: 0  
Speed: 50  
Attack: 25  
Defense: 150  
Evade: 50  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Fire, Ice, Lightning, Poison, Water, Earth, Wind, Holy  
Weaknesses: None  
Steal: Magicite  
Drop: Antidote

-----  
-----  
IO

Level: 39  
HP: 7862  
MP: 1550  
Experience: 3253  
GP: 1995  
Speed: 60  
Attack: 13



Defense: 110  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Holy, Lightning  
Steal: None  
Drop: None

-----  
-----  
IPOOH

Level: 11  
HP: 360  
MP: 60  
Experience: 0  
GP: 0  
Speed: 35  
Attack: 18  
Defense: 105  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Potion  
Drop: None

-----  
-----  
IRON FIST

Level: 15  
HP: 333  
MP: 65  
Experience: 144  
GP: 249  
Speed: 35  
Attack: 13  
Defense: 75  
Evade: 0  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 0  
Element: Poison  
Weaknesses: None  
Steal: Headband, Tonic  
Drop: Mythril Knife

-----  
-----  
IRON HITMAN

Level: 52  
HP: 2000  
MP: 800  
Experience: 2000

GP: 700  
Speed: 31  
Attack: 13  
Defense: 20  
Evade: 0  
Magic Attack: 25  
Magic Defense: 165  
Magic Evade: 0  
Element: Lightning, Water  
Weaknesses: None  
Steal: Auto Crossbow  
Drop: None

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=====

[J]

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| JOKER |

-----

Level: 17  
HP: 467  
MP: 90  
Experience: 194  
GP: 320  
Speed: 35  
Attack: 13  
Defense: 125  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Poison, Lightning  
Steal: Green Beret, Tonic  
Drop: Mythril Rod

-----

| JUNK |

-----

Level: 53  
HP: 2000  
MP: 200  
Experience: 2200  
GP: 1100  
Speed: 35  
Attack: 2  
Defense: 190  
Evade: 0  
Magic Attack: 10  
Magic Defense: 170  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: Noise Blaster  
Drop: None

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----- [K] -----  
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-----  
----- | KARKASS | -----  
-----

Level: 43  
HP: 3850  
MP: 185  
Experience: 1399  
GP: 826  
Speed: 33  
Attack: 13  
Defense: 105  
Evade: 0  
Magic Attack: 10  
Magic Defense: 155  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy Fire  
Steal: Soul Sabre, Mythril Blade  
Drop: None

-----  
----- | KATANA SOUL | -----  
-----

Level: 61  
HP: 37,620  
MP: 7400  
Experience: 0  
GP: 30,000  
Speed: 75  
Attack: 25  
Defense: 115  
Evade: 20  
Magic Attack: 11  
Magic Defense: 175  
Magic Evade: 1  
Element: None  
Weaknesses: Poison  
Steal: Murasame, Strato  
Drop: Offering

-----  
----- | KEFKA (NARSHE) | -----  
-----

Level: 18  
HP: 3000  
MP: 3000  
Experience: 0  
GP: 0  
Speed: 45  
Attack: 25  
Defense: 55  
Evade: 0  
Magic Attack: 9  
Magic Defense: 160

Magic Evade: 30  
Element: None  
Weaknesses: None  
Steal: Elixir, Tincture  
Drop: Peace Ring

-----  
-----  
KEFKA (FINAL)

Level: 71  
HP: 62,000  
MP: 38,000  
Experience: 0  
GP: 0  
Speed: 72  
Attack: 80  
Defense: 117  
Evade: 45  
Magic Attack: 8  
Magic Defense: 135  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Megalixir  
Drop: None

-----  
-----  
KIWOK

Level: 33  
HP: 2000  
MP: 100  
Experience: 1000  
GP: 750  
Speed: 33  
Attack: 10  
Defense: 105  
Evade: 0  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 0  
Element: None  
Weaknesses: Ice  
Steal: None  
Drop: White Cape, Green Cherry

=====  
----- [L] -----  
=====

-----  
-----  
L. 10 MAGIC

Level: 48  
HP: 1000  
MP: 3000  
Experience: 0

GP: 0  
Speed: 33  
Attack: 10  
Defense: 200  
Evade: 100  
Magic Attack: 22  
Magic Defense: 150  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Tincture  
Drop: Tincture

-----  
-----  
L. 20 MAGIC

Level: 51  
HP: 2000  
MP: 500  
Experience: 0  
GP: 0  
Speed: 35  
Attack: 10  
Defense: 200  
Evade: 100  
Magic Attack: 21  
Magic Defense: 145  
Magic Evade: 0  
Element: Poison  
Weaknesses: None  
Steal: Tincture  
Drop: Tincture

-----  
-----  
L. 30 MAGIC

Level: 54  
HP: 3000  
MP: 700  
Experience: 0  
GP: 0  
Speed: 36  
Attack: 10  
Defense: 200  
Evade: 100  
Magic Attack: 20  
Magic Defense: 140  
Magic Evade: 0  
Element: Holy  
Weaknesses: Poison  
Steal: Tincture  
Drop: Tincture

-----  
-----  
L. 40 MAGIC

Level: 55

HP: 4000  
MP: 1000  
Experience: 0  
GP: 0  
Speed: 38  
Attack: 10  
Defense: 200  
Evade: 100  
Magic Attack: 19  
Magic Defense: 135  
Magic Evade: 0  
Element: Poison  
Weaknesses: Lightning  
Steal: Tincture  
Drop: Tincture

-----  
-----  
L. 50 MAGIC

Level: 57  
HP: 5000  
MP: 2000  
Experience: 0  
GP: 0  
Speed: 45  
Attack: 10  
Defense: 200  
Evade: 100  
Magic Attack: 18  
Magic Defense: 130  
Magic Evade: 0  
Element: Poison  
Weaknesses: Fire, Holy  
Steal: Ether  
Drop: Tincture

-----  
-----  
L. 60 MAGIC

Level: 58  
HP: 6000  
MP: 5000  
Experience: 0  
GP: 0  
Speed: 35  
Attack: 10  
Defense: 200  
Evade: 100  
Magic Attack: 17  
Magic Defense: 125  
Magic Evade: 0  
Element: Ice  
Weaknesses: Fire  
Steal: Ether  
Drop: Tincture

-----  
-----

-----  
Level: 56  
HP: 7000  
MP: 3000  
Experience: 0  
GP: 0  
Speed: 40  
Attack: 10  
Defense: 200  
Evade: 100  
Magic Attack: 16  
Magic Defense: 120  
Magic Evade: 0  
Element: Fire  
Weaknesses: Water, Ice  
Steal: Ether  
Drop: Tincture  
-----

Level: 53  
HP: 8000  
MP: 2800  
Experience: 0  
GP: 0  
Speed: 37  
Attack: 10  
Defense: 200  
Evade: 100  
Magic Attack: 15  
Magic Defense: 115  
Magic Evade: 0  
Element: Wind  
Weaknesses: None  
Steal: Ether  
Drop: Tincture  
-----

Level: 55  
HP: 9000  
MP: 9000  
Experience: 0  
GP: 0  
Speed: 38  
Attack: 10  
Defense: 200  
Evade: 100  
Magic Attack: 14  
Magic Defense: 110  
Magic Evade: 0  
Element: Wind  
Weaknesses: None  
Steal: Ether  
Drop: Tincture

-----  
-----  
LAND WORM

Level: 59  
HP: 12,000  
MP: 1300  
Experience: 4600  
GP: 0  
Speed: 30  
Attack: 13  
Defense: 80  
Evade: 0  
Magic Attack: 8  
Magic Defense: 120  
Magic Evade: 0  
Element: Earth  
Weaknesses: Ice  
Steal: X-Potion  
Drop: None  
-----

-----  
-----  
LARRY

Level: 47  
HP: 10,000  
MP: 2000  
Experience: 0  
GP: 0  
Speed: 30  
Attack: 2  
Defense: 90  
Evade: 0  
Magic Attack: 5  
Magic Defense: 120  
Magic Evade: 0  
Element: Ice, Wind  
Weaknesses: Fire  
Steal: None  
Drop: None  
-----

-----  
-----  
LASER GUN

Level: 24  
HP: 3300  
MP: 335  
Experience: 0  
GP: 0  
Speed: 30  
Attack: 12  
Defense: 130  
Evade: 0  
Magic Attack: 9  
Magic Defense: 140  
Magic Evade: 0  
Element: None



Weaknesses: Water, Lightning

Steal: X-Ether

Drop: None

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| LATIMERIA |

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---

Level: 27

HP: 1700

MP: 100

Experience: 612

GP: 971

Speed: 35

Attack: 15

Defense: 125

Evade: 0

Magic Attack: 9

Magic Defense: 140

Magic Evade: 0

Element: None

Weaknesses: Lightning

Steal: Gaia Gear

Drop: Antidote

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---

| LEADER |

---

---

Level: 12

HP: 456

MP: 20

Experience: 0

GP: 50

Speed: 35

Attack: 18

Defense: 5

Evade: 0

Magic Attack: 10

Magic Defense: 110

Magic Evade: 0

Element: None

Weaknesses: None

Steal: None

Drop: Phoenix Down, Black Belt

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---

| LEAFER |

---

---

Level: 5

HP: 33

MP: 0

Experience: 24

GP: 45

Speed: 30

Attack: 13

Defense: 60

Evade: 0

Magic Attack: 10

Magic Defense: 140  
Magic Evade: Ice  
Element: Ice  
Weaknesses: Water, Fire  
Steal: Tonic  
Drop: Tonic

-----  
-----  
LEFT BLADE

Level: 21  
HP: 400  
MP: 150  
Experience: 0  
GP: 0  
Speed: 30  
Attack: 20  
Defense: 120  
Evade: 0  
Magic Attack: 5  
Magic Defense: 150  
Magic Evade: 0  
Element: Ice  
Weaknesses: None  
Steal: Tincture  
Drop: Phoenix Down

-----  
-----  
LETHAL WEAPON

Level: 47  
HP: 9200  
MP: 1956  
Experience: 5848  
GP: 1189  
Speed: 55  
Attack: 18  
Defense: 190  
Evade: 10  
Magic Attack: 15  
Magic Defense: 125  
Magic Evade: 10  
Element: None  
Weaknesses: Water, Lightning  
Steal: Debilitator  
Drop: None

-----  
-----  
LICH

Level: 20  
HP: 590  
MP: 90  
Experience: 374  
GP: 350  
Speed: 35  
Attack: 1

Defense: 50  
Evade: 0  
Magic Attack: 10  
Magic Defense: 190  
Magic Evade: 0  
Element: Fire, Poison  
Weaknesses: Holy  
Steal: Poison Rod, Green Cherry  
Drop: Green Cherry

-----  
-----  
LIZARD

Level: 26  
HP: 1280  
MP: 70  
Experience: 297  
GP: 356  
Speed: 30  
Attack: 14  
Defense: 102  
Evade: 0  
Magic Attack: 10  
Magic Defense: 153  
Magic Evade: 0  
Element: Poison  
Weaknesses: Ice  
Steal: Drainer  
Drop: Soft

-----  
-----  
LOBO

Level: 5  
HP: 27  
MP: 5  
Experience: 37  
GP: 30  
Speed: 35  
Attack: 20  
Defense: 80  
Evade: 0  
Magic Attack: 3  
Magic Defense: 120  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Tonic  
Drop: Tonic

-----  
-----  
LUNARIS

Level: 26  
HP: 582  
MP: 25  
Experience: 308

GP: 247  
Speed: 25  
Attack: 13  
Defense: 155  
Evade: 0  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Potion  
Drop: None

-----  
-----  
LURIDAN

Level: 34  
HP: 2079  
MP: 122  
Experience: 707  
GP: 1000  
Speed: 33  
Attack: 12  
Defense: 210  
Evade: 25  
Magic Attack: 10  
Magic Defense: 125  
Magic Evade: 0  
Element: None  
Weaknesses: Wind, Fire  
Steal: Potion  
Drop: None

-----  
===== [M] =====  
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-----  
MAD OSCAR

Level: 30  
HP: 2900  
MP: 980  
Experience: 780  
GP: 2292  
Speed: 30  
Attack: 20  
Defense: 95  
Evade: 0  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: X-Potion  
Drop: Remedy, Revivify

-----  
MADAM

Level: 53  
HP: 8150  
MP: 900  
Experience: 2200  
GP: 700  
Speed: 35  
Attack: 8  
Defense: 100  
Evade: 0  
Magic Attack: 12  
Magic Defense: 155  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Goggles  
Drop: None  
-----

-----  
MAG ROADER 4

Level: 32  
HP: 1380  
MP: 70  
Experience: 647  
GP: 284  
Speed: 33  
Attack: 14  
Defense: 105  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Shuriken, Bolt Edge  
Drop: Fire Slean  
-----

-----  
MAG ROADER 3

Level: 32  
HP: 1777  
MP: 100  
Experience: 621  
GP: 352  
Speed: 33  
Attack: 13  
Defense: 115  
Evade: 0  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Shuriken, Bolt Edge

Drop: Water Edge

-----  
-----  
MAG ROADER 2

Level: 18  
HP: 250  
MP: 100  
Experience: 198  
GP: 300  
Speed: 25  
Attack: 10  
Defense: 20  
Evade: 0  
Magic Attack: 1  
Magic Defense: 140  
Magic Evade: 0  
Element: None  
Weaknesses: Ice  
Steal: Shuriken, Bolt Edge  
Drop: Water Skean

-----  
-----  
MAG ROADER 1

Level: 19  
HP: 420  
MP: 100  
Experience: 232  
GP: 277  
Speed: 30  
Attack: 12  
Defense: 25  
Evade: 0  
Magic Attack: 1  
Magic Defense: 140  
Magic Evade: 0  
Element: Ice  
Weaknesses: Fire  
Steal: Shuriken, Bolt Edge  
Drop: Water Edge

-----  
-----  
MAGE MASTER

Level: 68  
HP: 50,000  
MP: 0  
Experience: 0  
GP: 90  
Speed: 1  
Attack: 250  
Defense: 100  
Evade: 0  
Magic Attack: 100  
Magic Defense: 25  
Magic Evade: 0

Element: None  
Weaknesses: None  
Steal: Elixir, Crystal Orb  
Drop: Megalixir

-----  
-----  
MAGIC URN

Level: 31  
HP: 100  
MP: 10,000  
Experience: 0  
GP: 0  
Speed: 40  
Attack: 5  
Defense: 220  
Evade: 100  
Magic Attack: 35  
Magic Defense: 190  
Magic Evade: 0  
Element: Fire, Ice, Holy, Lightning, Poison, Earth, Water, Wind  
Weaknesses: None  
Steal: Elixir, Tonic  
Drop: None

-----  
-----  
MALIGA

Level: 26  
HP: 952  
MP: 100  
Experience: 360  
GP: 576  
Speed: 30  
Attack: 15  
Defense: 110  
Evade: 0  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning, Ice  
Steal: Tonic  
Drop: None

-----  
-----  
MANDRAKE

Level: 23  
HP: 1150  
MP: 104  
Experience: 378  
GP: 450  
Speed: 30  
Attack: 16  
Defense: 115  
Evade: 0

Magic Attack: 10  
Magic Defense: 125  
Magic Evade: 0  
Element: Water  
Weaknesses: Fire  
Steal: Poison  
Drop: Remedy

-----  
-----  
MANTODEA

Level: 54  
HP: 4500  
MP: 420  
Experience: 4612  
GP: 501  
Speed: 45  
Attack: 180  
Defense: 145  
Evade: 0  
Magic Attack: 10  
Magic Defense: 100  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Imp Halberd  
Drop: None

-----  
-----  
MARSHAL

Level: 8  
HP: 420  
MP: 150  
Experience: 0  
GP: 350  
Speed: 40  
Attack: 13  
Defense: 110  
Evade: 0  
Magic Attack: 9  
Magic Defense: 140  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Mythril Knife  
Drop: Potion

-----  
-----  
MASTER PUG

Level: 73  
HP: 22,000  
MP: 1200  
Experience: 0  
GP: 0  
Speed: 45



Attack: 13  
Defense: 100  
Evade: 0  
Magic Attack: 9  
Magic Defense: 165  
Magic Evade: 0  
Element: Water  
Weaknesses: None  
Steal: Megalixir, Elixir  
Drop: Graedus

---

| MEGA ARMOR |

---

Level: 21  
HP: 1000  
MP: 50  
Experience: 350  
GP: 0  
Speed: 45  
Attack: 19  
Defense: 120  
Evade: 0  
Magic Attack: 10  
Magic Defense: 100  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: Potion  
Drop: None

---

| MERCHANT |

---

Level: 5  
HP: 119  
MP: 20  
Experience: 26  
GP: 60  
Speed: 30  
Attack: 10  
Defense: 50  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Plumed Hat, Guardian  
Drop: None

---

| MESOSAUR |

---

Level: 26  
HP: 1112  
MP: 130

Experience: 459  
GP: 456  
Speed: 30  
Attack: 13  
Defense: 110  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Ice  
Steal: Antidote  
Drop: None

-----  
-----  
MIND CANDY

Level: 15  
HP: 290  
MP: 100  
Experience: 128  
GP: 168  
Speed: 30  
Attack: 14  
Defense: 105  
Evade: 0  
Magic Attack: 10  
Magic Defense: 165  
Magic Evade: 0  
Element: None  
Weaknesses: Wind, Fire  
Steal: Tonic, Soft  
Drop: Soft

-----  
-----  
MISFIT

Level: 26  
HP: 1750  
MP: 140  
Experience: 750  
GP: 786  
Speed: 35  
Attack: 26  
Defense: 105  
Evade: 0  
Magic Attack: 10  
Magic Defense: 155  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Back Guard  
Drop: None

-----  
-----  
MISSILE BAY

Level: 25  
HP: 3000  
MP: 7000  
Experience: 0  
GP: 0  
Speed: 20  
Attack: 12  
Defense: 135  
Evade: 0  
Magic Attack: 8  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Ice, Lightning  
Steal: Debilitator  
Drop: None

-----  
MOE

Level: 47  
HP: 12,500  
MP: 2000  
Experience: 0  
GP: 0  
Speed: 25  
Attack: 4  
Defense: 80  
Evade: 0  
Magic Attack: 6  
Magic Defense: 130  
Magic Evade: 0  
Element: Lightning  
Weaknesses: None  
Steal: None  
Drop: None

-----  
MOVER

Level: 51  
HP: 120  
MP: 10,500  
Experience: 1500  
GP: 0  
Speed: 85  
Attack: 20  
Defense: 115  
Evade: 225  
Magic Attack: 10  
Magic Defense: 254  
Magic Evade: 0  
Element: Poison  
Weaknesses: None  
Steal: Super Ball  
Drop: Magicite

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-----  
Level: 8  
HP: 210  
MP: 250  
Experience: 0  
GP: 0  
Speed: 25  
Attack: 18  
Defense: 30  
Evade: 0  
Magic Attack: 3  
Magic Defense: 130  
Magic Evade: 0  
Element: None  
Weaknesses: Lightning  
Steal: Potion, Tonic  
Drop: Potion  
-----

-----  
MUUS

Level: 28  
HP: 900  
MP: 100  
Experience: 189  
GP: 287  
Speed: 30  
Attack: 11  
Defense: 110  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Magicite  
Drop: None  
-----

=====  
----- [N] -----  
=====

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NASTIDON

Level: 32  
HP: 1877  
MP: 100  
Experience: 697  
GP: 298  
Speed: 35  
Attack: 13  
Defense: 145  
Evade: 0  
Magic Attack: 10  
Magic Defense: 105  
Magic Evade: 0

Element: None  
Weaknesses: Fire  
Steal: Potion, Tonic  
Drop: Eye Drop

-----  
-----  
NAUGHTY

Level: 24  
HP: 3000  
MP: 195  
Experience: 0  
GP: 0  
Speed: 48  
Attack: 11  
Defense: 115  
Evade: 0  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 0  
Element: Ice  
Weaknesses: Holy, Lightning, Fire  
Steal: None  
Drop: None

-----  
-----  
NAUTLOID

Level: 11  
HP: 236  
MP: 100  
Experience: 216  
GP: 173  
Speed: 35  
Attack: 18  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 0  
Element: Water  
Weaknesses: Fire, Lightning  
Steal: Potion, Tonic  
Drop: Eye Drop

-----  
-----  
NECK HUNTER

Level: 28  
HP: 1334  
MP: 150  
Experience: 558  
GP: 1330  
Speed: 30  
Attack: 5  
Defense: 102  
Evade: 0

Magic Attack: 10  
Magic Defense: 153  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Dark Hood  
Drop: Peace Ring

-----  
-----  
NECROMANCER

Level: 48  
HP: 3525  
MP: 900  
Experience: 1510  
GP: 791  
Speed: 25  
Attack: 13  
Defense: 100  
Evade: 0  
Magic Attack: 7  
Magic Defense: 150  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Phoenix Down  
Drop: Revivify

-----  
-----  
NERAPA

Level: 26  
HP: 2800  
MP: 280  
Experience: 0  
GP: 0  
Speed: 48  
Attack: 11  
Defense: 105  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Fire  
Weaknesses: Holy, Lightning, Ice  
Steal: None  
Drop: None

-----  
-----  
NIGHTSHADE

Level: 37  
HP: 2200  
MP: 305  
Experience: 872  
GP: 767  
Speed: 35

Attack: 13  
Defense: 110  
Evade: 0  
Magic Attack: 9  
Magic Defense: 140  
Magic Evade: 0  
Element: Water  
Weaknesses: Fire  
Steal: Nutkin Suit  
Drop: None

---

| NINJA |

---

Level: 27  
HP: 1650  
MP: 130  
Experience: 694  
GP: 520  
Speed: 37  
Attack: 22  
Defense: 135  
Evade: 50  
Magic Attack: 5  
Magic Defense: 140  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Lightning  
Steal: Cherub Down  
Drop: Ninja Star

---

| NOHRABBIT |

---

Level: 26  
HP: 75  
MP: 200  
Experience: 0  
GP: 0  
Speed: 30  
Attack: 7  
Defense: 100  
Evade: 0  
Magic Attack: 30  
Magic Defense: 100  
Magic Evade: 0  
Element: None  
Weaknesses: Water  
Steal: Remedy  
Drop: Potion

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| NUMBER 024 |

---

Level: 24  
HP: 4777  
MP: 777

Experience: 0  
GP: 0  
Speed: 40  
Attack: 20  
Defense: 170  
Evade: 0  
Magic Attack: 3  
Magic Defense: 100  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Drainer, Rune Edge  
Drop: Flame Sabre, Blizzard

-----  
-----  
NUMBER 128

Level: 23  
HP: 3276  
MP: 810  
Experience: 0  
GP: 0  
Speed: 30  
Attack: 13  
Defense: 120  
Evade: 0  
Magic Attack: 3  
Magic Defense: 125  
Magic Evade: 0  
Element: Ice  
Weaknesses: None  
Steal: Tempest  
Drop: Tent

=====  
----- [O] -----  
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-----  
-----  
OFFICER

Level: 7  
HP: 102  
MP: 25  
Experience: 33  
GP: 66  
Speed: 30  
Attack: 13  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Potion, Tonic  
Drop: None



-----  
OGOR

Level: 44  
HP: 4211  
MP: 219  
Experience: 1583  
GP: 869  
Speed: 32  
Attack: 19  
Defense: 100  
Evade: 30  
Magic Attack: 11  
Magic Defense: 150  
Magic Evade: 30  
Element: None  
Weaknesses: Poison, Lightning  
Steal: Murasame, Ashura  
Drop: Revivify  
-----

-----  
OPINICUS

Level: 38  
HP: 3210  
MP: 514  
Experience: 1270  
GP: 519  
Speed: 38  
Attack: 22  
Defense: 135  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Warp Stone  
Drop: Warp Stone  
-----

-----  
OROG

Level: 30  
HP: 1584  
MP: 250  
Experience: 510  
GP: 716  
Speed: 33  
Attack: 45  
Defense: 105  
Evade: 0  
Magic Attack: 10  
Magic Defense: 140  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire

Steal: Amulet  
Drop: Amulet, Revivify

-----  
-----  
OSPREY

Level: 26  
HP: 850  
MP: 100  
Experience: 249  
GP: 596  
Speed: 25  
Attack: 12  
Defense: 105  
Evade: 0  
Magic Attack: 10  
Magic Defense: 120  
Magic Evade: 0  
Element: None  
Weaknesses: Ice  
Steal: None  
Drop: Echo Screen

-----  
-----  
OSTEOSAUR

Level: 30  
HP: 1584  
MP: 143  
Experience: 770  
GP: 542  
Speed: 33  
Attack: 45  
Defense: 115  
Evade: 0  
Magic Attack: 10  
Magic Defense: 155  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Remedy  
Drop: Revivify

-----  
-----  
OUTSIDER

Level: 18  
HP: 8050  
MP: 400  
Experience: 2600  
GP: 2800  
Speed: 40  
Attack: 15  
Defense: 105  
Evade: 0  
Magic Attack: 4  
Magic Defense: 155

Magic Evade: 0  
Element: Poison  
Weaknesses: Holy  
Steal: Break Blade  
Drop: None

-----  
-----  
OVER-GUNK

Level: 15  
HP: 492  
MP: 100  
Experience: 219  
GP: 365  
Speed: 30  
Attack: 13  
Defense: 125  
Evade: 0  
Magic Attack: 10  
Magic Defense: 125  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Remedy, Potion  
Drop: None

-----  
-----  
OVER-MIND

Level: 13  
HP: 390  
MP: 190  
Experience: 65  
GP: 228  
Speed: 30  
Attack: 12  
Defense: 55  
Evade: 0  
Magic Attack: 7  
Magic Defense: 150  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Potion  
Drop: Revivify, Green Cherry

=====  
----- [P] -----  
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-----  
PAN DORA

Level: 39  
HP: 1522  
MP: 350  
Experience: 622

GP: 461  
Speed: 25  
Attack: 13  
Defense: 140  
Evade: 0  
Magic Attack: 10  
Magic Defense: 80  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: None  
Drop: None

-----  
-----  
PARASITE

Level: 39  
HP: 1000  
MP: 230  
Experience: 455  
GP: 461  
Speed: 20  
Attack: 1  
Defense: 140  
Evade: 0  
Magic Attack: 1  
Magic Defense: 5  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: None  
Drop: None

-----  
-----  
PARASOUL

Level: 47  
HP: 2077  
MP: 500  
Experience: 1620  
GP: 674  
Speed: 30  
Attack: 13  
Defense: 80  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Fire  
Weaknesses: Ice  
Steal: Phoenix Down  
Drop: Phoenix Down

-----  
-----  
PEEPERS

Level: 23

HP: 1  
MP: 19  
Experience: 2  
GP: 0  
Speed: 35  
Attack: 7  
Defense: 5  
Evade: 0  
Magic Attack: 10  
Magic Defense: 5  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Ice  
Steal: Elixir  
Drop: None

-----  
-----  
PHASE

Level: 47  
HP: 4550  
MP: 1700  
Experience: 2600  
GP: 890  
Speed: 30  
Attack: 11  
Defense: 105  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Fire  
Weaknesses: Ice  
Steal: Phoenix Down  
Drop: Phoenix Down

-----  
-----  
PHUNBABA - 1ST

Level: 31  
HP: 28,000  
MP: 10,000  
Experience: 0  
GP: 0  
Speed: 30  
Attack: 15  
Defense: 105  
Evade: 0  
Magic Attack: 6  
Magic Defense: 150  
Magic Evade: 0  
Element: Lightning  
Weaknesses: Poison  
Steal: None  
Drop: None

-----  
Level: 31  
HP: 26,000  
MP: 10,000  
Experience: 0  
GP: 0  
Speed: 35  
Attack: 15  
Defense: 100  
Evade: 0  
Magic Attack: 6  
Magic Defense: 130  
Magic Evade: 0  
Element: Lightning  
Weaknesses: Poison  
Steal: None  
Drop: None  
-----

-----  
PIPSQUEAK

Level: 18  
HP: 250  
MP: 50  
Experience: 115  
GP: 100  
Speed: 25  
Attack: 13  
Defense: 200  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: Tonic  
Drop: None  
-----

-----  
PIRAHNA

Level: 9  
HP: 10  
MP: 60  
Experience: 0  
GP: 0  
Speed: 30  
Attack: 13  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Lightning  
Steal: None  
Drop: Tonic

-----  
-----  
PLUTO ARMOR

Level: 39  
HP: 2850  
MP: 220  
Experience: 853  
GP: 629  
Speed: 35  
Attack: 13  
Defense: 105  
Evade: 0  
Magic Attack: 9  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: None  
Drop: None  
-----

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-----  
PM STALKER

Level: 26  
HP: 265  
MP: 190  
Experience: 258  
GP: 491  
Speed: 20  
Attack: 9  
Defense: 140  
Evade: 0  
Magic Attack: 6  
Magic Defense: 115  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: X-Potion  
Drop: None  
-----

-----  
-----  
POLTERGEIST

Level: 67  
HP: 58,000  
MP: 18,900  
Experience: 0  
GP: 0  
Speed: 53  
Attack: 15  
Defense: 180  
Evade: 0  
Magic Attack: 13  
Magic Defense: 145  
Magic Evade: 0  
Element: Fire, Wind

Weaknesses: Poison  
Steal: Red Jacket  
Drop: Air Lancer

-----  
-----  
POPLIUM

Level: 11  
HP: 145  
MP: 25  
Experience: 55  
GP: 55  
Speed: 25  
Attack: 13  
Defense: 55  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Potion  
Drop: Tonic

-----  
-----  
POPPERS

Level: 33  
HP: 1000  
MP: 100  
Experience: 800  
GP: 350  
Speed: 34  
Attack: 5  
Defense: 120  
Evade: 0  
Magic Attack: 10  
Magic Defense: 140  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: None  
Drop: Green Cherry

-----  
-----  
POWER DEMON

Level: 29  
HP: 2058  
MP: 360  
Experience: 485  
GP: 385  
Speed: 40  
Attack: 13  
Defense: 145  
Evade: 0  
Magic Attack: 10



Magic Defense: 140  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Diamond Vest, Potion  
Drop: Amulet, Revivify

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| PRESENTER |

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---

Level: 31  
HP: 9845  
MP: 1600  
Experience: 0  
GP: 1000  
Speed: 35  
Attack: 75  
Defense: 80  
Evade: 0  
Magic Attack: 7  
Magic Defense: 150  
Magic Evade: 0  
Element: Ice, Water  
Weaknesses: Fire, Lightning  
Steal: None  
Drop: Dragon Claw

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| PRIMORIDTE |

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Level: 11  
HP: 145  
MP: 10  
Experience: 90  
GP: 115  
Speed: 30  
Attack: 13  
Defense: 50  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Lightning  
Steal: Tonic, Eye Drop  
Drop: None

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| PROMETHEUS |

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Level: 56  
HP: 14,500  
MP: 2050  
Experience: 5200  
GP: 1300  
Speed: 47  
Attack: 13

Defense: 170  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: Debilitator  
Drop: None

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| PROTO ARMOR |

---

Level: 19  
HP: 670  
MP: 125  
Experience: 499  
GP: 296  
Speed: 30  
Attack: 12  
Defense: 230  
Evade: 0  
Magic Attack: 7  
Magic Defense: 110  
Magic Evade: 0  
Element: None  
Weaknesses: Lightning  
Steal: Mythril Mail, Potion  
Drop: Bio Blaster

---

| PRUSSIAN |

---

Level: 41  
HP: 3300  
MP: 188  
Experience: 1396  
GP: 773  
Speed: 35  
Attack: 13  
Defense: 115  
Evade: 0  
Magic Attack: 10  
Magic Defense: 155  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Full Moon  
Drop: None

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| PSYCHOT |

---

Level: 32  
HP: 900  
MP: 55  
Experience: 347

GP: 275  
Speed: 33  
Attack: 14  
Defense: 165  
Evade: 0  
Magic Attack: 10  
Magic Defense: 125  
Magic Evade: 0  
Element: Fire  
Weaknesses: Ice  
Steal: Tonic  
Drop: Tonic

-----  
-----  
PTEREDON

Level: 12  
HP: 380  
MP: 70  
Experience: 464  
GP: 325  
Speed: 45  
Attack: 25  
Defense: 65  
Evade: 0  
Magic Attack: 10  
Magic Defense: 180  
Magic Evade: 0  
Element: None  
Weaknesses: Fire, Ice  
Steal: Guardian, Mythril Knife  
Drop: Potion

-----  
-----  
PUG

Level: 27  
HP: 8000  
MP: 15,500  
Experience: 1200  
GP: 3333  
Speed: 35  
Attack: 13  
Defense: 150  
Evade: 50  
Magic Attack: 10  
Magic Defense: 180  
Magic Evade: 50  
Element: Water  
Weaknesses: Lightning, Fire  
Steal: None  
Drop: Tintinabar

-----  
-----  
PUGS

Level: 99

HP: 14,001  
MP: 11,000  
Experience: 0  
GP: 0  
Speed: 70  
Attack: 5  
Defense: 100  
Evade: 150  
Magic Attack: 1  
Magic Defense: 150  
Magic Evade: 1  
Element: Water  
Weaknesses: Fire  
Steal: Minerva  
Drop: Minerva

-----  
-----  
PUNISHER

Level: 35  
HP: 2191  
MP: 136  
Experience: 1242  
GP: 3000  
Speed: 35  
Attack: 28  
Defense: 100  
Evade: 115  
Magic Attack: 10  
Magic Defense: 115  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Bone Club, Rising Sun  
Drop: None

-----  
===== [R] =====  
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-----  
RAIN MAN

Level: 39  
HP: 2722  
MP: 180  
Experience: 890  
GP: 485  
Speed: 34  
Attack: 13  
Defense: 110  
Evade: 0  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 30  
Element: None  
Weaknesses: Water, Ice, Holy

Steal: None

Drop: None

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| RALPH |

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Level: 17

HP: 620

MP: 10

Experience: 255

GP: 345

Speed: 35

Attack: 14

Defense: 135

Evade: 0

Magic Attack: 10

Magic Defense: 145

Magic Evade: 0

Element: None

Weaknesses: None

Steal: Tiger Mask, Tonic

Drop: Potion

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| REACH FROG |

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Level: 52

HP: 3511

MP: 220

Experience: 1550

GP: 2600

Speed: 35

Attack: 13

Defense: 130

Evade: 0

Magic Attack: 7

Magic Defense: 145

Magic Evade: 0

Element: None

Weaknesses: Ice

Steal: Tack Star, Potion

Drop: None

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| RED DRAGON |

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---

Level: 67

HP: 30,000

MP: 1780

Experience: 0

GP: 0

Speed: 75

Attack: 13

Defense: 110

Evade: 0

Magic Attack: 10

Magic Defense: 150

Magic Evade: 0  
Element: Fire  
Weaknesses: Water, Ice  
Steal: None  
Drop: Strato

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| RED FANG |

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Level: 14  
HP: 325  
MP: 20  
Experience: 135  
GP: 185  
Speed: 30  
Attack: 13  
Defense: 95  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Tonic  
Drop: Dried Meat

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| RED WOLF |

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---

Level: 32  
HP: 1510  
MP: 110  
Experience: 687  
GP: 412  
Speed: 25  
Attack: 10  
Defense: 155  
Evade: 0  
Magic Attack: 10  
Magic Defense: 140  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Tonic  
Drop: Tonic

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| REPO MAN |

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---

Level: 5  
HP: 35  
MP: 0  
Experience: 25  
GP: 25  
Speed: 35  
Attack: 19  
Defense: 90

Evade: 0  
Magic Attack: 10  
Magic Defense: 120  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Potion  
Drop: Tonic

-----  
-----  
RETAINER

Level: 59  
HP: 7050  
MP: 2600  
Experience: 2300  
GP: 2000  
Speed: 35  
Attack: 13  
Defense: 100  
Evade: 40  
Magic Attack: 5  
Magic Defense: 180  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Aura  
Drop: None

-----  
-----  
RHINOTAUR

Level: 8  
HP: 232  
MP: 100  
Experience: 246  
GP: 186  
Speed: 35  
Attack: 25  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 155  
Magic Evade: 0  
Element: Lightning  
Weaknesses: None  
Steal: Mythril Claw, Tonic  
Drop: Potion

-----  
-----  
RHINOX

Level: 19  
HP: 800  
MP: 35  
Experience: 592  
GP: 400

Speed: 30  
Attack: 13  
Defense: 120  
Evade: 0  
Magic Attack: 10  
Magic Defense: 100  
Magic Evade: 0  
Element: Lightning  
Weaknesses: None  
Steal: Flash  
Drop: None

-----  
-----  
RHOBITE

Level: 10  
HP: 135  
MP: 40  
Experience: 53  
GP: 110  
Speed: 30  
Attack: 9  
Defense: 70  
Evade: 0  
Magic Attack: 10  
Magic Defense: 140  
Magic Evade: 0  
Element: None  
Weaknesses: Water  
Steal: Potion  
Drop: Tonic

-----  
-----  
RHODOX

Level: 7  
HP: 119  
MP: 100  
Experience: 59  
GP: 80  
Speed: 30  
Attack: 11  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Tonic, Antidote  
Drop: None

-----  
-----  
RIDER

Level: 14  
HP: 1300



MP: 170  
Experience: 400  
GP: 1290  
Speed: 45  
Attack: 48  
Defense: 120  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Poison, Fire  
Steal: Elixir, Mythril Vest  
Drop: Remedy

-----  
-----  
RIGHT BLADE

Level: 22  
HP: 700  
MP: 470  
Experience: 0  
GP: 0  
Speed: 30  
Attack: 13  
Defense: 120  
Evade: 0  
Magic Attack: 5  
Magic Defense: 150  
Magic Evade: 0  
Element: Ice  
Weaknesses: None  
Steal: Tincture  
Drop: Phoenix Down

-----  
-----  
RINN

Level: 11  
HP: 110  
MP: 35  
Experience: 95  
GP: 100  
Speed: 25  
Attack: 10  
Defense: 110  
Evade: 0  
Magic Attack: 3  
Magic Defense: 75  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Tonic  
Drop: None

-----  
-----  
RIZOPAS

-----  
Level: 13  
HP: 775  
MP: 39  
Experience: 0  
GP: 0  
Speed: 40  
Attack: 14  
Defense: 110  
Evade: 0  
Magic Attack: 3  
Magic Defense: 175  
Magic Evade: 0  
Element: Water  
Weaknesses: None  
Steal: None  
Drop: Remedy  
-----

-----  
ROUGH

Level: 69  
HP: 8000  
MP: 770  
Experience: 0  
GP: 0  
Speed: 30  
Attack: 13  
Defense: 80  
Evade: 0  
Magic Attack: 10  
Magic Defense: 190  
Magic Evade: 0  
Element: Lightning  
Weaknesses: Ice  
Steal: Flame Shield  
Drop: None  
-----

-----  
RHYOS

Level: 36  
HP: 7191  
MP: 354  
Experience: 4928  
GP: 1889  
Speed: 60  
Attack: 40  
Defense: 150  
Evade: 0  
Magic Attack: 15  
Magic Defense: 160  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Gold Lance  
Drop: None  
-----

=====  
----- [S] -----  
=====

-----  
SAMURAI

Level: 40  
HP: 3000  
MP: 500  
Experience: 1545  
GP: 791  
Speed: 20  
Attack: 13  
Defense: 10  
Evade: 0  
Magic Attack: 10  
Magic Defense: 20  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: None  
Drop: None

-----  
SAND HORSE

Level: 27  
HP: 1025  
MP: 100  
Experience: 475  
GP: 726  
Speed: 30  
Attack: 15  
Defense: 135  
Evade: 0  
Magic Attack: 9  
Magic Defense: 135  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Ice  
Steal: Tonic  
Drop: None

-----  
SAND RAY

Level: 6  
HP: 67  
MP: 10  
Experience: 41  
GP: 54  
Speed: 30  
Attack: 20  
Defense: 110  
Evade: 0  
Magic Attack: 10

Magic Defense: 145  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Ice  
Steal: Antidote  
Drop: Antidote

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| SCORPION |

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Level: 26  
HP: 290  
MP: 19  
Experience: 199  
GP: 336  
Speed: 20  
Attack: 10  
Defense: 5  
Evade: 0  
Magic Attack: 9  
Magic Defense: 215  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Tonic  
Drop: Tonic

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| SCRAPPER |

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Level: 34  
HP: 1759  
MP: 69  
Experience: 797  
GP: 2000  
Speed: 37  
Attack: 10  
Defense: 125  
Evade: 120  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 0  
Element: Poison  
Weaknesses: None  
Steal: Thiefls Gloves  
Drop: Air Lancet

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| SCULLION |

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Level: 57  
HP: 27,000  
MP: 9000  
Experience: 9000  
GP: 0  
Speed: 40  
Attack: 13

Defense: 175  
Evade: 0  
Magic Attack: 15  
Magic Defense: 145  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: Air Anchor  
Drop: None

---

| SEA FLOWER |

---

Level: 47  
HP: 4200  
MP: 200  
Experience: 1315  
GP: 670  
Speed: 30  
Attack: 13  
Defense: 110  
Evade: 0  
Magic Attack: 10  
Magic Defense: 100  
Magic Evade: 0  
Element: Fire, Water  
Weaknesses: Lightning, Ice  
Steal: Phoenix Down  
Drop: Phoenix Down

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| SEWER RAT |

---

Level: 16  
HP: 299  
MP: 20  
Experience: 108  
GP: 156  
Speed: 30  
Attack: 13  
Defense: 110  
Evade: 0  
Magic Attack: 10  
Magic Defense: 160  
Magic Evade: 0  
Element: Poison  
Weaknesses: Fire  
Steal: Potion  
Drop: None

---

| SHIVA |

---

Level: 21  
HP: 3000  
MP: 500  
Experience: 0

GP: 0  
Speed: 35  
Attack: 15  
Defense: 200  
Evade: 20  
Magic Attack: 7  
Magic Defense: 110  
Magic Evade: 0  
Element: Ice  
Weaknesses: Fire  
Steal: None  
Drop: None

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-----  
SKULL DRAGON

Level: 62  
HP: 32,800  
MP: 1999  
Experience: 0  
GP: 0  
Speed: 57  
Attack: 15  
Defense: 140  
Evade: 0  
Magic Attack: 10  
Magic Defense: 120  
Magic Evade: 0  
Element: Poison  
Weaknesses: Fire, Holy  
Steal: None  
Drop: Muscle Belt

-----  
-----  
SKY ARMOR

Level: 24  
HP: 900  
MP: 170  
Experience: 350  
GP: 400  
Speed: 30  
Attack: 16  
Defense: 150  
Evade: 0  
Magic Attack: 7  
Magic Defense: 120  
Magic Evade: 0  
Element: None  
Weaknesses: Wind, Lightning  
Steal: Tincture  
Drop: None

-----  
-----  
SKY BASE

Level: 52

HP: 6000  
MP: 550  
Experience: 2300  
GP: 670  
Speed: 35  
Attack: 10  
Defense: 140  
Evade: 0  
Magic Attack: 5  
Magic Defense: 140  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: Flash  
Drop: None

-----  
-----  
SKY CAP

Level: 40  
HP: 3262  
MP: 200  
Experience: 1253  
GP: 441  
Speed: 35  
Attack: 13  
Defense: 105  
Evade: 0  
Magic Attack: 8  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Wind, Lightning  
Steal: None  
Drop: None

-----  
-----  
SLAM DANCER

Level: 15  
HP: 392  
MP: 120  
Experience: 224  
GP: 296  
Speed: 35  
Attack: 13  
Defense: 115  
Evade: 0  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Thief's Knife, Potion  
Drop: None

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-----  
Level: 37  
HP: 2600  
MP: 97  
Experience: 830  
GP: 415  
Speed: 35  
Attack: 13  
Defense: 125  
Evade: 20  
Magic Attack: 10  
Magic Defense: 145  
Magic Evade: 10  
Element: None  
Weaknesses: Holy  
Steal: Warp Stone  
Drop: Warp Stone  
-----

Level: 23  
HP: 505  
MP: 20  
Experience: 232  
GP: 270  
Speed: 30  
Attack: 12  
Defense: 50  
Evade: 0  
Magic Attack: 10  
Magic Defense: 50  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Potion  
Drop: None  
-----

Level: 11  
HP: 100  
MP: 15  
Experience: 0  
GP: 48  
Speed: 30  
Attack: 12  
Defense: 80  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Potion, Tonic  
Drop: Tonic



-----  
-----  
SOUL DANCER

Level: 22  
HP: 2539  
MP: 100  
Experience: 1531  
GP: 769  
Speed: 30  
Attack: 1  
Defense: 60  
Evade: 0  
Magic Attack: 30  
Magic Defense: 170  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Moogle Suit  
Drop: None  
-----

-----  
-----  
SOUL SAVER

Level: 41  
HP: 3066  
MP: 566  
Experience: 0  
GP: 0  
Speed: 15  
Attack: 50  
Defense: 150  
Evade: 0  
Magic Attack: 3  
Magic Defense: 175  
Magic Evade: 0  
Element: Fire, Holy  
Weaknesses: Ice  
Steal: None  
Drop: None  
-----

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-----  
SPECIAL FORCE

Level: 21  
HP: 700  
MP: 20  
Experience: 200  
GP: 0  
Speed: 40  
Attack: 13  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 140  
Magic Evade: 0  
Element: None

Weaknesses: Poison

Steal: Tonic

Drop: Magicite

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| SPECK |

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Level: 25

HP: 420

MP: 285

Experience: 0

GP: 0

Speed: 40

Attack: 15

Defense: 120

Evade: 0

Magic Attack: 8

Magic Defense: 180

Magic Evade: 0

Element: None

Weaknesses: Water, Lightning

Steal: Amulet

Drop: None

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| SPECTER |

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---

Level: 19

HP: 1500

MP: 10,000

Experience: 0

GP: 0

Speed: 40

Attack: 15

Defense: 120

Evade: 0

Magic Attack: 8

Magic Defense: 180

Magic Evade: 0

Element: Poison

Weaknesses: Holy, Fire

Steal: None

Drop: Hyper Wrist

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| SPECTRE |

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Level: 13

HP: 235

MP: 120

Experience: 220

GP: 138

Speed: 35

Attack: 1

Defense: 0

Evade: 0

Magic Attack: 8

Magic Defense: 160  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Ice Rod, Tonic  
Drop: Tonic

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| SPEK TOR |

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Level: 50  
HP: 250  
MP: 20  
Experience: 1356  
GP: 1524  
Speed: 70  
Attack: 30  
Defense: 100  
Evade: 50  
Magic Attack: 10  
Magic Defense: 200  
Magic Evade: 0  
Element: None  
Weaknesses: Water  
Steal: X-Potion  
Drop: None

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| SPIT FIRE |

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Level: 25  
HP: 1400  
MP: 180  
Experience: 550  
GP: 300  
Speed: 35  
Attack: 17  
Defense: 155  
Evade: 0  
Magic Attack: 4  
Magic Defense: 130  
Magic Evade: 0  
Element: None  
Weaknesses: Wind, Lightning  
Steal: Elixir, Tincture  
Drop: Tincture

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| SPRINTER |

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Level: 53  
HP: 4500  
MP: 350  
Experience: 2293  
GP: 1420  
Speed: 55  
Attack: 13

Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Lightning  
Steal: None  
Drop: Impls Armor

-----  
-----  
SR. BEHEMOTH

Level: 43  
HP: 19,000  
MP: 1600  
Experience: 0  
GP: 0  
Speed: 60  
Attack: 11  
Defense: 120  
Evade: 0  
Magic Attack: 9  
Magic Defense: 130  
Magic Evade: 0  
Element: Ice  
Weaknesses: Poison, Fire  
Steal: Murasame  
Drop: Valiant Knife, Oath Veil

-----  
-----  
SR. BEHEMOTH

Level: 49  
HP: 19,000  
MP: 9999  
Experience: 0  
GP: 0  
Speed: 39  
Attack: 27  
Defense: 105  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Poison  
Weaknesses: Fire, Holy  
Steal: None  
Drop: Behemoth Suit

-----  
-----  
STEROIDITE

Level: 54  
HP: 25,000  
MP: 350  
Experience: 4200

GP: 100  
Speed: 45  
Attack: 13  
Defense: 5  
Evade: 0  
Magic Attack: 15  
Magic Defense: 70  
Magic Evade: 0  
Element: None  
Weaknesses: Holy  
Steal: Thunder Shield  
Drop: None

-----  
-----  
STILL GOING

Level: 12  
HP: 200  
MP: 84  
Experience: 54  
GP: 135  
Speed: 30  
Attack: 10  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: None  
Drop: Potion

-----  
-----  
STILL LIFE

Level: 37  
HP: 4889  
MP: 390  
Experience: 2331  
GP: 1574  
Speed: 45  
Attack: 13  
Defense: 150  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Fake Mustache  
Drop: None

-----  
-----  
STORM DRAGON

Level: 74

HP: 42,000  
MP: 1250  
Experience: 0  
GP: 0  
Speed: 65  
Attack: 13  
Defense: 110  
Evade: 0  
Magic Attack: 9  
Magic Defense: 150  
Magic Evade: 0  
Element: Wind  
Weaknesses: Lightning  
Steal: None  
Drop: Force Armor

-----  
-----  
STRAY CAT

Level: 10  
HP: 156  
MP: 30  
Experience: 42  
GP: 90  
Speed: 30  
Attack: 9  
Defense: 10  
Evade: 0  
Magic Attack: 10  
Magic Defense: 135  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Potion  
Drop: Tonic

-----  
-----  
STRIKER

Level: 67  
HP: 11,000  
MP: 2600  
Experience: 0  
GP: 0  
Speed: 26  
Attack: 13  
Defense: 75  
Evade: 0  
Magic Attack: 7  
Magic Defense: 185  
Magic Evade: 0  
Element: Ice  
Weaknesses: Fire  
Steal: Flame Shield  
Drop: None

-----  
-----

-----  
Level: 40  
HP: 2912  
MP: 228  
Experience: 1150  
GP: 435  
Speed: 30  
Attack: 13  
Defense: 105  
Evade: 0  
Magic Attack: 10  
Magic Defense: 155  
Magic Evade: 0  
Element: None  
Weaknesses: Holy  
Steal: None  
Drop: None  
-----

=====  
----- [T] -----  
=====

-----  
Level: 43  
HP: 4452  
MP: 270  
Experience: 1727  
GP: 526  
Speed: 39  
Attack: 13  
Defense: 105  
Evade: 0  
Magic Attack: 11  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Sword Breaker, Dirk  
Drop: None  
-----

-----  
Level: 14  
HP: 1800  
MP: 250  
Experience: 0  
GP: 0  
Speed: 35  
Attack: 20  
Defense: 120  
Evade: 0  
Magic Attack: 13  
Magic Defense: 150  
Magic Evade: 0

Element: None  
Weaknesses: Lightning, Water  
Steal: X-Potion  
Drop: Green Beret

-----  
-----  
TEMPLAR

Level: 11  
HP: 205  
MP: 50  
Experience: 0  
GP: 90  
Speed: 30  
Attack: 16  
Defense: 50  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Tonic  
Drop: Potion

-----  
-----  
TENTACLE

Level: 33  
HP: 5500  
MP: 600  
Experience: 0  
GP: 0  
Speed: 35  
Attack: 13  
Defense: 102  
Evade: 0  
Magic Attack: 8  
Magic Defense: 153  
Magic Evade: 0  
Element: Lightning, Water  
Weaknesses: None  
Steal: None  
Drop: None

-----  
-----  
TENTACLE

Level: 31  
HP: 7000  
MP: 800  
Experience: 0  
GP: 0  
Speed: 25  
Attack: 13  
Defense: 102  
Evade: 0



Magic Attack: 8  
Magic Defense: 153  
Magic Evade: 0  
Element: Fire  
Weaknesses: Ice, Water  
Steal: None  
Drop: None

-----  
-----  
TENTACLE

Level: 34  
HP: 4000  
MP: 500  
Experience: 0  
GP: 0  
Speed: 40  
Attack: 13  
Defense: 102  
Evade: 0  
Magic Attack: 8  
Magic Defense: 153  
Magic Evade: 0  
Element: Water, Earth  
Weaknesses: None  
Steal: None  
Drop: None

-----  
-----  
TENTACLE

Level: 32  
HP: 6000  
MP: 700  
Experience: 0  
GP: 0  
Speed: 30  
Attack: 13  
Defense: 102  
Evade: 0  
Magic Attack: 8  
Magic Defense: 153  
Magic Evade: 0  
Element: Ice, Water  
Weaknesses: Fire  
Steal: None  
Drop: None

-----  
-----  
TEST RIDER

Level: 32  
HP: 3100  
MP: 220  
Experience: 1947  
GP: 520  
Speed: 40

Attack: 27  
Defense: 135  
Evade: 0  
Magic Attack: 10  
Magic Defense: 155  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Partisan  
Drop: Spear

---

| TOE CUTTER |

---

Level: 36  
HP: 2500  
MP: 187  
Experience: 1753  
GP: 726  
Speed: 40  
Attack: 21  
Defense: 125  
Evade: 20  
Magic Attack: 12  
Magic Defense: 140  
Magic Evade: 0  
Element: Ice  
Weaknesses: Wind, Fire  
Steal: Poison Rod  
Drop: Poison Rod

---

| TOMB THUMB |

---

Level: 33  
HP: 2000  
MP: 100  
Experience: 500  
GP: 150  
Speed: 32  
Attack: 10  
Defense: 150  
Evade: 0  
Magic Attack: 10  
Magic Defense: 120  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: None  
Drop: Green Cherry

---

| TRAPPER |

---

Level: 19  
HP: 555  
MP: 80

Experience: 235  
GP: 200  
Speed: 35  
Attack: 13  
Defense: 180  
Evade: 0  
Magic Attack: 10  
Magic Defense: 135  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Lightning  
Steal: Auto Crossbow  
Drop: None

-----  
-----  
TRILLIUM

Level: 9  
HP: 147  
MP: 100  
Experience: 97  
GP: 134  
Speed: 30  
Attack: 13  
Defense: 102  
Evade: 0  
Magic Attack: 10  
Magic Defense: 170  
Magic Evade: 0  
Element: Water  
Weaknesses: Fire  
Steal: Remedy, Tonic  
Drop: None

-----  
-----  
TRILOBITER

Level: 12  
HP: 150  
MP: 20  
Experience: 105  
GP: 135  
Speed: 30  
Attack: 11  
Defense: 90  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Tonic, Antidote  
Drop: None

-----  
-----  
TRITOCH

Level: 62  
HP: 30,000  
MP: 50,000  
Experience: 0  
GP: 0  
Speed: 40  
Attack: 19  
Defense: 254  
Evade: 0  
Magic Attack: 4  
Magic Defense: 70  
Magic Evade: 0  
Element: Ice  
Weaknesses: Fire  
Steal: None  
Drop: None

-----  
-----  
TRIXTER

Level: 49  
HP: 3815  
MP: 9900  
Experience: 1698  
GP: 826  
Speed: 30  
Attack: 13  
Defense: 120  
Evade: 0  
Magic Attack: 7  
Magic Defense: 165  
Magic Evade: 0  
Element: None  
Weaknesses: Holy  
Steal: Phoenix Down  
Drop: Phoenix Down

-----  
-----  
TROOPER

Level: 13  
HP: 255  
MP: 60  
Experience: 90  
GP: 96  
Speed: 25  
Attack: 15  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 125  
Magic Evade: 0  
Element: None  
Weaknesses: Poison  
Steal: Tonic, Mythril Blade  
Drop: None

-----  
TUMBLE WEED

Level: 55  
HP: 6200  
MP: 600  
Experience: 2554  
GP: 1333  
Speed: 30  
Attack: 10  
Defense: 120  
Evade: 0  
Magic Attack: 10  
Magic Defense: 90  
Magic Evade: 0  
Element: Water  
Weaknesses: Fire  
Steal: Titanium  
Drop: None  
-----

-----  
TUNNEL ARMOR

Level: 16  
HP: 1300  
MP: 900  
Experience: 0  
GP: 250  
Speed: 40  
Attack: 10  
Defense: 29  
Evade: 100  
Magic Attack: 15  
Magic Defense: 145  
Magic Evade: 0  
Element: None  
Weaknesses: Lightning  
Steal: Bio Blaster, Air Lancet  
Drop: Elixir  
-----

-----  
TUSKER

Level: 10  
HP: 270  
MP: 100  
Experience: 163  
GP: 102  
Speed: 30  
Attack: 28  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 135  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Potion, Tonic

Drop: Soft

-----  
-----  
TYRANOSAUR

Level: 57  
HP: 12,700  
MP: 420  
Experience: 8800  
GP: 0  
Speed: 55  
Attack: 33  
Defense: 125  
Evade: 0  
Magic Attack: 16  
Magic Defense: 160  
Magic Evade: 0  
Element: None  
Weaknesses: Ice  
Steal: Impls Armor  
Drop: Imp Halbred

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=====

----- [U] -----  
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-----  
ULTROS (AIRSHIP)

Level: 26  
HP: 17,000  
MP: 8000  
Experience: 0  
GP: 0  
Speed: 30  
Attack: 10  
Defense: 20  
Evade: 0  
Magic Attack: 3  
Magic Defense: 10  
Magic Evade: 0  
Element: Water  
Weaknesses: Fire, Poison  
Steal: Dried Meat  
Drop: None

-----  
-----  
ULTROS (ESPER)

Level: 25  
HP: 22,000  
MP: 750  
Experience: 0  
GP: 3  
Speed: 35  
Attack: 22  
Defense: 95

Evade: 0  
Magic Attack: 7  
Magic Defense: 155  
Magic Evade: 0  
Element: Water  
Weaknesses: Fire, Lightning  
Steal: White Cape  
Drop: None

-----  
-----  
ULTROS (RIVER)

Level: 19  
HP: 3000  
MP: 640  
Experience: 0  
GP: 0  
Speed: 35  
Attack: 13  
Defense: 105  
Evade: 0  
Magic Attack: 40  
Magic Defense: 140  
Magic Evade: 0  
Element: None  
Weaknesses: Lightning, Fire  
Steal: None  
Drop: Dried Meat

-----  
-----  
ULTROS (OPERA)

Level: 19  
HP: 2550  
MP: 500  
Experience: 0  
GP: 2  
Speed: 40  
Attack: 13  
Defense: 105  
Evade: 0  
Magic Attack: 4  
Magic Defense: 150  
Magic Evade: 0  
Element: Water, Lightning  
Weaknesses: Fire  
Steal: None  
Drop: None

-----  
-----  
URUBOROS

Level: 48  
HP: 50  
MP: 760  
Experience: 1780  
GP: 390

Speed: 40  
Attack: 13  
Defense: 252  
Evade: 0  
Magic Attack: 10  
Magic Defense: 252  
Magic Evade: 0  
Element: Fire  
Weaknesses: Ice  
Steal: Phoenix Down  
Drop: Phoenix Down

-----  
-----  
URSUS

Level: 34  
HP: 2409  
MP: 74  
Experience: 882  
GP: 2000  
Speed: 34  
Attack: 15  
Defense: 165  
Evade: 110  
Magic Attack: 10  
Magic Defense: 40  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Sneak Ring  
Drop: None

-----  
===== [V] -----  
=====

-----  
-----  
VAPORITE

Level: 5  
HP: 15  
MP: 0  
Experience: 23  
GP: 29  
Speed: 13  
Attack: 30  
Defense: 95  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Lightning  
Weaknesses: Holy, Fire  
Steal: Tonic  
Drop: None



-----  
Level: 12  
HP: 11,600  
MP: 220  
Experience: 0  
GP: 0  
Speed: 13  
Attack: 30  
Defense: 85  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Wind  
Steal: Mythril Claw, Tonic  
Drop: None  
-----

Level: 57  
HP: 7500  
MP: 880  
Experience: 2900  
GP: 900  
Speed: 37  
Attack: 22  
Defense: 110  
Evade: 30  
Magic Attack: 9  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Sword Breaker  
Drop: None  
-----

Level: 59  
HP: 2800  
MP: 1800  
Experience: 1400  
GP: 350  
Speed: 30  
Attack: 12  
Defense: 110  
Evade: 0  
Magic Attack: 7  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Ice  
Steal: Ninja Star  
Drop: None

-----  
-----  
VECTOR PUP

Level: 11  
HP: 166  
MP: 10  
Experience: 128  
GP: 83  
Speed: 25  
Attack: 14  
Defense: 80  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Tonic  
Drop: None  
-----

-----  
-----  
VERMIN

Level: 16  
HP: 499  
MP: 40  
Experience: 145  
GP: 235  
Speed: 35  
Attack: 20  
Defense: 120  
Evade: 0  
Magic Attack: 10  
Magic Defense: 190  
Magic Evade: 0  
Element: Poison  
Weaknesses: Ice  
Steal: Antidote, Potion  
Drop: Potion  
-----

-----  
-----  
VETERAN

Level: 51  
HP: 10,000  
MP: 300  
Experience: 2820  
GP: 0  
Speed: 30  
Attack: 11  
Defense: 110  
Evade: 0  
Magic Attack: 17  
Magic Defense: 145  
Magic Evade: 0  
Element: None

Weaknesses: None

Steal: Earrings

Drop: None

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| VINDR |

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---

Level: 36

HP: 885

MP: 87

Experience: 653

GP: 497

Speed: 30

Attack: 14

Defense: 100

Evade: 90

Magic Attack: 10

Magic Defense: 150

Magic Evade: 0

Element: None

Weaknesses: Fire

Steal: Chocobo Suit

Drop: None

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| VOMMAMOTH |

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Level: 1

HP: 115

MP: 30

Experience: 50

GP: 90

Speed: 25

Attack: 110

Defense: 75

Evade: 0

Magic Attack: 0

Magic Defense: 160

Magic Evade: 0

Element: None

Weaknesses: Fire

Steal: Potion, Tonic

Drop: Tonic

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| VULTURE |

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Level: 15

HP: 412

MP: 60

Experience: 160

GP: 485

Speed: 30

Attack: 13

Defense: 100

Evade: 0

Magic Attack: 10

Magic Defense: 155  
Magic Evade: 0  
Element: None  
Weaknesses: Wind  
Steal: Phoenix Down, Potion  
Drop: Phoenix Down

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-----  
----- [W] -----  
-----  
-----

-----  
----- | WARLOCK | -----  
-----

Level: 38  
HP: 1300  
MP: 1250  
Experience: 970  
GP: 333  
Speed: 39  
Attack: 10  
Defense: 180  
Evade: 0  
Magic Attack: 10  
Magic Defense: 225  
Magic Evade: 0  
Element: None  
Weaknesses: Poison, Lightning  
Steal: Warp Stone  
Drop: Warp Stone

-----  
----- | WART PUCK | -----  
-----

Level: 44  
HP: 3559  
MP: 330  
Experience: 1595  
GP: 1169  
Speed: 35  
Attack: 15  
Defense: 120  
Evade: 0  
Magic Attack: 11  
Magic Defense: 160  
Magic Evade: 0  
Element: None  
Weaknesses: Fire  
Steal: Dried Meat, Flail  
Drop: None

-----  
----- | WEED FEEDER | -----  
-----

Level: 17  
HP: 480

MP: 20  
Experience: 278  
GP: 234  
Speed: 30  
Attack: 13  
Defense: 115  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: Wind, Fire  
Steal: Antidote  
Drop: Echo Screen

-----  
-----  
WERE-RAT

Level: 4  
HP: 24  
MP: 0  
Experience: 21  
GP: 11  
Speed: 30  
Attack: 13  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Poison  
Weaknesses: Fire  
Steal: Tonic  
Drop: Tonic

-----  
-----  
WHELK

Level: 6  
HP: 1600  
MP: 1000  
Experience: 0  
GP: 0  
Speed: 45  
Attack: 22  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 155  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: None  
Drop: Tincture, Potion

-----  
-----  
WHISPER

-----  
Level: 12  
HP: 230  
MP: 90  
Experience: 42  
GP: 125  
Speed: 30  
Attack: 12  
Defense: 95  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: Poison  
Weaknesses: Holy, Fire  
Steal: Potion  
Drop: Soft  
-----

-----  
WHITE DRAGON

Level: 71  
HP: 18,500  
MP: 12,000  
Experience: 0  
GP: 0  
Speed: 55  
Attack: 13  
Defense: 110  
Evade: 0  
Magic Attack: 9  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: X-Potion  
Drop: Pearl Lance  
-----

-----  
WILD CAT

Level: 36  
HP: 1115  
MP: 78  
Experience: 701  
GP: 416  
Speed: 30  
Attack: 17  
Defense: 100  
Evade: 0  
Magic Attack: 10  
Magic Defense: 140  
Magic Evade: 0  
Element: None  
Weaknesses: Water, Fire  
Steal: Tabby Suit  
Drop: None  
-----

-----  
WILD RAT

Level: 12  
HP: 160  
MP: 10  
Experience: 135  
GP: 135  
Speed: 30  
Attack: 10  
Defense: 85  
Evade: 0  
Magic Attack: 10  
Magic Defense: 100  
Magic Evade: 0  
Element: Poison  
Weaknesses: Fire  
Steal: Tonic  
Drop: None  
-----

-----  
WIREY DRAGON

Level: 26  
HP: 2802  
MP: 200  
Experience: 895  
GP: 1300  
Speed: 31  
Attack: 35  
Defense: 150  
Evade: 0  
Magic Attack: 10  
Magic Defense: 115  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: Dragoon Boots  
Drop: None  
-----

-----  
WIZARD

Level: 32  
HP: 1677  
MP: 200  
Experience: 587  
GP: 388  
Speed: 33  
Attack: 13  
Defense: 50  
Evade: 0  
Magic Attack: 10  
Magic Defense: 160  
Magic Evade: 0  
Element: None  
Weaknesses: Poison, Lightning

Steal: Ice Rod, Thunder Rod

Drop: Fire Rod

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| WOOLLY |

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---

Level: 43

HP: 3609

MP: 300

Experience: 1385

GP: 826

Speed: 32

Attack: 17

Defense: 105

Evade: 20

Magic Attack: 11

Magic Defense: 150

Magic Evade: 0

Element: Ice, Lightning, Poison, Earth, Water, Wind

Weaknesses: Fire

Steal: Imperial

Drop: None

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| WREXSOU |

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---

Level: 53

HP: 23,066

MP: 5066

Experience: 0

GP: 0

Speed: 40

Attack: 27

Defense: 70

Evade: 0

Magic Attack: 5

Magic Defense: 220

Magic Evade: 0

Element: Fire, Holy

Weaknesses: Ice

Steal: Safe Ring

Drop: Pod Bracelet

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| WYVERN |

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---

Level: 18

HP: 892

MP: 95

Experience: 484

GP: 434

Speed: 30

Attack: 15

Defense: 140

Evade: 0

Magic Attack: 10

Magic Defense: 150



Magic Evade: 0  
Element: None  
Weaknesses: Ice  
Steal: Dragoon Boots, Tonic  
Drop: None

-----  
=====  
----- [Y] -----  
=====

-----  
YETI

Level: 33  
HP: 17,200  
MP: 6900  
Experience: 0  
GP: 10  
Speed: 45  
Attack: 25  
Defense: 100  
Evade: 0  
Magic Attack: 11  
Magic Defense: 150  
Magic Evade: 0  
Element: Ice  
Weaknesses: Fire  
Steal: None  
Drop: None

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=====  
----- [Z] -----  
=====

-----  
ZIEGFRIED

Level: 7  
HP: 100  
MP: 5  
Experience: 0  
GP: 1  
Speed: 30  
Attack: 1  
Defense: 50  
Evade: 0  
Magic Attack: 10  
Magic Defense: 150  
Magic Evade: 0  
Element: None  
Weaknesses: None  
Steal: None  
Drop: Green Cherry

```
-----
Level: 21
HP: 1991
MP: 160
Experience: 1072
GP: 309
Speed: 40
Attack: 29
Defense: 150
Evade: 0
Magic Attack: 10
Magic Defense: 150
Magic Evade: 0
Element: Poison
Weaknesses: Holy, Fire
Steal: Potion, Phoenix Down
Drop: Phoenix Down
-----
```

```
-----
Level: 51
HP: 7700
MP: 57,000
Experience: 2000
GP: 2000
Speed: 60
Attack: 23
Defense: 120
Evade: 0
Magic Attack: 10
Magic Defense: 150
Magic Evade: 0
Element: Ice
Weaknesses: Holy
Steal: Warp Stone
Drop: None
-----
```

```
==--++-==--++-==--++-==--++-==--++-==--++-==--++-==--++-==--++-==--+
| 7.0 | THE COLLOSEUM | -----
==--++-==--++-==--++-==--++-==--++-==--++-==--++-==--++-==--+
```

The following is a list to assist you with your battling in the Colosseum. With each item, you will find the name of the monster you will be fighting when the item is bet and what you stand to win if your fighter is victorious. Take special care when betting rare items. There is never such a thing as a sure win.

```
+++++
ARMS
+++++
```

```
-----
Bet: Blizzard
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```

Challenger: Scullion

Prize: Ogre Nix

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Bet: Assassin

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Challenger: Test Rider

Prize: Sword Breaker

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Bet: Strato

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Challenger: Aquila

Prize: Pearl Lance

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Bet: Atma Weapon

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Challenger: Gt. Behemoth

Prize: Graedus

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Bet: Fixed Dice

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Challenger: Trixter

Prize: Fire Knuckle

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Bet: Trump

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Challenger: Allosaur

Prize: Trump

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Bet: Striker

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---

Challenger: Chupon

Prize: Striker

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Bet: Magus Rod

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Challenger: Allosaur

Prize: Strato

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Bet: Wing Edge

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Challenger: Rhyos

Prize: Sniper

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-----  
Bet: Ogre Nix  
-----

Challenger: Sr. Behemoth  
Prize: Soul Sabre  
-----

-----  
Bet: Stunner  
-----

Challenger: Test Rider  
Prize: Strato  
-----

-----  
Bet: Graedus  
-----

Challenger: Karkass  
Prize: Dirk  
-----

-----  
Bet: Crystal  
-----

Challenger: Borrass  
Prize: Enhancer  
-----

-----  
Bet: Aura Lance  
-----

Challenger: Land Worm  
Prize: Sky Render  
-----

-----  
Bet: Imp Halberd  
-----

Challenger: Allosaur  
Prize: Cat Hood  
-----

-----  
Bet: Hardened  
-----

Challenger: Phase  
Prize: Murasame  
-----

-----  
Bet: Thunder Blade  
-----

Challenger: Steroidite  
Prize: Ogre Nix  
-----

-----  
Bet: Scimitar  
-----

Challenger: Covert  
-----

Prize: Ogre Nix

Bet: Doom Dart

Challenger: Opinicus

Prize: Bone Club

Bet: Sniper

Challenger: Borrás

Prize: Bone Club

Bet: Soul Sabre

Challenger: Opinicus

Prize: Falchion

Bet: Tiger Fang

Challenger: Mantodea

Prize: Fire Knuckle

Bet: Thief

Challenger: Wart Puck

Prize: Thief Glove

Bet: Dragon Claw

Challenger: Test Rider

Prize: Sniper

Bet: Fire Knuckle

Challenger: Tumble Weed

Prize: Fire Knuckle

Bet: Punisher

Challenger: Opinicus

Prize: Gravity Rod

Bet: Valiant Knife

-----  
Challenger: Woolly

Prize: Assassin  
-----

Bet: Heal Rod

-----  
Challenger: Pug

Prize: Magus Rod  
-----

Bet: Falchion

-----  
Challenger: Outsider

Prize: Flame Shield  
-----

Bet: Drainer

-----  
Challenger: Enuo

Prize: Drainer  
-----

Bet: Break Blade

-----  
Challenger: Lethal Weapon

Prize: Break Blade  
-----

Bet: Flame Sabre

-----  
Challenger: Evil Oscar

Prize: Ogre Nix  
-----

Bet: Pearl Lance

-----  
Challenger: Sky Base

Prize: Strato  
-----

Bet: Bone Club

-----  
Challenger: Test Rider

Prize: R. Jacket  
-----

Bet: Aura

-----  
Challenger: Rhyos

Prize: Strato

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-----  
Bet: Sky Render  
-----

-----  
-----  
Challenger: Scullion  
Prize: A. Lance  
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-----  
-----  
Bet: Murasame  
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-----  
-----  
Challenger: Borrass  
Prize: Aura  
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-----  
-----  
Bet: Rising Sun  
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-----  
-----  
Challenger: Allosaur  
Prize: Bone Club  
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-----  
-----  
Bet: Illumina  
-----

-----  
-----  
Challenger: Scullion  
Prize: Scimitar  
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-----  
Bet: Ragnarok  
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-----  
Challenger: Didalos  
Prize: Illuminia  
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-----  
-----  
Bet: Rainbow Brush  
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-----  
Challenger: Test Rider  
Prize: Gravity Rod  
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+++++  
ITEMS  
+++++

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-----  
Bet: Air Anchor  
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-----  
Challenger: Bronotaur  
Prize: Zephyr Cape  
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-----  
-----  
Bet: Elixir  
-----

Challenger: Cactrot  
Prize: Rename Card

Bet: Tack Star

Challenger: Opinicus  
Prize: Rising Sun

Bet: Ninja Star

Challenger: Chaos Dragon  
Prize: Tack Star

Bet: Phoenix Down

Challenger: Cactrot  
Prize: Magicite

Bet: Megalixir

Challenger: Ziegfried  
Prize: Tintinabar

Bet: Rename Card

Challenger: Doom Dragon  
Prize: Marvel Shoes

++++  
ARMOR  
++++

Bet: Imp's Armor

Challenger: Rhyos  
Prize: Tortoise Shield

Bet: Ice Shield

Challenger: Innoc  
Prize: Flame Shield



-----  
Bet: Aegis Shield  
-----

Challenger: Borrás  
Prize: Tortoise Shield  
-----

-----  
Bet: Thornlet  
-----

Challenger: Opinicus  
Prize: Mirage Vest  
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-----  
Bet: Paladin Shield  
-----

Challenger: Hemophyte  
Prize: Force Shield  
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-----  
Bet: Crystal Helmet  
-----

Challenger: Dueller  
Prize: Diamond Helmet  
-----

-----  
Bet: Crystal Mail  
-----

Challenger: Covert  
Prize: Ice Shield  
-----

-----  
Bet: Genji Helmet  
-----

Challenger: Borrás  
Prize: Air Anchor  
-----

-----  
Bet: Tort Shield  
-----

Challenger: Sterdite  
Prize: Titanium  
-----

-----  
Bet: Tabby Suit  
-----

Challenger: Vectaur  
Prize: Chocobo Suit  
-----

-----  
Bet: Titanium  
-----

Challenger: Brachosaur  
-----

Prize: Cat Hood

Bet: Snow Muffler

Challenger: Retainer

Prize: Charm Bangle

Bet: Chocobo Suit

Challenger: Veteran

Prize: Moogle Suit

Bet: Tao Robe

Challenger: Test Rider

Prize: Tao Robe

Bet: Nutkin Suit

Challenger: Opinicus

Prize: Genji Armor

Bet: Cat Hood

Challenger: Hoover

Prize: Merit Award

Bet: Coronet

Challenger: Evil Oscar

Prize: Regal Crown

Bet: Force Armor

Challenger: Sr. Behemoth

Prize: Force Armor

Bet: Force Shield

Challenger: Dark Force

Prize: Thornlet

Bet: Czarina Gown

-----  
Challenger: Sky Base

Prize: Minerva  
-----

Bet: Flame Shield

-----  
Challenger: Iron Hitman

Prize: Ice Shield  
-----

Bet: Behemoth Suit

-----  
Challenger: Outsider

Prize: Snow Muffler  
-----

Bet: Minerva

-----  
Challenger: Pug

Prize: Czar Gown  
-----

Bet: Mirage Vest

-----  
Challenger: Vectagoyle

Prize: Red Jacket  
-----

Bet: Moogle Suit

-----  
Challenger: Madam

Prize: Nutkin Suit  
-----

Bet: Thunder Shield

-----  
Challenger: Outsider

Prize: Genji Shield  
-----

Bet: Red Cap

-----  
Challenger: Rhyos

Prize: Coronet  
-----

Bet: Red Jacket

-----  
Challenger: Vectagoyle

Prize: Red Jacket

-----  
-----  
Bet: Regal Crown  
-----

Challenger: Opinicus  
Prize: Genji Helmet  
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RELICS  
+++++

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-----  
Bet: Rage Ring  
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Challenger: Allosaur  
Prize: Blizzard Orb  
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-----  
Bet: Safe Ring  
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Challenger: Chupon  
Prize: Safe Ring  
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-----  
Bet: Gauntlet  
-----

Challenger: Vectagoyle  
Prize: Thunder Shield  
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-----  
-----  
Bet: Gale Hairpin  
-----

Challenger: Evil Oscar  
Prize: Dragon Horn  
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-----  
-----  
Bet: Crystal Orb  
-----

Challenger: Borrass  
Prize: Gale Hairpin  
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-----  
Bet: Experience Egg  
-----

Challenger: Steroidite  
Prize: Tintinabar  
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-----  
-----  
Bet: Merit Award  
-----

Challenger: Covert  
-----

Prize: Rename Card

Bet: Genji Glove

Challenger: Hemophyte  
Prize: Thunder Shield

Bet: Relic Ring

Challenger: Sky Base  
Prize: Charm Bangle

Bet: Economizer

Challenger: Vectagoyle  
Prize: Dragon Horn

Bet: Safe Bit

Challenger: Pug  
Prize: Dragon Horn

Bet: Gem Box

Challenger: Sr. Behemoth  
Prize: Economizer

Bet: Charm Bangle

Challenger: Retainer  
Prize: Dragon Horn

Bet: Tintinabar

Challenger: Dark Force  
Prize: Experience Egg

Bet: Sneak Ring

Challenger: Tap Dancer  
Prize: Thief Glove

Bet: Thief Glove

-----  
Challenger: Harpy

Prize: Dirk  
-----

Bet: Cursed Ring

-----  
Challenger: Steroidite

Prize: Air Anchor  
-----

Bet: Dragon Horn

-----  
Challenger: Rhyos

Prize: Gale Hairpin  
-----

Bet: Blizzard Orb

-----  
Challenger: Allosaur

Prize: Rage Ring  
-----

Bet: Hero Ring

-----  
Challenger: Rhyos

Prize: Pod Brace  
-----

Bet: Muscle Belt

-----  
Challenger: Allosaur

Prize: Rage Ring  
-----

Bet: Pod Brace

-----  
Challenger: Hemophyte

Prize: Hero Ring  
-----

Bet: Marvel Shoes

-----  
Challenger: Tyranasaur

Prize: Tintinabar  
-----

Bet: Moogle Charm

-----  
Challenger: Outsider

Prize: Charm Bangle

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Bet: Ribbon

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Challenger: Dark Force

Prize: Gale Hairpin

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| 8.0 | BOSS GUIDE | -----

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----Here is the boss guide for this game.----

-----  
--- BOSS FIGHT!!! --- | WHELK |  
-----

Whelk is the stereotypical first boss in a Final Fantasy game, meaning there's a certain way to exploit him in order to defeat him. This time, the trick is to not attack him when he puts his head in his shell. If you do, he will unleash the power of lightning on you, and you'll be in a load of trouble. Just attack him with your usual attacks when he is out of the shell. Since the game sucks at slowdown, be patient and careful after a few attacks and wait for his head to go into his shell. When it comes out, finish him off with some more attacks. Heal in the meantime to kill some time and prevent any unnecessary deaths.

-----  
--- BOSS FIGHT!!! --- | COMMANDER AND TWO LOBOS |  
-----

Again, not exactly the trickiest bosses in the world. I assume you brought the group led by Locke in, so this shouldn't be too difficult at all. Locke can either steal or attack, the others can only attack at this point. The commander runs away after you kill the two lobos, so it is up to you on whether you want to kill the lobos first or not. The commander is definitely the more dangerous of the two, though, so choose wisely.

-----  
--- BOSS FIGHT!!! --- | VARGAS AND TWO IPOOHS |  
-----

You have to deal with the Ipoohs first, since they are blocking you from attacking Vargas. Use any multi-target attacks you have. I find that Edgar's Auto Crossbow works really well for this particular occasion, as well as most other occasions. Terra can use a spell that targets both, while Locke does his usual habit of either stealing or attacking. It'd be wise to use him as a curer, as well, if you need it, since he is the only one of the three that does not have a multi-target attack right now.

After you take care of the Ipoohs, it's time to finish off Vargas. He has a high amount of hit points, though, and he is STRONG, so be wary and heal as needed. You no longer need to focus on multi attacks, but still have Terra use a spell while Edgar attacks or uses the Crossbow. Locke can heal, usually, and steal in the rare occasion he doesn't need to heal. After a while, Sabin will come in. Keep your normal routine, adding Sabin attacks to the mix. After a

while, he will realize he needs to use a special attack. Select Blitz, then push left, right, left, and X. He will unleash the blitz and the battle will be over.

-----  
--- BOSS FIGHT!!! --- | ULTROS |

-----  
This is the first time you meet up with this octopus, but it certainly won't be the last, as Ultros is the typical "fight him six times or so" boss we've all come to know and love from the Final Fantasy series. Believe it or not, this is actually the hardest Ultros battle in the entire game. That is because you have Banon on your side, and Banon cannot die. It's very possible Banon will die, however, so that is what makes this battle so challenging.

Have Terra use fire or cure magic, while Banon uses his healing magic to heal everyone. Keeping him healthy is a must, but Ultros has a nasty tentacle attack that can knock him out in a hit or two. :( If you have a Genji Glove, and you really should, put it on Edgar and have him attack with the two swords for decent damage. Otherwise, use a tool. Sabin should use his Pummel Blitz every round. As long as you keep Banon healed, you'll win, but like I said, it's easier said than done.

-----  
--- BOSS FIGHT!!! --- | TUNNEL ARMOR |

-----  
Tunnel Armor is a decent challenge, but if you follow Celes's advice, you should really have no problem. Every round, have her use her Runic Blade. This will absorb the Tunnel Armor's magic attacks. Locke should either steal or attack. Heal as needed, and the battle will soon be yours.

-----  
--- BOSS FIGHT!!! --- | PHANTOM TRAIN |

-----  
Phantom Train has one main attack that really can give you fits: Acid Rain. Fortunately, it doesn't use this attack very much, but when you do, you'll have to heal right away. It does over 125 HP of damage to every character. They'll also start to lose HP at regular intervals afterwards. Your three characters are Sabin, Shadow, and Cyan. Cyan should use his Level 1 SwordTech or heal, Shadow should throw Shuriken or heal, and Sabin should use the Pummel Blitz as always.

Or, if you're lazy or cheap, you can just throw a Phoenix Down at it. Since the Phantom Train is undead, this will destroy it instantly.

-----  
--- BOSS FIGHT!!! --- | RIZOPAS |

-----  
The only annoying part about this battle is that you have to fight a bunch of pirahnas before it, and you don't get a chance to heal before this battle. Otherwise, it's not too hard. Keep healed at all times, because Rizopas will sometimes do an attack called El Nino that does 250-300 damage to both characters. Have Sabin use his normal Pummel Blitz, while Cyan does his Level 1 SwordTech or heals with potions.



--- BOSS FIGHT!!! ---

| KEFKA |

=====  
This battle really is dependant on who you have in your party. If you have a Level 15 Cyan and Celes, you won't have any issues. If you don't, you might. A Level 15 Cyan can perform his Level 4 SwordTech, which causes a ton of damage. Celes can use her Runic Blade, absorbing Kefka's magic. Kefka uses powerful spells that can cause some decent damage, so have Terra be the healer. Sabin can blitz, Locke can steal or attack, etc.  
=====

--- BOSS FIGHT!!! ---

| DADALUMA |

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Dadaluma is annoying due to his high HP, decent attacks, and wide variety of supportive magic. He also starts to heal himself with potions as the battle goes on, so use your strongest attacks possible. No physical attacks here, use skills and magic for the best effects. Note that when he starts summoning in Iron Fist enemies, he can just replace them if you kill both. Therefore, leave one or both and keep focusing your attacks on Dadaluma. They are automatically defeated once you deplete Dadaluma's hit points, and you can actually confuse the Iron Fists and have them start attacking their master. :)  
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--- BOSS FIGHT!!! ---

| ULTROS |

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Ultros is not as challenging as he was last time, as you no longer have an idiot that's easily dead to protect, but he is still a decent challenge. He has improved his skills and has better magic. It would help a great deal to equip some relics that protect against Imp and Confuse status effects, because he likes to cast spells that cause these nasty status effects. Confusion is the main one you will want to avoid, as having characters attack either other is just not that much fun. If a character gets confused, attack them immediately. Use your espers and skills to put Ultros away. He is not a very strong physical attacker, and the status effects will be your biggest concern throughout the battle.  
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--- BOSS FIGHT!!! ---

| IFRIT AND SHIVA |

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Ifrif is fire based, and Shiva is ice based, so two guesses on what strategy you should utilize in order to defeat these two espers. (In case you're slow or haven't seen FFX's tutorial, use fire on Shiva and ice on Ifrit.) You may have equipped the special weapons found in the factory that have elemental properties. If you did, make sure to avoid attacking the wrong creature with the wrong blade, because it will heal them. After a while, they will sense Ramuh's presence and join your cause.  
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--- BOSS FIGHT!!! ---

| NUMBER 024 |

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This is not a very challenging fight, but it is a gimmicky one. 024 will randomly change its elemental weakness with Wall Change. Use Scan to figure out what it's weak against at the time, and take advantage of it until he Wall Changes again. Rinse and repeat while staying healed and using your strongest skills, like Tools and Blitzes. 024 doesn't have a lot of serious attacks, but he can take advantage of you if you're not careful and properly healed up.  
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--- BOSS FIGHT!!! --- | NUMBER 128 |  
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After fighting several random battles in a row without a chance to heal, make sure to heal at the beginning of the battle. After doing so, keep healed throughout the battle. Number 128 is another gimmicky boss battle, as you may have expected. Number 128 has three body parts: body and two arms. The two arms are easy to kill, but quickly regenerate. However, it may prove beneficial to kill the arms, in order to reduce the physical capabilities of Number 128.

Otherwise, focus all your attack strength on the body. The body has a lot of hit points, and will therefore take a while to kill, even if you use your strongest attacks like Cyan's Retort SwordTech and Terra's Bolt magic (his weakness, by the way.) As long as you keep the attacks up and have a dedicated healer focused on healing the party as needed, you shouldn't have too many issues.

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--- BOSS FIGHT!!! --- | CRANES |  
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The Cranes are not as easy as you may expect. The crane on the left is strong against lightning magic, and the crane on the right is strong against fire magic. Therefore, avoid using these attacks on the cranes. If you do so, you will power them up and make them stronger. Once the crane powers up to level 3, it will cast a strong spell on your entire party. They spend the entire battle either casting strong magic attacks, or powering each other up by hitting each other with fire and lightning, so this battle will not be easy.

How to win? Well, start by having a minimum of one or two characters focused on healing. That leaves two or three for using their strongest attacks. I'd flat out recommend not using magic at all. If you do, cast Fire on the left crane and Lightning on the right crane for good damage. Instead, focus on attacks like Sabin's Blitzes and Cyan's SwordTechs. Setzer, your newest party member, will be a big help as well. His slot attacks will either heal the party or deal decent damage on the cranes.

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--- BOSS FIGHT!!! --- | FLAME EATER |  
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Flame Eater obviously has a weakness against Ice, so take advantage of that by having one character cast their strongest Ice spell, while another summons the Shiva summon. Occasionally, Flame Eater will summon some Balloons to help him out. Fortunately, your newest party member, Strago, comes with a Lore named Aqua Rake that kills the Balloons and does serious damage to Flame Eater. Once he casts Reflect on himself, cast Reflect on your party and cast the Ice magic at your party. It will reflect off them and hit the Flame Eater.

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--- BOSS FIGHT!!! --- | ULTROS |  
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Finally, a really simple Ultros boss battle. All you have to do is exploit his weakness of fire over and over again by casting your strongest fire spells. Have the others use their physical attacks. You really should not even have to heal. Once his HP is done in enough, Relm will appear and draw a picture of Ultros. Ultros will figure out he is really an octopus, and the battle will be over.

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--- BOSS FIGHT!!! --- | ULTROS AND CHUPON |  
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Keep hitting Ultros with fire spells again, until Chupon shows up. Then, start focusing your spells on both targets, while keeping healed. Chupon is stronger than Ultros and has some decent magic, so make sure to have a dedicated healer. Once the battle is over, Chupon will blow the party off the air ship, right into the next boss battle.

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--- BOSS FIGHT!!! --- | AIR FORCE |  
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The Air Force is another gimmicky boss, as it has three targets from you to choose from. The main body is the main focus of your attacks. The Laser Gun and Missile Launchers are its attack specialists, and if you kill them, you severely reduce the damage that Air Force can perform on you. However, if you kill these two weapons, the Air Force will launch a little speck that prevents you from casting magic until you defeat the speck. It's not a big deal, but you'll need to rely on healing items until the speck is destroyed.

Strategy wise, you might as well target your attacks and spells on all three parts. Once the two weapons are killed, kill the specks with physical attacks, then target the main body with attacks like Blitzes, Swordtech, and Level 2 spells. Setzer's slots may come in handy if you have him on your team, as well.

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--- BOSS FIGHT!!! --- | GIGANTOS |  
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This is your first optional boss in the game, as you find him in a treasure box. The best way to defeat this powerful enemy is to have Cyan in your party. Cast Vanish on him and everyone else, and they will be invisible from Gigantos's powerful attacks. While they are protected by Vanish, unleash Level 2 spells, blitzes, whatever it is you may have. Use Cyan's Level 4 SwordTech, Quadra Slam, for some nasty damage and Vanish will not disappear. You can keep him under vanish for the entire battle if you have him use Quadra Slam over and over again!

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--- BOSS FIGHT!!! --- | ATMA WEAPON |  
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Atma Weapon is a scary boss, with the coolest boss theme in the game, and one of the coolest in the entire series. It has lots of powerful magical attacks, and will cause lots of damage each turn. Therefore, have two people dedicated to healing, while the other two attack him with their strongest possible attacks. Using Cure 2 over and over each round on everyone will reduce MP quickly, so either use an Osmose spell or bring along some Tinctures and have one of your attackers randomly stop the onslaught to heal some healer's MP. You really need to keep healed or Atma Weapon will exploit you in a hurry!

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--- BOSS FIGHT!!! --- | PHUNBABA |  
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Terra starts this battle by herself, but it is impossible for her to win it by herself. Just hang in there until Celes and Sabin make their inevitable debuts

into the fight. Now, pound away with the two, choosing one to heal once in a while. I hope one of them has Cure 2. Celes' Runic skill will come in handy when healing is not needed, as she can absorb the powerful magic attacks of Phunbaba. Make sure to constantly keep everyone's hit points over 1000 though. If the hit points are under 1000, don't worry about blitzing and runic for the time being and just healing.

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--- BOSS FIGHT!!! --- | TENTACLE |  
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The biggest problem with this boss battle is that there are four tentacles and only three party members. In addition to this issue, the tentacles will randomly grab onto a character and hold onto them, making them unusable in battle for the time being. The good news is that this boss is easily beatable with some patience, and nothing compared to some bosses you've faced before or later. If a tentacle grabs onto the character, immediately start attacking the tentacle until he releases the character.

As for a particular strategy for this boss, I'd recommend using Fire Dance Blitz as it hurts three of the tentacles pretty severely, followed by a Crossbow attack from Edgar. Celes can either heal or use magic on all the tentacles. Repeat this pattern and the boss will eventually die. You can either focus your attacks on one tentacle at a time, or all four. I prefer all four as it makes the battle quicker, but focusing on one at a time would probably be easier, albeit slower.

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--- BOSS FIGHT!!! --- | PRESENTER |  
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This is a secret monster in a box that is guarding a treasure. Fortunately, he is quite easy. Just cast the Break spell on him, and he'll go down quicker than a cheerleader on prom night.

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--- BOSS FIGHT!!! --- | DULLAHAN |  
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Dullahan's strength unfortunately will probably not help him out too much in this battle, fortunately. His powerful magic can easily be absorbed by Celes' Runic skill, and since he is not a terribly effective physical attacker, this battle really should not be too hard. However, he can still damage you, so keep healing throughout the battle. Setzer would be a good choice to be a healer, but chances are he doesn't have the Cure 2 spell yet, so either attack or use slots with him. Celes can Runic or heal, while Edgar and Sabin use their best attacks.

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--- BOSS FIGHT!!! --- | STORM DRAGON |  
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Storm Dragon is the first of the legendary eight dragons in the game, and you can come back later to fight him if you wish. Make sure you are fully healed before entering this battle, and make sure three people know Bolt 2 while the other knows Cure 2. Now, when you enter the battle, have the person who knows Cure 2 use it on the entire party every round, while the other three spam Bolt 2 on the Storm Dragon to exploit its major weakness for lightning attacks. The Storm Dragon has powerful magic, so occasionally you may need an additional person to start healing the party as well. The only things you should do in

this entire battle are Cure 2 and Bolt 2. Eventually, he will run out of MP and start attacking, and that's when you know the end is near.

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--- BOSS FIGHT!!! ---

| SR. BEHEMOTH |

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This boss can be killed easily by casting Vanish followed by Doom or X-Zone on it. This has the added advantage of killing both forms at once, but if you want to make the battle interesting, here's a strategy. His first form is weak against fire, so keep up the fire attacks. Anyone who doesn't have fire (\*gasp\*) should use their special attacks or heal, since Sr. Behemoth knows some kick ass magic spells. After you kill the first form, the game pulls a FF4 on you and an undead form of the Sr. Behemoth attacks you from behind. Since you are in the back row now, physical attacks won't cause as much damage, so continue along with spamming fire attacks. Or you could use a phoenix down on it :)

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--- BOSS FIGHT!!! ---

| DREAM STOOGES |

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Hey, it's Larry, Curley, and Moe. I wonder what these bosses could possibly be referencing. These Final Fantasy games are SO with the times, har har. Anyways, you have to fight all three of them at once, and yes, there is a "best order" to kill these guys in. Curley is the first guy on the hit list, because he knows Life magiv and WILL bring the other shmucks back to life if you kill them. He's weak against Ice, so use it. Once he's dead, Moe is next in line. Moe is not weak against anything, but avoid using Bolt on it. I just used strong attacks and stuff like genji glove sword attacks to kill him. Larry is weak against fire. Note these three have a Delta Hit combination attack together that causes serious damage, so make sure to heal occasionally when all three are alive.

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--- BOSS FIGHT!!! ---

| WREXSOU |

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This is another battle that can be killed by casting Vanish/X-Zone on the two Soul Savers. Going about it the normal way will lead you to yet another interesting gimmick boss battle in this game. He randomly chooses a character to possess without telling you, so you need to kill off your characters one at a time, then revive them. Once Wrex soul appears, the boss battle will truly begin and you can start hitting him with whatever. Keep healing and remember to revive a character after you kill them.

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--- BOSS FIGHT!!! ---

| CHADARNOOK |

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This fight is weird and a little confusing at first, as the boss has two forms. One form is the form of a goddess, which casts a lot of statue status effect element attacks. This form has a ton of hit points and I would not recommend attacking it while in this form. Instead, wait for it to turn into its other form. In this form, use your best attacks and don't worry about healing unless you need to, as you can always heal when it turns back into the goddess. The other form uses some decent attacks, but nothing you really can't handle at this point of the game.

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--- BOSS FIGHT!!! --- | PHUNBABA |  
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You already have some experience fighting this boss, so you really should not have TOO much of a problem dealing with the boss now. His weakness remains bolt magic and poison status effects, so use Bolt and Bio if you have them for an easier time. His attacks aren't that deadly. Blow Fish can be annoying, and he has the ability to blow away party members with this, so be careful. As long as you cast Bio on it a few times and keep healed, you won't have much of a problem.

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--- BOSS FIGHT!!! --- | DOOM GAZE |  
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This boss is totally weird, as you will randomly face him as you fly around in the airship. Just do your most powerful attacks on him. He will eventually fly away, and come back again with the damage inflicted on him still dealt. Therefore, just keep doing your strongest attacks on him as you face him, and eventually he won't be able to fly away any more. :)

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--- BOSS FIGHT!!! --- | RED DRAGON |  
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As you can guess, he is of the fire element, so therefore Ice attacks work well against him. Bring out the Ice 3's, as well as Aqua Rake or Clean Sweep from Strago if you are using him. Ice 3 works best. If you have Flame Shields, equip them because Red Dragon loves doing Fire 2 and Fire 3. If you don't, have a dedicated healer to keep the people healed after he does these devastating fire-based magic attacks.

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--- BOSS FIGHT!!! --- | DIRT DRAGON |  
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This dragon is earth elemental, so he'll do attacks like Quake spells and Magnitude 8. Make sure to cast Float on everyone before the battle, and you won't have to worry about these spells. Therefore, this battle is really simple. His physical attacks aren't anything to write home about, so just do your strongest attacks and occasionally heal if you really need to.

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--- BOSS FIGHT!!! --- | ICE DRAGON |  
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He's Ice based, so you know the trick by now. He loves to cast Ice 2 and Ice 3, so get out those cure spells. Unless you have Ice Shields, which make this battle really simple. Bring out the fire based spells and fire away! (no pun intended, I promise. I did not even realize it was a pun until I typed it up!)

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--- BOSS FIGHT!!! --- | TRITCOH |  
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I didn't really have much of a problem with this boss at all. It's an ice-based esper, so using Fire magic on it makes it really easy. At this point, you should have Fire 3 for at least one character. If all four have Fire 3, this battle is really simple and entirely overkill. Either way, you'll win soon enough if you keep pounding it with fire.

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--- BOSS FIGHT!!! --- | UMARO |  
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Oh wow, this is an interesting boss. Start off by using your strongest attacks, and Fire 3 especially if you have it. Umaro is really weak against fire. He won't do much of anything, just weak sauce attacks, until suddenly he'll swallow a Green Cherry and become super strong. At this point, finish him off quickly as he'll really start attacking you for some serious damage otherwise.  
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--- BOSS FIGHT!!! --- | WHITE DRAGON |  
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Ouch, just ouch. He loves using Holy-elemental attacks, which include crap like Holy which does some serious damage. He will start off by doing two Holy spells in a row, so heal everyone immediately and then start plugging away at him with the best spells you have. Hopefully you have some decent spells like Ultima at this point, so use those and he will go down in a few turns at most. Which is good, because Holy is a real bitch to defend against all the time.  
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--- BOSS FIGHT!!! --- | MAGE MASTER |  
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His main gimmick is his ability to change his elemental weakness, but hopefully by now you have Ultima and can just keep casting that until he dies. Make sure to cast Life 3 on everyone before finishing him off, because he casts Ultima when he dies. Everyone will be killed by this attack, and Life 3 is the only way to bring them back to life! It's game over otherwise.  
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--- BOSS FIGHT!!! --- | BLUE DRAGON |  
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The Blue Dragon has a weakness for thunder attacks, so bring out your strongest bolt attacks for this boss and you won't have too many problems. The biggest problem you will find here is his Clean Sweep lore attack, which does decent water damage to all characters. If you have Strago in your party, make sure you have him learn this attack, as it will replace the now worthless Aqua Rake lore attack he has. Make sure to keep healed, as Clean Sweep is a pretty strong attack. As long as two or three people have Bolt 3, you shouldn't lose.  
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--- BOSS FIGHT!!! --- | HIDON/HIDONITES |  
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The best way to approach this battle is to get rid of the Hidonites first, then focus on Hidon. You know, the typical average RPG strategy for these kind of bosses. It's not too hard to get rid of the Hidonites. First, let's focus on them. The one on the lower left will absorb all magic spells. The one on the upper left will absorb Fire and Holy. The one on the lower right is weak against every type of spell, and the one on the upper right is weak against Fire and Holy.

I'd start by casting stuff on all four Hidonites, that is not fire and holy based. You'd only be damaging two at a time if you cast fire or holy, so instead, do a spell that will hurt three of them. Edgar's tools come in handy here, too, if you are using him. Keep attacking them with non elemental and

tools until all four are defeated.

Now, it is time to focus on Hidon. He is weak against Earth, Holy, and Fire. He'll start by casting Grand Train, which does four digits of damage to all characters usually. Heal immediately after that, then focus on attacks which exploit his weaknesses. Note that he can regenerate the Hidonites, so hopefully you caused enough damage with the multi-target spells that you'll be able to finish him off before he can do this!

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--- BOSS FIGHT!!! --- | ATMA |

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It really depends on what group you have and what skills they have. Hopefully you have a competent party that has some decent magic spells, because Atma is a tough boss, especially if you don't have the greatest skills. Use your best attackers to attack, best magicians to attack with magic, best healers to heal, etc. Hopefully you have at least one dedicated healer, because Atma hits hard, and you'll need the healing power.

Make sure not to use spells with the elements of Poison, Water, Earth, Wind, or Holy. Focus on non elemental spells if you can, and if you have to use elements, use stuff like fire and ice for the best damage. Atma's strongest attack is Grand Cross, and he also loves using Ice 3. Having Ice Shields on will help, if you have them.

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--- BOSS FIGHT!!! --- | GOLD DRAGON |

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Very easy boss if you have Thunder Shields and Ultima, since you can absorb his Bolt 2 counter attacks. He only has 32400 HP, and Gem Boxing Ultima makes him go down in no time at all. If you don't have Ultima and Gem Box (shame on you!), use Genji Glove and Offering. If you don't have those, you suck. I guess at that point, just use your strongest attacks, since you're hopefully absorbing his counter attacks anyways. If you're not, have someone heal once in a while.

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--- BOSS FIGHT!!! --- | INFERNO/STRIKER/ROUGH |

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This battle is pretty rough. The Inferno comes with two arms, Striker and Rough. Leaving all three together has them pull off a powerful combination attack, Delta Hit, which petrifies a party member. Killing off both arms means he'll just regenerate them. They also love lightning based attacks, so having armor and shields which protect against lightning spells will really come in handy. They do have several non elemental attacks, though, so you will need to heal.

The key to victory is non elemental magic, specifically Ultima. Casting Ultima on all three targets will make the battle go by pretty quickly. You'll probably end up killing the arms a few times over, but that's life.

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--- BOSS FIGHT!!! --- | SKULL DRAGON |

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Skull Dragon likes to counter all attacks with Fire 2, so get on those Fire-retardant armors if you have them! If you don't, just have someone healing as



you use your strongest attacks. He only has 400 more HP than Gold Dragon, and is just as easy.

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--- BOSS FIGHT!!! --- | GUARDIAN |

I say it's simple, because this boss is weak against Vanish/X-Zone. If you don't feel like using that (shock gasp horror), use stuff like Ultima and Flare for an easy time. Guardian doesn't have too many powerful attacks, so you shouldn't have to worry too much.

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--- BOSS FIGHT!!! --- | POLTERGEIST |

This boss is also weak against Vanish/X-Zone, so use that if you wish. If you don't, bring out Life 2 after Poltergeist does Blaster, which is an instant death attack and something that always annoyed the piss out of me in FF4 when those stupid cougar enemies did it, but not so much here. Use stuff like Ultima, as always.

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--- BOSS FIGHT!!! --- | GODDESS |

Well, easy if you use Vanish/X-Zone, of course. Have I mentioned how ridiculous it is that these bosses are all weak against that cheap attack? Anyways, if you don't use it, you'll have a tougher time. She loves casting status effects on your characters, especially the annoying ass Charm attack. I hate that status effect so much. Hope to God she doesn't use it, as you use attacks like Ultima and Flare. Heal any Charmed characters right away before they cause havoc to the party.

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--- BOSS FIGHT!!! --- | DOOM |

Vanish/X-Zone works on this one, too! If you don't wish to use it, cast Safe on everyone, then use your strongest attacks while healing, as always. These bosses are so lame late in the game because you have so many things at your advantage, like Ultima and Gem Box, or Genji Glove and Offering. It's almost unfair, really. Doom is unique in that she'll start to shake, blocking all physical attacks, then start to block one elemental attack after another, before unleashing her major attack. Keep that in mind.

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--- BOSS FIGHT!!! --- | KEFKA |

First form is really simple. It's a face and two arms. He'll randomly put your characters in the back row, then the front row again. It's funny. His attacks aren't that strong, and a few Ultima spells will take care of it. Having Gogo Mimic a Gem Boxed Ultima makes this battle really easy. Like KOTR vs Sephiroth level of easy.

The second form has four parts, but is just as easy. Ultima works on all four, so cast it a few times and it'll die as usual. Ultima and Gem Box makes this game really easy.





