

THE OFFICIAL GUIDE FROM **NINTENDO POWER**

GAME BOY ADVANCE

THE OFFICIAL
Nintendo
PLAYER'S GUIDE



FINAL FANTASY[®] IV

A D V A N C E

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Yoshio Tsuboike

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Scott Pelland

Supervising Editor
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Writer
Casey Loe

Copy Editor
Pete Mauser

Assistant Production Manager
Machiko Oehler

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FINAL FANTASY® IV

ADVANCE®

OFFICIAL NINTENDO PLAYER'S GUIDE



The King's Obsession

Kain



Cecil



Rosa



No one has gained more from the advent of the airship than the Kingdom of Baron. Its mighty airship fleet, known as the Red Wings, has no equal. For years, the fleet was used only for peaceful purposes, but that has begun to change. For reasons he refuses to reveal, King Baron has ordered it to claim at any cost the Crystals held by other nations.

Commander Cecil of the Red Wings is no longer willing to shed innocent blood on blind faith alone. Together with Kain, his friend and rival, and Rosa, the White Mage who secretly loves him, he intends to discover the truth behind King Baron's obsession.



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Game Controls

FINAL FANTASY IV Advance uses each of the Game Boy Advance's buttons, except Select. The diagram below includes many shortcuts that will make the game easier to play.



5 L BUTTON

- Change characters on the Magic, Equipment, and Status menu screens.
- Change the character that represents your party outside of combat.

6 CONTROL PAD

- Move your character.
- Move the targeting cursor to select enemies, spells, items, or menu options.

1 R BUTTON

- Change characters on the Magic, Equipment, and Status menu screens.
- Change the character that represents your party outside of combat.

2 A BUTTON

- Confirm a menu or targeting selection.
- Talk to other characters, examine objects, or open chests.
- Mount or dismount vehicle.

3 B BUTTON

- Cancel a selection or return to the previous menu.
- Press and hold to dash (while pressing the Control Pad in the desired direction) in towns and dungeons.

4 START BUTTON

- Open the main menu outside of combat.
- During combat, pause battles.

TO FLEE BATTLES

Hold the L Button and R Button during battles to attempt to escape.

TO RESET THE GAME

Hold the A Button, B Button, Start, and Select to reset your game without saving and return to the title screen.

SAVE & CONTINUE



Select the New Game option on the title screen to begin a new quest. You can save your progress to one of three save slots on any Overworld map (but not in towns and other areas) or at special camp sites within dungeons. To load a saved game, select Load Game and press left and right on the Control Pad to scroll through the three save slots.

You can also choose to Quicksave at any time. This makes a special save file and then resets your game. Select Continue on the title screen to load a Quicksave file. The Quicksave file will then be discarded. Your Quicksave file will also be discarded if you begin a new game or load a standard saved file instead of choosing the Continue option.



BESTIARY



Select the Extra option on the main menu to access the game's Bestiary. You can then load a saved file and view a list of all the enemies you've defeated in the course of that game, as well as how many of each monster type you've defeated and what percent of the game's monsters you've encountered.

Select a specific monster to see its stats and the treasures it holds. Press the A Button again to see its Weaknesses, its Resistances, and any attack types that it can absorb.

Vehicles

Your quest will begin on foot, but as the game progresses you'll acquire several new mounts and vehicles that let you explore the world in style. Only special vehicles can cross certain types of terrain, so you'll need to use a wide variety of conveyances to reach the many dungeons, towers, and caves that your quest will lead you to. Riding a mount or vehicle will also allow you to avoid random encounters in Overworld areas.

With so many vehicles at your disposal, it's easy to lose track of each one's position. To find a missing vehicle, use the Sight spell to bring up a mini-map. You'll see a list of locations on the right that includes each of your mounts and vehicles. Scroll to the one you're looking for and press the A Button to see its current position.



YELLOW CHOCOBO

Yellow Chocobos can run through plains, forests, and deserts at high speeds. They don't allow you to reach any new areas, but they do let you avoid battles as you travel through large areas quickly.



BLACK CHOCOBO

Winged Black Chocobos can fly over any terrain except high mountains, and they won't land on any terrain except forest. Since airships cannot land on forested terrain you'll need to rely on the Black Chocobo to reach certain areas.



THE ENTERPRISE

The *Enterprise* is Cid's finest airship. It can fly over any terrain on the Overworld map, but can land only on grassy plains. To land in a small patch of grass surrounded by harsher terrain, carefully position the ship's shadow over the desired landing spot.



HOVERCRAFT

The hovercraft can zip over plains, deserts, and shallow water like rivers and lakes. It cannot cross open ocean, but it can travel on the shallow rocky shoals that often connect one landmass to another.



THE FALCON

The *Falcon* is a Red Wings airship that has the same capabilities and landing restrictions as the *Enterprise*. It can be retrofitted with a special drill that allows it to burrow through the planet's crust.



LUNAR WHALE

The *Lunar Whale* can fly anywhere a normal airship can, and it shares the same landing restrictions. The *Lunar Whale* is also equipped with a crystal that allows it to fly to the moon, where it can land only on smooth surfaces that are free of rocks or craters.





Party Members

FINAL FANTASY IV has a large cast of characters that enter and leave your party at various points in the storyline. Each character has his or her own special commands that give them unique abilities. You

cannot control who is in your party at any given time, but the characters' diverse abilities should ensure that you always have some way of exploiting your enemies' weaknesses.



Cecil

DARK KNIGHT

Cecil is the commander of the Red Wings, Baron's legendary air force. His powers as a Dark Knight may come from a tainted source, but Cecil has avoided corruption and is well respected by the people of Baron. As the game's hero, Cecil is the only character who will never leave your party. He has solid offensive and defensive strength, and his Dark command gives him versatility in combat.

COMMAND: DARK

PERSONAL DATA

GENDER	Male
AGE	20
HEIGHT	178cm
WEIGHT	58kg
BIRTHPLACE	Unknown

STARTING STATS

LEVEL	10
ATK	15
DEF	17
RES	1

EQUIPMENT

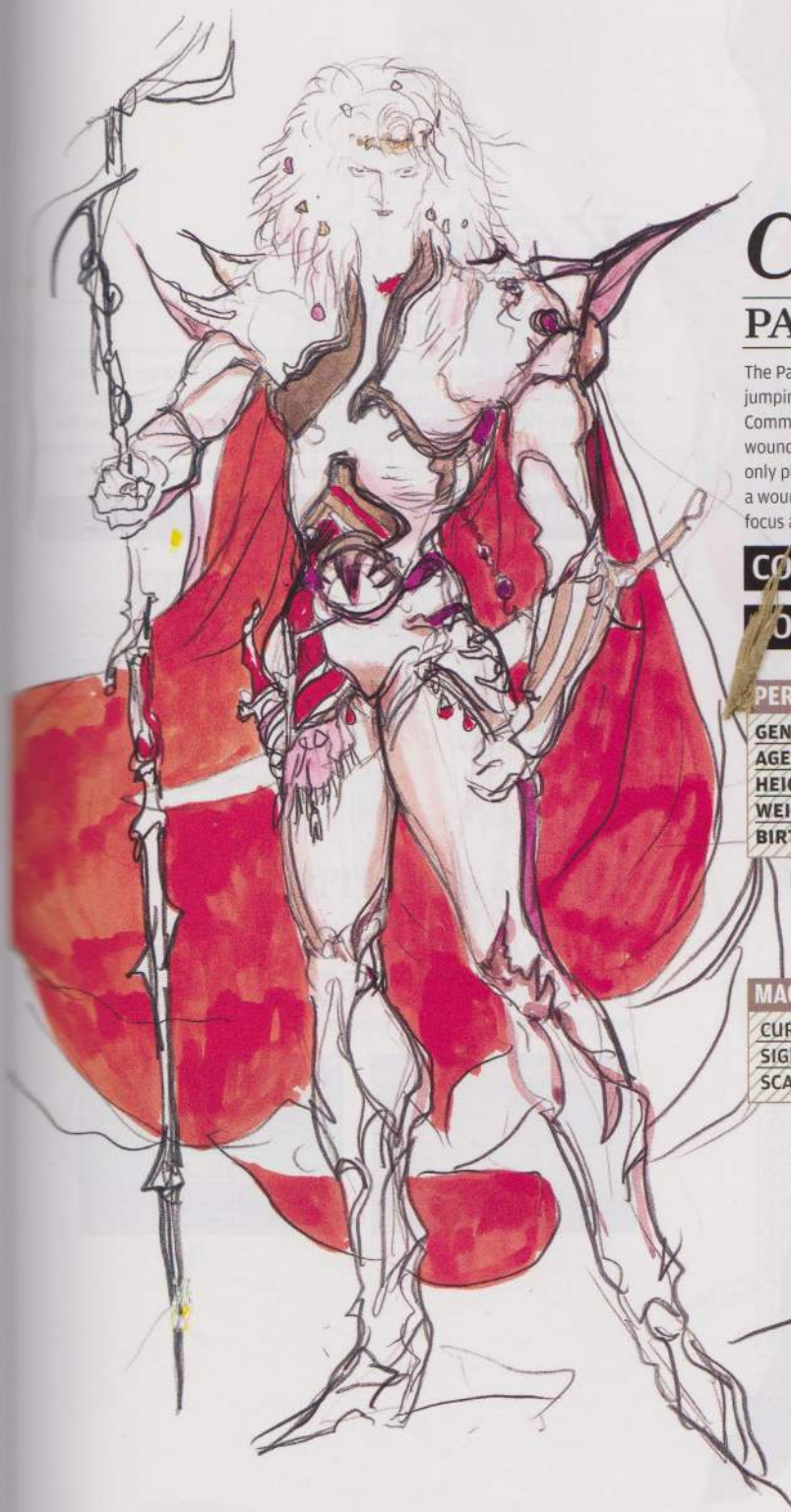
Dark Sword, Dark Shield, Dark Helm, Dark Armor, Dark Gloves

CECIL'S ABILITIES

Cecil's Dark command allows him to hit each enemy on the field, but he'll need to sacrifice some of his own HP to use it. Use it only against large groups of foes, and only when you think they'd do more damage to your party than Cecil would do to himself.



Dark Knight Cecil



Cecil

PALADIN

The Paladin is a noble warrior who covers for the party's weak and wounded by jumping in the way of physical attacks that are intended for them. You can Command him to Cover for anyone, but he will do it automatically for any wounded party member who has fallen to his knees. Against enemies who use only physical attacks, you may find it advantageous to leave other characters in a wounded state. That way the Paladin will protect them constantly, and you can focus all of your healing spells on him alone.

COMMAND: W. MAGIC

COMMAND: COVER

PERSONAL DATA

GENDER	Male
AGE	20
HEIGHT	178cm
WEIGHT	58kg
BIRTHPLACE	Unknown

STARTING STATS

LEVEL	10
ATK	15
DEF	17
RES	1
EQUIPMENT	Sword of Legend, Clothes

MAGIC SPELLS (Spells are learned at the levels shown below.)

CURE	2	CURA	15
SIGHT	3	TELEPORT	19
SCAN	8	ESUNA	24

Paladin Cecil



Kain

DRAGOON

Kain commands Baron's Dragoons, a special attack force that drops down on enemies from above. Like Cecil, he was orphaned at a young age and taken in by King Baron. The two went through military school together, and have been like brothers ever since. Kain is a strong and reliable warrior. His Jump command can deal heavy damage and protect him from harm, but slows him considerably.

COMMAND: JUMP

PERSONAL DATA

GENDER	Male
AGE	21
HEIGHT	183cm
WEIGHT	61kg
BIRTHPLACE	Baron

STARTING STATS

LEVEL	10
ATK	13
DEF	14
RES	1
EQUIPMENT	Spear, Iron Shield, Iron Helm, Iron Armor, Iron Gloves

KAIN'S ABILITIES

When you command Kain to jump, he leaps into the air for an entire turn. While airborne, he cannot be targeted by enemy attacks and is immune to any spell cast by either you or your foes. When he lands, he'll do double damage to his targeted foe. This is a very effective move against bosses, but may be too slow to use in standard battles.



Kain



Rosa

WHITE MAGE

The noble-born Rosa is in love with Cecil, but has not found the courage to tell him. Instead she joined Baron's White Mage squad so she could fight by his side. Rosa's healing gifts include powerful White magic and the Pray command, which can cure the whole party for free ... sometimes. Rosa is also a master archer, and her Aim command allows her to fire a bow with 100 percent accuracy. Bows are not usually powerful weapons, but if you equip Rosa with the right arrows (ones made with an element foes are weak to, or that cause a useful status condition), she can be quite effective in combat.

COMMAND: W. MAGIC

COMMAND: PRAY

COMMAND: AIM

PERSONAL DATA

GENDER	Female
AGE	19
HEIGHT	162cm
WEIGHT	47kg
BIRTHPLACE	Baron

STARTING STATS

LEVEL	10
ATK	12
DEF	8
RES	4
EQUIPMENT	Iron Arrow, Bow, Leather Cap, Leather Garb, Iron Armlet

MAGIC SPELLS

(Spells are learned at the levels shown below.)

HOLD	10	BLINK	23
SLOW	10	CONFUSE	24
SCAN	10	SHELL	29
CURE	10	MINI	30
SIGHT	10	CURAGA	30
TELEPORT	*	DISPEL	31
LIFE	11	HASTE	33
PROTECT	12	FLOAT	35
CURA	13	REFLECT	36
SILENCE	15	CURA1A	38
ESUNA	18	FULL-LIFE	45
BERSERK	20	HOLY	55

* Learned after the event in the Tower of Zot.

Rosa



Rydia

SUMMONER

Rydia is the last of the Summoners from the village of Mist, and has inherited a great responsibility from her people. She is skilled with both White and Black magic, but her greatest gift is the ability to summon legendary creatures. She begins with only Chocobo, and new Summon spells must be earned by finding and defeating powerful monsters who are willing to help. Rydia's magic makes her a great asset, but her constitution is frail and you will need to work vigilantly to keep her alive.

COMMAND: W. MAGIC

COMMAND: B. MAGIC

COMMAND: SUMMON

PERSONAL DATA

GENDER	Female
AGE	7
HEIGHT	107cm
WEIGHT	18kg
BIRTHPLACE	Mist

STARTING STATS

LEVEL	1
ATK	3
DEF	6
RES	4
EQUIPMENT	Rod, Leather Cap, Leather Garb, Iron Armlet

MAGIC SPELLS (Spells are learned at the levels shown below.)

FIRE	*	PIG	20
FIRA	**	BIO	26
BLIZZARA	**	OSMOSE	32
THUNDARA	**	DRAIN	36
BLIZZARD	2	BLIZZAGA	39
CURE	3	FIRAGA	42
SIGHT	4	THUNDAGA	45
THUNDER	5	QUAKE	47
HOLD	7	BREAK	49
SLEEP	8	TORNADO	51
POISON	10	DEATH	52
WARP	12	FLARE	55
TOAD	13	METEOR	60
STOP	15		

* Learned at the entrance to Mt. Hobs.

** Learned after a future game event.

Rydia



Tellah

SAGE

The Sage Tellah is not a young man, and has already learned every spell he'll ever know. Unfortunately, he's forgotten most of them, so early in the game you'll have to content yourself with the small handful that stuck, or prompt him to dig deep and try to recall a random high-level spell with the Recollect command. Later in the game, he will remember all his lost spells, becoming a powerful and versatile spellcaster. However, he has very little MP for a mage, so you'll have to use his best spells sparingly or cast Osmose every few turns to steal the MP of your foes.

COMMAND: W. MAGIC

COMMAND: B. MAGIC

COMMAND: RECALL

PERSONAL DATA

GENDER	Male
AGE	60
HEIGHT	177cm
WEIGHT	48kg
BIRTHPLACE	Mysidia

STARTING STATS

LEVEL	20
ATK	10
DEF	5
RES	1
EQUIPMENT	Staff, Leather Garb

MAGIC SPELLS

(Spells are learned at the levels shown below.)

BLINK	20	CURAGA	*
CONFUSE	20	CURAJA	*
CURA	20	FULL-LIFE	*
ESUNA	20	MINI	*
LIFE	20	SIGHT	*
TELEPORT	20	FLOAT	*
FIRE	20	TOAD	*
BLIZZARD	20	PIG	*
THUNDER	20	WARP	*
STOP	20	POISON	*
OSMOSE	20	FIRA	*
HOLD	*	FIRAGA	*
SILENCE	*	BLIZZARA	*
PROTECT	*	BLIZZAGA	*
SHELL	*	THUNDARA	*
SLOW	*	THUNDAGA	*
HASTE	*	BIO	*
BERSERK	*	TORNADO	*
REFLECT	*	SLEEP	*
DISPEL	*	BREAK	*
SCAN	*	DRAIN	*
CURE	*	METEOR	*

* Learned at Mt. Ordeals.

Tellah



Yang

MONK

Yang is a High Monk of Fabul, where he commands an army of lesser monks and lives with his beloved wife. Heavy armor interferes with his martial arts, so his Defense scores tend to be poor. But on offense he has few equals. Yang can equip a claw in each hand. All claws do the same basic damage, but each has an elemental type or causes a particular status condition. Using the right elemental claw can do extra damage, so keep all three types of elemental claws in your inventory while Yang is in your party, and equip them as necessary to exploit your enemies' elemental weaknesses.

COMMAND: POWER

COMMAND: KICK

COMMAND: GIRD

PERSONAL DATA

GENDER	Male
AGE	35
HEIGHT	182cm
WEIGHT	76kg
BIRTHPLACE	Fabul

STARTING STATS

LEVEL	10
ATK	5
DEF	9
RES	1
EQUIPMENT	Fire Claw, Leather Garb

YANG'S ABILITIES

Yang's abilities give him a wide range of options. Power is a great anti-boss command that lets Yang charge for a period and then unleash a double-power attack. Kick takes even longer to charge, but damages every enemy when it goes off. When his attacks are proving ineffective or you anticipate a powerful attack, Yang can Gird to double his Defense for the turn.



Yang



Edward

BARD

Edward is the young prince of Damcyan, and his love for music is equaled only by his passion for his new bride, Anna. Edward has some useful abilities, but suffers from a slight streak of cowardice. When he becomes wounded he will automatically use his Hide command to flee the battle. Since you won't be able to target him for healing, this basically takes him out of the fight! Keep his HP up so he never enters the wounded state.

COMMAND: SING

COMMAND: HEAL

COMMAND: HIDE

PERSONAL DATA

GENDER	Male
AGE	24
HEIGHT	174cm
WEIGHT	51kg
BIRTHPLACE	Damcyan

STARTING STATS

LEVEL	5
ATK	10
DEF	5
RES	7

EQUIPMENT

Dreamer's Harp, Feathered Cap, Bard's Tunic, Ruby Ring

EDWARD'S ABILITIES

Edward's weapon of choice is the harp, and many magic harps have special abilities built into them. When he attacks with one, the song may carry the harp's special status condition. His Sing command has a higher chance of causing a status condition, but deals no damage. His Heal command distributes a Potion so that it benefits all party members.

Song of Echoes	
Attack	12.0
Defence	2.0
Fire	2.0
Wind	4.0
Thunder	1.0

Harp	
Attack	14.0
Defence	2.0
Fire	2.0
Wind	4.0
Thunder	1.0

Edward



Palom & Porom

BLACK MAGE & WHITE MAGE

These young prodigies span the whole magical spectrum. They know many advanced spells, but both are weak physically and must be protected by your warriors. Palom's Bluff command allows him to boost his own magical power to deal more damage with future spells, an excellent tactic in boss fights. Porom's Cry is useless against bosses, but it can compel lesser enemies to run away. Finally, either character can select the Twin command, which will cause both to spend their next turn preparing to cast Mini-Flare or Comet. These spells are powerful, but the cost (tying up a pair of characters for two turns) is high.

COMMAND: B. MAGIC (PALOM)

COMMAND: BLUFF (PALOM)

COMMAND: W. MAGIC (POROM)

COMMAND: CRY (POROM)

COMMAND: TWIN (PALOM & POROM)

PERSONAL DATA

GENDER	Male/Female
AGE	5/5
HEIGHT	94cm/93cm
WEIGHT	22kg/19kg
BIRTHPLACE	Mysidia

STARTING STATS

LEVEL	10/10
ATK	8/8
DEF	8/9
RES	6/6

EQUIPMENT

Palom: Ice Rod, Feathered Cap, Leather Garb, Iron Armlet
 Porom: Staff, Feathered Cap, Leather Garb, Iron Armlet

Palom & Porom

PALOM'S MAGIC SPELLS (Spells are learned at the levels shown below.)

POISON	10	QUAKE	23
FIRE	10	DRAIN	26
BLIZZARD	10	WARP	29
THUNDER	10	BLIZZAGA	32
SLEEP	10	FIRAGA	33
BLIZZARA	11	THUNDAGA	34
PIG	11	BREAK	36
FIRA	12	OSMOSE	40
THUNDARA	13	DEATH	46
STOP	14	TORNADO	48
BIO	19	METEOR	50
TOAD	22	FLARE	55

POROM'S MAGIC SPELLS (Spells are learned at the levels shown below.)

HOLD	10	BLINK	23
SLOW	10	CONFUSE	25
SCAN	10	SHELL	29
CURE	10	DISPEL	31
SIGHT	10	MINI	31
LIFE	11	CURAGA	33
PROTECT	12	HASTE	38
CURA	13	FLOAT	40
SILENCE	15	REFLECT	44
BERSERK	18	CURAJA	48
TELEPORT	19	HOLY	52
ESUNA	20	FULL-LIFE	56

Cid

ENGINEER

Cid is a legendary airship engineer whose flying creations are at the root of Baron's rise to power. Despite his gruff demeanor, Cid has a kind heart, and he has come to think of himself as a father to Cecil. While Cid prefers to toil behind the scenes, he will raise his trusty hammer and fight by Cecil's side for a section of the game. He isn't your most powerful warrior, but his resilience makes him ideal for a front-row position.

COMMAND: STUDY

PERSONAL DATA

GENDER	Male
AGE	54
HEIGHT	159cm
WEIGHT	67kg
BIRTHPLACE	Baron

STARTING STATS

LEVEL	20
ATK	55
DEF	13
RES	1
EQUIPMENT	Wooden Hammer, Prisoners' Wear

CID'S ABILITIES

Cid's Study command allows him to research important details about a targeted enemy. It will reveal the enemy's current HP and Max HP, and any weaknesses that your party can exploit. This is the same effect produced by the Scan spell and Bestiary item, but Cid can use it at will and for free.



Enemy	HP	MP	ATK	DEF	RES	EXP	Drop
Golem	1000	0	100	100	100	100	100



Enemy	HP	MP	ATK	DEF	RES	EXP	Drop
Golem	1000	0	100	100	100	100	100

Cid



Edge

NINJA

Edge is the prince of Eblan, a kingdom renowned for its ninjas. He may seem arrogant, but Edge has the skills to back up his attitude. He can wield two blades to attack for heavy damage, and has several useful abilities: The Steal command gives him a shot at taking an item from an enemy's inventory; Ninjutsu magic allows him to cast a few offensive and defensive spells; and the Throw command lets him hurl old weapons or throwing stars at foes for considerable damage.

COMMAND: THROW

COMMAND: STEAL

COMMAND: NINJUTSU

PERSONAL DATA

GENDER	Male
AGE	26
HEIGHT	175cm
WEIGHT	51kg
BIRTHPLACE	Eblan

STARTING STATS

LEVEL	25
ATK	63
DEF	32
RES	6
EQUIPMENT	Kunai, Green Beret, Black Belt, Mythril Gloves

MAGIC SPELLS

(Spells are learned at the levels shown below.)

FLAME	25	PIN	27
FLOOD	*	SMOKE	33
BLITZ	*	IMAGE	38

* Learned during the Rubicante battle at Babel Tower.

Edge



FuSoYa

LUNARIAN

FuSoYa is a mysterious being from another world. He has mastered the highest levels of both White and Black magic, but with only 190 MP he won't often be able to cast expensive spells like Meteor and Full-Life. FuSoYa's other ability is the Regen command, which allows each party member to regenerate a few HP at the end of each turn. The amount regained isn't much, but it may be useful when trying to conserve FuSoYa's MP in long fights.

COMMAND: REGEN

COMMAND: W. MAGIC

COMMAND: B. MAGIC

FuSoYa



PERSONAL DATA

GENDER	Male
AGE	?
HEIGHT	?
WEIGHT	?
BIRTHPLACE	Moon

STARTING STATS

LEVEL	50
ATK	50
DEF	28
RES	24
EQUIPMENT	Kinesis Staff, Sage's Miter, Light Robe, Diamond Armlet

MAGIC SPELLS

(Spells are learned at the levels shown below.)

BERSERK	50	HOLY	50
BIO	50	LIFE	50
BLINK	50	METEOR	50
BLIZZAGA	50	MINI	50
BLIZZARA	50	OSMOSE	50
BLIZZARD	50	PIG	50
BREAK	50	POISON	50
CONFUSE	50	PROTECT	50
CURA	50	QUAKE	50
CURAGA	50	REFLECT	50
CURAJA	50	SCAN	50
CURE	50	SHELL	50
DEATH	50	SIGHT	50
DISPEL	50	SILENCE	50
DRAIN	50	SLEEP	50
ESUNA	50	SLOW	50
FIRA	50	STOP	50
FIRAGA	50	TELEPORT	50
FIRE	50	THUNDAGA	50
FLARE	50	THUNDARA	50
FLOAT	50	THUNDER	50
FULL-LIFE	50	TOAD	50
HASTE	50	TORNADO	50
HOLD	50	WARP	50



Field Menu Options

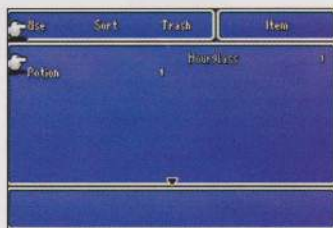
You can open the field menu at any time by pressing Start in a town, dungeon, or overworld area. The menu allows you to use or equip items, cast spells, change your character order, and save your game. You can also change game options and reorder spell and item lists.

THE MAIN MENU

The main menu is divided into four sections. On the left you can see all of the characters in your party and their current stats. You can change their alignment with the Row and Order commands. Those and other commands are listed on the right side of the screen. Commands that appear in gray cannot be selected at that time. (For example, "Save" will appear in gray during dungeon exploration.) The panes below the menu commands show your current location, your current play time, and the amount of gil (money) you have in your possession.

ITEMS

The Item menu allows you to use and arrange items in your inventory. Items that can be used at the current time appear in white; non-usable items appear in gray. To use an item, choose Use at the top of the screen and pick an item with the A Button, which will make the cursor flash. Press the A Button again at the same position to employ the item, or move the cursor to a different item slot and press the A Button to move the item to that location. Press the B Button at any time to return to the top menu options. The Sort command will automatically arrange your items so that usable ones are on top, and weapons and armaments are on the bottom. The Trash command allows you to throw out extra items. You have limited inventory space, but you shouldn't need to discard anything if you're diligent about selling extra items or taking them to the Fat Chocobo.



SUMMONING THE FAT CHOCOBO

At various places in the game world, Cecil will "smell Chocobo in the air." This is the sign that you can use a Gysahl Greens item to summon the Fat Chocobo. The giant bird functions as an item bank that can hold unneeded items to save inventory space.



MAGIC

The Magic command will prompt you to choose a character, then choose a school of magic known by that character (W. Magic, B. Magic, Ninjutsu, or Summon). Spells that can be cast from the field appear in white. And after selecting a spell that targets a character, you'll return to the character pane of the main menu. To select all characters instead of just one (which is possible with certain spells only), press right or left on the Control Pad.



Even if you can't use spells, you may select them and move them just as you can with items. This lets you put your favorite spells at the top of the list, where they'll be easier to access. You can also view descriptions of any spell at the bottom of the Magic screen.

EQUIPMENT

Each character has five slots in which he may equip weapons and armor.



Weapons and Shields

Characters can equip a weapon in their favored hand. Some characters may equip shields in their weaker hand, while ambidextrous characters can equip a weapon in each hand for double attack power! A weapon's attack power is the number to the right of the sword icon.

Helms, Gloves, and Armor

Each character may equip one piece of headgear, one suit of armor, and one pair of gloves. These affect both the character's physical Defense (the number by the shield icon) and this Magical Defense (the number by the orb icon). Some gear is better in one field than the other, and you should evaluate whether physical attacks or magical attacks are the greater threat in your current area.

Bows and Arrows

Many characters can equip a bow and arrows. They're most useful for spellcasters (who have few other weapon options) and are particularly good for Rosa, who can use the Aim command to fire with perfect accuracy. When using a bow, you need to equip it in your character's primary hand, then manually equip arrows to the character's weaker hand. There are many different types of arrows, which can be bought at Weapon Shops or found in chests (in packs of 10). Some have an elemental subtype that makes them very effective against certain enemies, while others do extra damage or can cause negative status effects. Check your archers' equipment screen often, because when they run out of arrows you'll need to equip a new variety manually, or they'll revert to fighting bare-handed.



STATUS

The Status screen lets you see your characters in more detail. In addition to viewing your characters' basic stats, you can see how much more EXP each character will need to gain a level. The stats are explained below.

L		Cecil		Paladin	Status		R
Lv 68		HP 600/4937		EXP 2358781	For next level: 144424		
MP 10/270		Attack 15		240			
Ability		Strength 98		Precision 99%			
Agility 42		Defense 9		66			
Stamina 89		Evasion 94%		8			
Intellect 34		Magic Defense 3		20%			
Spirit 57					A Switch		

CHARACTER STATS

Lv	Character's level
HP	Character's Hit Points
MP	Magic Points for characters who use magic
EXP	Character's total earned Experience Points
For next Level	EXP required to gain another level
Strength	Character's attack strength
Agility	Character's ability to dodge attacks
Stamina	Character's basic defense against enemy attacks
Intellect	Efficacy of Black magic
Spirit	Efficacy of White magic
Attack	Character's physical attack power
Precision	Character's odds of successfully hitting with attacks
Defense	Character's physical defense
Evasion	Character's chance of dodging physical attacks
Magic Defense	Character's magical defense
Magic Evasion	Character's chance of resisting magical spells

ORDER AND ROW

Character position is an important aspect of game strategy. Characters in the front row in combat (those to the left) take more physical attacks from foes but also deal more damage with their own physical attacks. Characters in the back row (those to the right) are protected, but will need to use spells or projectile weapons (like a bow) to do any serious damage in combat.

The Row command determines whether your party is split with three in the front and two in the back, or vice versa. Fighter-heavy parties should use the 3/2 split, while mage-heavy parties should use the 2/3 split.

The Order command determines where each character fits in the row structure. Select a character as you would an item or spell, then select another character to swap the two.

	Eddie	Nara	HP 1570/1626	Items
	Lv 39	MP 112/116	Equipment	
	Rosa	M. Mage	1445/1525	Status
	Lv 39	MP 217/325	Order	
	Cecil	Paladin	2077/2078	Row
	Lv 40	MP 166/166	Config	
	Rydia	Summoner	229/283	Quicksave
	Lv 38	MP 297/307	Save	
	Kain	Dragon	1907/1907	Overworld
	Lv 40	MP 0/0	Play time 5:30	
			Gal 1253049	

	Eddie	Nara	HP 1570/1626	Item Pulse Equipment
Lv 39	MP 112/116			
	Rosa	M. Mage	1445/1525	Order Row Config Quicksave Save
Lv 39	MP 217/325			
	Cecil	Paladin	2077/2078	Overworld
Lv 40	MP 166/166			
	Rydia	Summoner	229/283	Play time 5:34 Gal 1253049
Lv 38	MP 297/307			
	Kain	Dragon	1907/1907	
Lv 40	MP 0/0			

Vertical Order Matters Too!

While horizontal order (front or back) is your most important decision, vertical order matters too. In battle, characters act in order of their individual speed, but position affects speed to some extent. If all of your characters had the same speed, they would act in the order shown to the right (this is true whether you have a 2/3 split or 3/2 split). Put your most important character in the middle—he will get the most action in combat.



CONFIG

The Config menu lets you change various game options. It also lets you access the Bestiary from within the game, so you can research the strengths and weaknesses of the enemies you've faced so far. The most important option is Battle Mode. When it is set to Wait, the battle pauses while you select items and spells from the menus. When it's set to Active, time keeps ticking no matter what you do. Note that Wait does not turn off the Active Time Battle system, and if you were to leave a battle without pausing or opening up the Item or Spell menu first, you would likely return to find your characters dead.

Config		Config	
Battle Mode	Wait	Active	
Battle Speed	1 2 3 4 5 6		
Battle Menu	1 2 3 4 5 6		
Button Das	ON	OFF	
Save Cursor	Default	Keep	
Window Color	R 0 G 0 B 5		
Bestiary			
Set time flow of battle.		A Config	B Cancel

QUICKSAVE AND SAVE

You can use the Quicksave feature at any time to save your game, but when you load the file it will automatically be discarded. This feature is for when you need to put your Game Boy Advance away and can't reach a proper save spot first.

You can Save your game anywhere on the Overworld, Underworld, or Moon maps, but not in towns or dungeons. The only exception is camp sites, which appear in some dungeons. They provide one tile on which you can save your game or use a Tent or Cottage to recover your health. They usually appear when a boss is ahead, so never pass up an opportunity to use one to save your game!





Battle Menu

Each character has his own battle options, but everyone can use basic battle commands like Attack, Defend, and Items. In this section you'll learn everything from the basics of Active Time Battle to little-known combat tricks that might be the keys to victory.

ACTIVE TIME BATTLES

The Active Time Battle system keeps the tension high by allowing your enemies to act while you decide on your characters' next moves. You'll need to make your decisions quickly or your foes will pummel your party while you hesitate. All battle participants act in order of their Agility, and a fast character may get multiple turns before a slow character gets his first turn. You can monitor your characters' turn order with the bars in the lower-right corner of the screen. If you wish to attack or use an item, you can do so almost immediately. Other moves require time to work—up to an entire additional turn! For example, Kain's Jump attack is much more powerful than his regular attack, but you'll have to wait a full turn before the damage is dealt. A regular attack can take effect immediately.



ACTIVE & WAIT MODES

The Config screen allows you to choose between Active and Wait modes. In Active mode, time continues to flow while you scroll through the Item or Magic menu. If you choose Wait, the action will pause while you make your selection.

ATTACK

With this option, your character will automatically attack the selected enemy with his equipped weapon. Note that attacks from your party's back row will do less damage, unless the character is using a projectile weapon like a bow or boomerang.



Attacking Your Allies



You always have the option of targeting your own allies with attacks. While this may not seem useful, attacking allies is one of the easiest ways to wake them up or snap them out of a confused state. In order not to damage the character too much, it's best to have a weak fighter like Rydia or Rosa do the attacking.



MAGIC

Certain characters have mastered the arts of magic and can cast spells to harm foes or heal allies. As a general rule, more-powerful spells cost more MP (magic points) and take more time to cast, so your strongest spell is not always the best choice. All damage-dealing spells do a certain "type" of damage. Ice, Fire, and Holy are examples of types. Many enemies have a weakness to one particular type, and if you can cast the right spell, you can do significant amounts of extra damage. Check the monster charts in the Walk-through or the Monsters section to learn each monster's weakness.



Targeting a Group

Most damage-dealing and life-recovery spells can target either a single character or an entire group of either enemies or allies. To switch from targeting an individual to targeting a group, press to the left or right until the targeting cursor begins to flash on everyone in the group. The usual amount of damage or life recovery caused by the spell will be split equally among every target in the group.



"Healing" the Undead

While it may not be listed as a weakness, all undead creatures (skeletons, zombies, ghouls, and the like) share a weakness to healing magic. The same Cure-series spells and Potions that heal the living will damage the dead!



ITEMS

The Item command lets you select an item from your inventory and use it in combat. Items that can be used in battle appear in white, while unusable items appear in gray. In addition to items that heal wounds and cure status conditions, you'll find items that have an offensive spell-like effect. Don't forget about these items; if you don't use them in combat, they'll simply waste inventory space.



Change Weapons

You can change a character's held items in battle during that character's turn. To do so, select the item you wish to equip and scroll up to the top of the inventory menu. Press up again to reveal the items your character is holding, then select the equipped item you wish to replace. This is particularly useful against enemies that have a particular weakness; you can switch to Thunder Arrows or a Thunder Claw against an enemy who is weak to Lightning, for example. Just don't forget to change them back after the fight!



ROW

In addition to each character's standard actions, there are two special actions any character can perform. Press to the left while scrolling through actions to make the Row command appear. This reverses the order of your characters so the ones in front move to the back, and vice versa. Use this immediately when you're attacked from behind!



DEFEND

If a character is badly wounded or can take no useful actions, press to the right to bring up the Defend command. This will significantly increase the character's Defense until his or her next turn.



RUN AWAY

If a battle is not going well, you can order your characters to flee at any time by holding down the R and L Buttons. It may take a while (especially against high-Agility enemies), and you may drop some money on your way out. You cannot flee from boss battles or other fixed encounters (trapped chests, for example).



STATUS CONDITIONS

Enemy spells and attacks can cause a wide variety of potentially harmful status conditions. Some automatically go away at the end of combat, but many will remain until healed by an appropriate item or the Esuna spell. In addition to the methods listed in the chart, all status conditions except KO can be cured by staying at an Inn, or by using a tent, cottage, or Remedy item.

HARMFUL STATUS CONDITIONS

Confusion

EFFECT

Character attacks own allies until hit or cured.

CURE

Cleared at the end of combat. Use a Unicorn Horn item or the Esuna spell.

Curse

EFFECT

Attack and Defense scores are reduced by half.

CURE

Cleared at the end of combat. Use a Cross item or the Esuna spell.

Darkness

EFFECT

Accuracy is significantly diminished.

CURE

Cleared at the end of combat. Use the Eye Drops item or Esuna spell.

KO

EFFECT

Character cannot act. Game ends if all characters are KO'd.

CURE

Use a Phoenix Down item, the Life spell, or the Full-Life spell.

Mini

EFFECT

Attack and Defense scores are reduced by half.

CURE

Use a Mallet item, the Esuna spell, or the Mini spell.

Paralysis

EFFECT

Character cannot act. Game ends if all characters are paralyzed.

CURE

Cleared at the end of combat. Use a Unicorn Horn item or the Esuna spell.

Petrification

EFFECT

Character cannot act. Game ends if all characters are petrified.

CURE

Use a Gold Needle item or the Esuna spell.

Pig

EFFECT

Character cannot use any magic except the Pig spell.

CURE

Use a Diet Food item, the Esuna spell, or the Pig spell.

Poison

EFFECT

Character loses HP on each turn.

CURE

Use an Antidote item or the Esuna spell.

Silence

EFFECT

Character cannot cast magic spells.

CURE

Cleared at the end of combat. Use the Echo Herbs item or the Esuna spell.

Sleep

EFFECT

Character cannot act until hit or cured.

CURE

Cleared at the end of combat. Use a Unicorn Horn item, an Alarm Clock item, or the Esuna spell.

Toad

EFFECT

Attack and Defense decreased; can cast no spells except Toad.

CURE

Use the Maiden's Kiss item, Esuna spell, or Toad spell.





Summoning Magic

The ability to summon powerful creatures to fight on one's behalf has long been a special gift held by the people of Mist. Summon magic often takes a long time to cast and consumes a great deal of MP, but the effects can be quite stunning. Most summoned creatures damage all enemies in combat, and a few can heal your party or cause other special effects. Enlisting all the summonable creatures can be a rewarding side quest.

LEARNING SUMMON SPELLS

Rydia does not learn Summon spells by leveling up, as she does with her White and Black magic. She can summon only creatures that have agreed to aid her, so you'll need to prove your party's worth in battle or by accomplishing various tasks. Many of the best Summon spells can be acquired only by completing optional side quests that are covered in detail in the Walk-through section of this book.



SPELLS DROPPED BY FOES

The remaining four Summon spells are earned randomly after defeating certain foes. To earn these spells, seek out battles in the areas where these enemies live, and hope you get lucky enough to earn an item that appears as a white circle with the name of the summoned creature. If you use the item on Rydia, she'll learn the spell.

SPELLS EARNED IN EVENTS

Rydia begins the game knowing only the Chocobo Summon spell, but learns Shiva, Ramuh, Ifrit, Titan, and Dragon automatically at a certain point in the game. The only other Summon spell you can learn without a fight is Sylph, which can be earned in Sylvan Cave (see page 70 for details).

SPELLS EARNED IN EVENTS

Chocobo	Damages a single enemy
Shiva	Inflicts Ice-type damage on all foes
Ramuh	Inflicts Lightning-type damage on all foes
Ifrit	Inflicts Fire-type damage on all foes
Titan	Heavily damages all foes
Dragon	Damages all foes
Sylph	Steals HP from foes and distributes it among allies

SPELLS EARNED IN BATTLE

The most powerful Summon spells can be earned only by defeating the bosses of difficult optional areas. See the Land of Summons (page 72), Castle Baron (page 73), and Cave of Bahamut (page 77) for more details.

SPELLS EARNED IN BATTLE

Odin	May instantly kill all foes
Leviathan	Heavily damages all foes
Asura	Casts either Protect, Curaga, or Life on all allies
Bahamut	Massively damages all foes

Goblin



Basic Goblins are the game's easiest foes, and they can be found wandering in the Baron region of the Overworld. The summoned Goblin merely does light damage to a single foe.

Bomb



The Bomb Summon spell is dropped by such enemies as the Balloons in Babel Tower and the Dark Grenades on the moon. When summoned, the bomb self-destructs to damage a single foe.

Cockatrice



You can encounter Cockatrice enemies on Mt. Hobs and in the Fabul region of the Overworld map. When summoned, the Cockatrice will slightly damage a single foe and petrify it if possible.

Mind Flayer



Mind Flayers can be found in the Magnetic Cavern. When summoned, they damage a single foe and paralyze it if possible.



FINAL FANTASY IV ADVANCE
WALK-THROUGH

XC-ant



Gameplay Checklist

While the Walk-through covers all areas in detail, the checklist is an easy way to figure out what you need to do when you lose the thread of the story. Optional areas are highlighted. Check off events as you complete them.

The Adventure Begins

- | | |
|--|---------------|
| <input type="checkbox"/> Castle Baron | Pg. 27 |
| • Speak with King Baron and receive the Bomb Ring. | |
| <input type="checkbox"/> Baron City | Pg. 30 |
| <input type="checkbox"/> Mist Cave | Pg. 32 |
| • Defeat the Mist Dragon and clear the cave. | |
| <input type="checkbox"/> Mist | Pg. 46 |
| • Escape from Mist with a little girl. | |
| <input type="checkbox"/> Kaipo | Pg. 33 |
| • Defeat the soldiers at the inn. | |
| • Speak with Rosa in the house at the outskirts of town. | |
| <input type="checkbox"/> Underground Waterway | Pg. 34 |
| • Meet Tellah near the entrance and recruit him. | |
| • Defeat Octomammoth. | |
| <input type="checkbox"/> Damcyan Castle | Pg. 36 |
| • Recruit Edward at Damcyan Castle. | |
| • Use the hovercraft to reach the Antlion Cave. | |
| <input type="checkbox"/> Antlion Cave | Pg. 37 |
| • Defeat Antlion and get the Sand Ruby. | |
| <input type="checkbox"/> Kaipo | Pg. 33 |
| • Cure Rosa with the Sand Ruby and recruit her. | |
| <input type="checkbox"/> Mt. Hobs | Pg. 38 |
| • Have Rosa and Rydia melt the ice at the entrance. | |
| • Defeat Mom Bomb and recruit Yang. | |
| <input type="checkbox"/> Fabul Castle | Pg. 39 |
| • Fight against the Baron Invaders. | |
| • Speak to the King of Fabul and receive the Deathbringer. | |
| <input type="checkbox"/> Mysidia | Pg. 41 |
| • Board the ship in the port of Fabul. | |
| • Speak to the elder at the Hall of Prayer. Recruit Palom & Porom. | |
| <input type="checkbox"/> Mt. Ordeals | Pg. 42 |
| • Have Palom douse the wall of fire at the entrance. | |
| • Speak with Tellah and recruit him once again. | |
| • Defeat Scarmiglione twice. | |
| • Defeat your dark nature to become a Paladin. | |
| <input type="checkbox"/> Mysidia | Pg. 41 |
| • Report to the elder and gain access to the Devil's Road. | |
| <input type="checkbox"/> Baron City | Pg. 27 |
| • Battle Yang at the Baron Inn, and recruit him again. | |

- | | |
|---|---------------|
| <input type="checkbox"/> Old Waterway | Pg. 44 |
| • Use the Baron Key to unlock the Old Waterway to Baron Castle. | |
| <input type="checkbox"/> Baron Castle | Pg. 27 |
| • Defeat Baigan and Cagnazzo. | |
| • Recruit Cid and acquire the <i>Enterprise</i> airship. | |
| <input type="checkbox"/> Mist | Pg. 46 |
| <input type="checkbox"/> Agart | Pg. 47 |
| <input type="checkbox"/> Mythril | Pg. 48 |
| <input type="checkbox"/> Eblan Castle | Pg. 49 |
| <input type="checkbox"/> Troia | Pg. 51 |
| <input type="checkbox"/> Troia Castle | Pg. 52 |
| • Locate Edward and obtain the Twin Harp from him. | |
| <input type="checkbox"/> Magnetic Cave | Pg. 54 |
| • Defeat the Dark Elf and Dark Dragon. | |
| <input type="checkbox"/> Troia Castle | Pg. 52 |
| • Follow Kain to the Tower of Zot. | |
| <input type="checkbox"/> Tower of Zot | Pg. 56 |
| • Defeat the Magus Sisters. | |
| • Recruit Rosa and Kain again. | |
| • Defeat Barbariccia. | |
| • Receive the Magma Rock. | |
| <input type="checkbox"/> Agart | Pg. 47 |
| • Throw the Magma Rock into the Agart well. | |
| <input type="checkbox"/> Dwarven Castle | Pg. 58 |
| • Speak with the Dwarf King and Defeat Calcobrena. | |
| • Recruit Rydia and defeat Golbez. | |
| <input type="checkbox"/> Tower of Babel: Underworld | Pg. 61 |
| • Defeat Dr. Lugae and receive Dr. Lugae's Key. | |
| • Unlock the cannon control room and disable the cannons. | |
| <input type="checkbox"/> Castle Baron | Pg. 27 |
| • Have Cid's assistants upgrade your airship. | |
| <input type="checkbox"/> Cave of Eblan | Pg. 64 |
| • Transport the hovercraft to Eblan and use it to enter the cave. | |
| • Rescue Edge and recruit him. | |



How to Use the Walkthrough

Special Mission

<input type="checkbox"/> Tower of Babel	Pg. 65
<ul style="list-style-type: none"> • Infiltrate the Tower of Babel with Edge's Ninjutsu skills. • Defeat Rubicante. • Seize the enemy airship. 	
<input type="checkbox"/> Dwarven Castle	Pg. 58
<ul style="list-style-type: none"> • Receive Luca's Necklace from the Dwarven King. • Have Cid upgrade the airship. 	
<input type="checkbox"/> Tomra	Pg. 67
<input type="checkbox"/> Sealed Cavern	Pg. 68
<ul style="list-style-type: none"> • Defeat the Demon Wall and get the Crystal. • Escape from the Sealed Cavern. 	
<input type="checkbox"/> Sylvan Cave	Pg. 70
<input type="checkbox"/> Cave of Summons	Pg. 71
<input type="checkbox"/> Land of Summons	Pg. 72
<input type="checkbox"/> Castle Baron	Pg. 27
<input type="checkbox"/> Dwarven Castle	Pg. 58
<ul style="list-style-type: none"> • Hear the story of the Lunar Whale from King Giott. 	
<input type="checkbox"/> Adamant Grotto	Pg. 73
<input type="checkbox"/> Kokkol's Smithy	Pg. 73
<input type="checkbox"/> Mysidia	Pg. 41
<ul style="list-style-type: none"> • The elders call forth the Lunar Whale. Fly it to the moon. 	
<input type="checkbox"/> Hummingway Home	Pg. 74
<input type="checkbox"/> Lunar Path	Pg. 75
<input type="checkbox"/> Crystal Palace	Pg. 76
<ul style="list-style-type: none"> • FuSoYa joins the party. 	
<input type="checkbox"/> Cave of Bahamut	Pg. 77
<input type="checkbox"/> Giant of Babel	Pg. 78
<ul style="list-style-type: none"> • Defeat Scarmiglione, Cagnazzo, Barbariccia, and Rubicante. • Defeat the CPU of the Giant of Babel. • Follow Golbez and FuSoYa to the Moon. 	

<input type="checkbox"/> Cave of Trials	Pg. 80
<input type="checkbox"/> Crystal Palace	Pg. 77
<ul style="list-style-type: none"> • Find the entrance to the Lunar Subterrane. 	
<input type="checkbox"/> Lunar Subterrane	Pg. 82
<ul style="list-style-type: none"> • Collect a Pink Tail and trade it for Adamantite Armor (optional). • Defeat Zemus. 	





How to Use the Walk-through

STRATEGY POINT

The numbered points in each section list the actions you need to take to proceed on your quest, as well as opportunities to explore secret areas and find or buy special items. The numbers correspond to the orange points on the map.

PARTY LEVEL

FFIV Advance is a difficult game, and you may need to battle monsters to level up your characters before you challenge certain areas. If your characters' levels don't match the numbers shown here, you may have a tough time in the area.

THE WIND CRYSTAL of Fabul Kingdom

When you're in Fabul, the town was under constant attack by the evil forces of the Wind Crystal. If you can defeat the Wind Crystal, the town will be safe again.

RECOMMENDED LEVELS

NAME	SP	WEAKNESS	PRICE
CECIL	16		
BYDIA	15		
EDWARD	15		
RUSA	15		

Mt. Hobs

The wind crystal of Mt. Hobs is just to the east of the town of Fabul. This is the best way to reach it. The town is located in the mountains of Mt. Hobs. The town is located in the mountains of Mt. Hobs. The town is located in the mountains of Mt. Hobs.

WEST ENTRANCE

BEGIN YOUR ASCENT

At the top of the mountain, you will find the wind crystal. This is the best way to reach it. The town is located in the mountains of Mt. Hobs. The town is located in the mountains of Mt. Hobs. The town is located in the mountains of Mt. Hobs.

SAVE YANG FROM MOM BOMB

At the top of the mountain, you will find the wind crystal. This is the best way to reach it. The town is located in the mountains of Mt. Hobs. The town is located in the mountains of Mt. Hobs. The town is located in the mountains of Mt. Hobs.

STATION 5

MOM BOMB

38

Fabul Castle

After defeating Mt. Hobs, you'll find a long road that leads to Fabul Castle. This is the best way to reach it. The town is located in the mountains of Mt. Hobs. The town is located in the mountains of Mt. Hobs. The town is located in the mountains of Mt. Hobs.

RECOMMENDED LEVELS

NAME	SP	WEAKNESS	PRICE
CECIL	17		
BYDIA	16		
EDWARD	16		
YANG	10		
RUSA	12		

WEAPON SHOP

NAME	PRICE
Iron Staff	100
Iron Sword	100
Iron Shield	100

ARMOR SHOP

NAME	PRICE
Iron Helm	100
Iron Chest	100
Iron Leg	100

ITEM SHOP

NAME	PRICE
Iron Staff	100
Iron Sword	100
Iron Shield	100

WEAPON SHOP

NAME	PRICE
Iron Staff	100
Iron Sword	100
Iron Shield	100

ARMOR SHOP

NAME	PRICE
Iron Helm	100
Iron Chest	100
Iron Leg	100

ITEM SHOP

NAME	PRICE
Iron Staff	100
Iron Sword	100
Iron Shield	100

39

AREA MAP

Full maps are shown of each major area and of most of the smaller areas within (shops, homes, and connecting passages, for example). Labels on these maps list the items you can find, and direct you to other content in the guide.

BOSS DATA

The game's bosses are quite difficult, and special tricks may be required to beat them. You can read detailed strategies in boxes like this one and see a chart with each boss's stats and weaknesses.

SHOP LISTS

These charts list the stock for each shop in the game. These shops will not always be open the first time you enter the town, but they always sell the same items at the same prices.

MAP KEY

1 Numbered boxes refer to detailed strategy points elsewhere on the page.

POTION Items are called out by name at the chest or object where they can be found. Items in reverse type (light on dark) are inside buildings, and exact positions are not shown.

A Letters indicate where maps connect. To see where a door leads, find the corresponding letter.

S The "S" icon indicates a camp site where you can use a tent or cottage and save your game.

ENTRANCE As you might imagine, these markers indicate the entrance and exit of each area.

EXIT Many areas have secret passages through what seem like solid walls, forests, and dark voids. The dotted lines reveal the hidden path.

MIST DRAGON A red box on a map indicates the location where you'll fight a boss. There should be a corresponding boss box on the same page.

OLD WATERWAY PAGE 44 Some areas connect with other areas covered in different sections. You can flip to the listed page number for more details.

A drawing of a purple dragon-like creature with yellow horns and a yellow bell-shaped ornament on its chest. The creature has large, spiky wings and a fierce expression. It is wearing a purple collar with a yellow bell-shaped ornament hanging from it. The drawing is done in a sketchy, hand-drawn style with purple and yellow colors.

CECIL	10
KAIN	10

Castle Baron is a vast and gloomy fortress that conceals many treasures. Yet Cecil's quest is urgent, so at this point there is little time to explore. You can search the castle's dark corners when you return later in the game.

After being dismissed by the king, you can confer with Kain at the table to the east. To the south you'll find a supply room with a tent, Ether, and 480 gil (you'll need to push a small switch on the wall to open the door). From there, you can explore the castle or head through stairway E to reach your quarters in the west tower. Rest well, for you will be ushered out of the castle to begin your mission as soon as dawn breaks.

LATER Later in the game, you'll return to the castle via the Old Waterway (see pages 44 and 45 for details). You can return to the castle grounds through the door at point 2, and you'll find the area's first boss through door B. Before you challenge him, return to Cecil's room to rest and restore your party's health. You may want to do this after battling the boss as well.

LATER This area is blocked on your first visit to the castle, but when you return you can find a hidden switch on the west side of the room that connects doors C and H. A passage in the darkness leads to a small room with several useful recovery items.

LATER Upon your return to Castle Baron, you can also thoroughly explore the east tower. The upper floors contain several useful treasures.

CASTLE BARON

OLD WATERWAY
PAGE 44

ENTRANCE

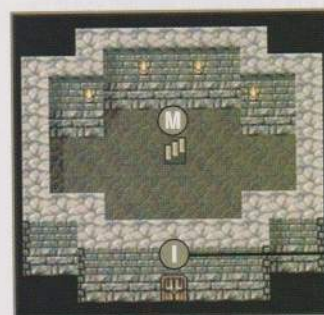
Labels on the map include: 1, 2, 3, 4, A, B, C, D, E, F, G, H, I, J, K. Lines connect these labels to specific locations on the map.

Page references on the right side of the map: (pg. 29), (pg. 28), (pg. 28), (pg. 28), (pg. 28), (pg. 29), (pg. 28).





WEST TOWER

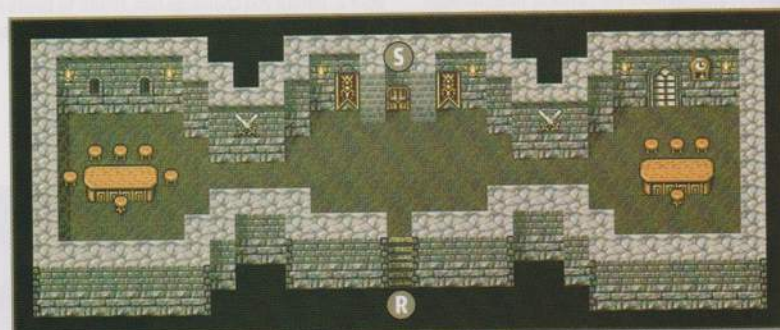
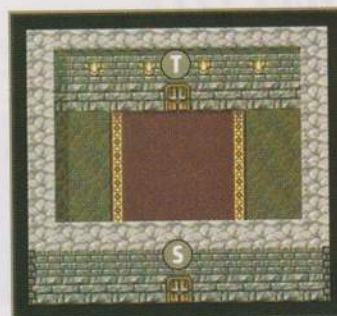
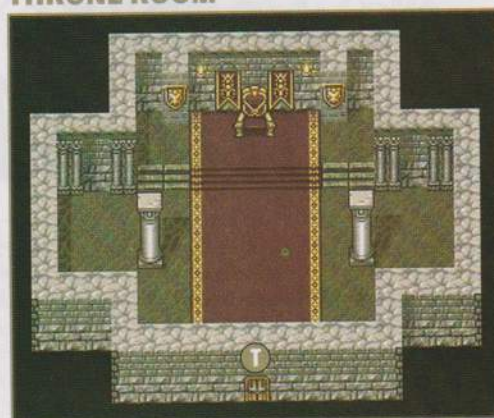


(pg. 27)

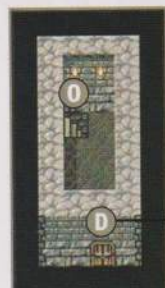
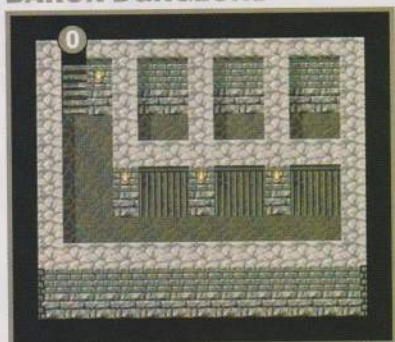
(pg. 27)

(pg. 27)

THRONE ROOM

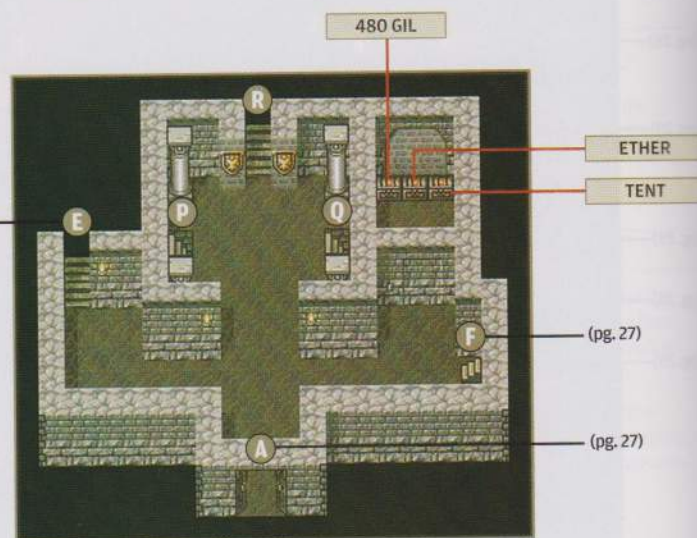


BARON DUNGEONS



(pg. 27)

(pg. 27)

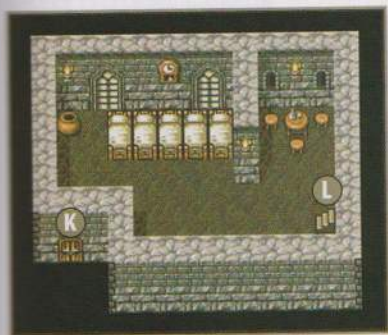


(pg. 27)

(pg. 27)



BLACK MAGIC RESEARCH LAB

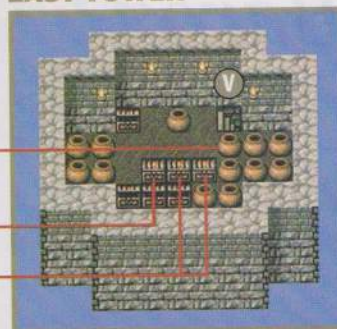


EAST TOWER

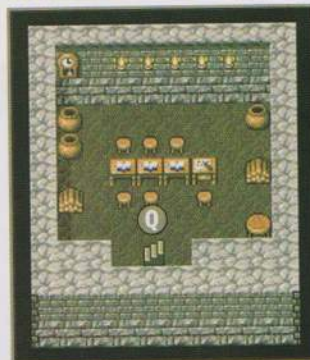
ETHER

ETHER

TENT

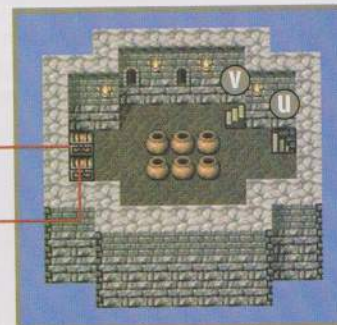


WHITE MAGIC RESEARCH LAB



HI-POTION

HI-POTION



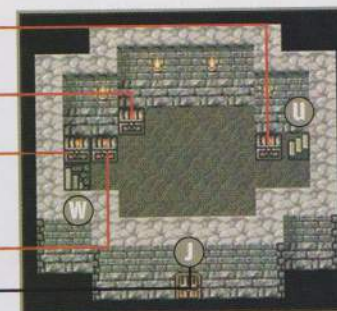
HERMES' SHOES

BACCHUS'S CIDER

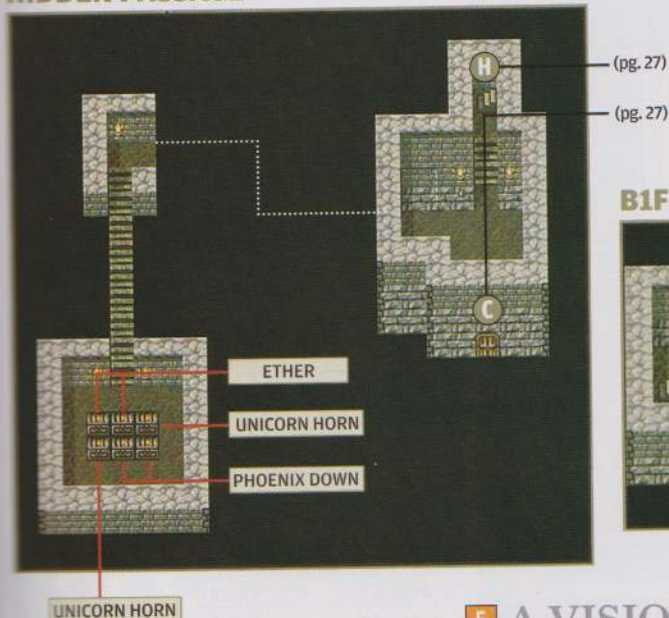
BACCHUS'S CIDER

HERMES' SHOES

(pg. 27)



HIDDEN PASSAGE



ETHER

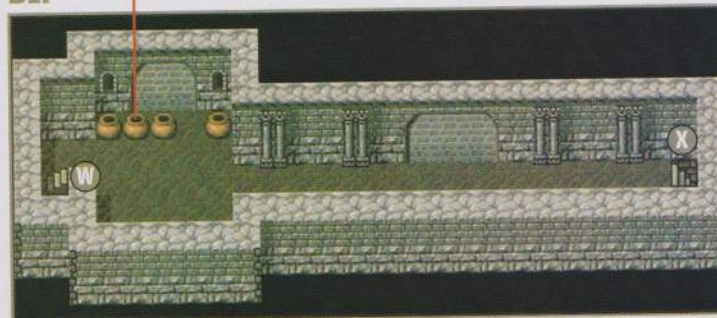
UNICORN HORN

PHOENIX DOWN

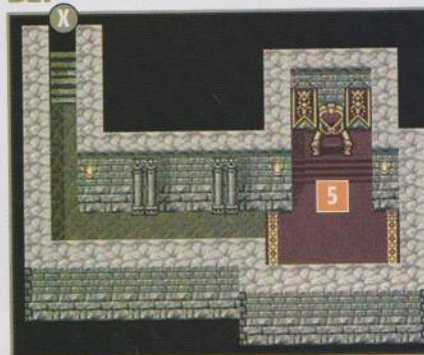
UNICORN HORN

B1F

ELIXIR



B2F



5 A VISION IN THE BASEMENT

In the lowest level of the east tower you'll encounter... King Baron? He won't have much to say to you at this point, but his words contain a hint on how to proceed. Speak to him again after visiting the Land of Summons to trigger a new event. See page 72 for details.



Baron City

The small town surrounding Castle Baron is home to the families of Rosa and Cecil, as well as most of the civilians in the Baron empire. At the moment your only business here is shopping and searching for hidden items, but in the future you'll be able to exploit a secret path that connects the city to the castle.

1 THE SHOPS OF BARON CITY

The weapon and armor shops are locked shut, leaving only an item shop to visit. Here you can buy quest staples like Potions and Phoenix Downs, but don't spend all your money before you thoroughly search the town for hidden items. There's no point buying stuff you can find for free!

2 THE INN'S SECRET ROOM

Even if you don't need to stay at the inn to restore your health, you should stop in to swipe a few hidden treasures. Grab a Potion from a pot, then search the wall-mounted swords to the north to find a hidden switch that opens the door to the treasure room. You can find more items by taking the hidden path through the woods in the northeast corner of town.

3 BARON'S SUNKEN TREASURES

Follow the path to the raised platform in the north, where a dancing girl will put on a show for you. As cute as she is, don't let her wiles distract you from noticing the staircase that leads into the adjacent pool. Step into the water and swim down the waterfalls to the pond in the southeast, where you can find a sunken Tent and Hourglass.



4 THE SOLDIERS IN THE INN

LATER When you return to Baron via the Devil's Road, you'll find a group of soldiers in the inn's dining area. The soldiers attack on sight, and can devastate your party with Mini and Pig spells. Have Palom or Tellah blast them with high-level spells to destroy them as soon as possible. If a character is transformed, heal them by having Palom and Porom cast the same spell on the inflicted character.

Yang will attack next, and his Kick command can do solid damage to everyone in the party. Keep your HP up and cast all the high-level spells you can, since Yang has several thousand more HP than he did when last you met.

After the battle, an abashed Yang will rejoin your party and hand over the Baron Key. You can use this to unlock the weapon and armor shops and the Old Waterway at point C. Coverage of that area begins on page 44. Yang has lost most of his gear, so you'll need to hit the shops first.



ITEM SHOP

NAME	PRICE
Antidote	40
Eye Drops	30
Gold Needle	400
Gysahl Greens	50
Maiden's Kiss	60
Phoenix Down	100
Potion	30
Tent	100

WEAPON SHOP

NAME	PRICE
Fire Claw	350
Healing Staff	480
Ice Claw	450
Thunder Claw	550
Thunder Rod	700

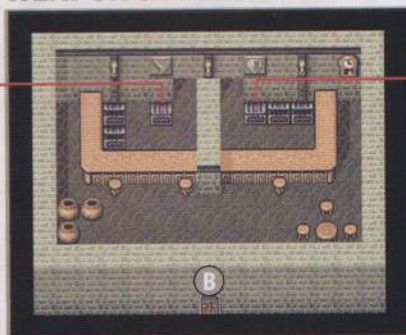
ARMOR SHOP

NAME	PRICE
Kenpogi	4,000
Silver Armlet	650
Twist Headband	450

CID'S HOUSE



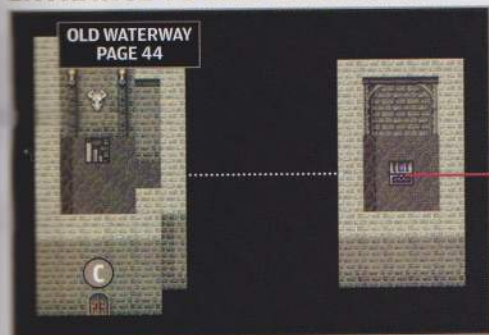
WEAPON & ARMOR SHOPS



RAGE OF ZEUS

2,000 GIL

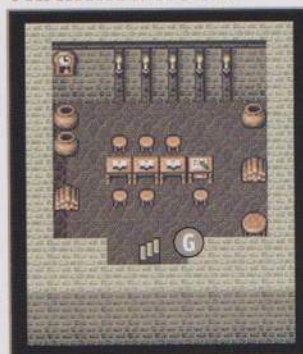
ENTRANCE TO OLD WATERWAY



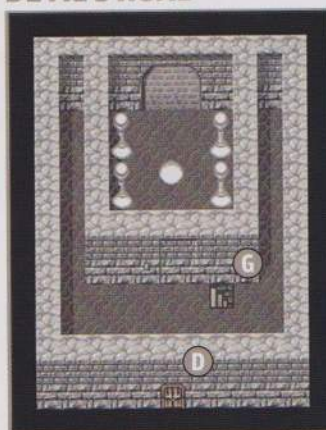
OLD WATERWAY
PAGE 44

1,000 GIL

TRAINING ROOM



DEVIL'S ROAD



INN



DWARVEN BREAD

TENT

EYE DROPS

POTION

ROSA'S HOUSE





Mist Cave

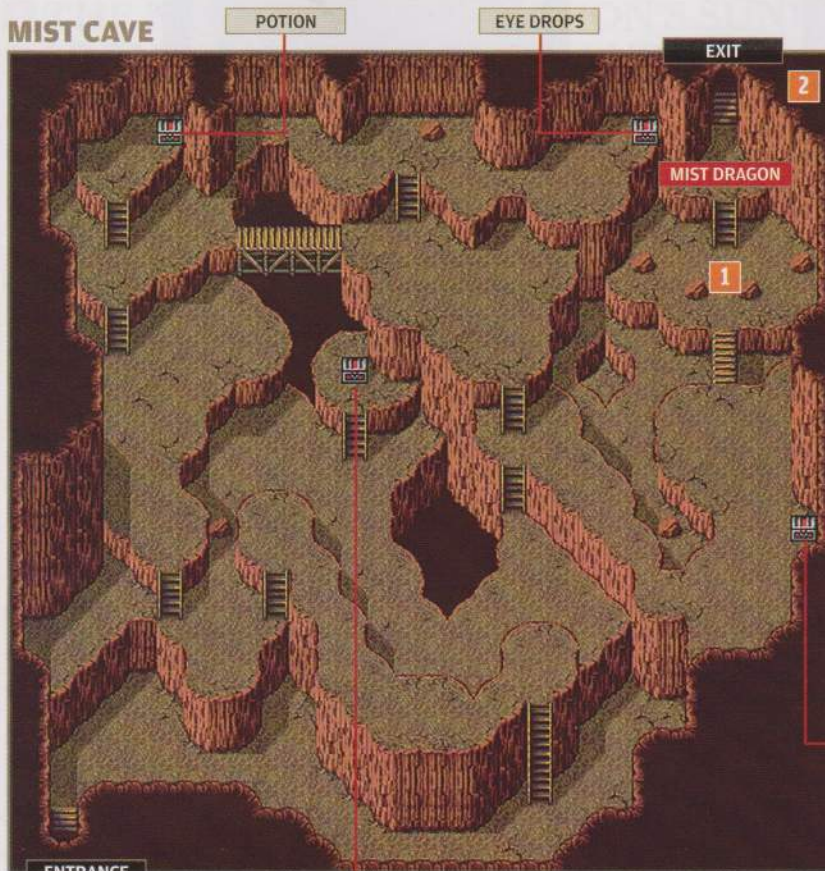
To reach the Mist Cave, travel over a bridge to the west of Baron and then through a mountainous valley to the northwest. You'll be attacked many times on your journey, but the foes should be nothing your powerful warriors can't handle! Save your game before you enter the Mist Cave, as you won't be able to once you're inside.

RECOMMENDED LEVELS

CECIL
KAIN

12
12

MIST CAVE



1 THE VOICE IN THE MISTS

You'll be threatened by a mysterious voice as you travel through the Mist Cave, and the warnings will get more dire as you reach the end. At point 1 you'll hear its final warning—heal up if you're wounded and steel yourself for battle as you ascend the next staircase. When you refuse the voice's demand to withdraw, you'll be attacked by a Mist Dragon, the dungeon's boss guardian.

MONSTERS

NAME	HP	WEAKNESS	PAGE#
Flying Eyes	40	Throw	96
Goblin	6	-	97
Insectus	28	-	98
Sword Rat	30	-	103

Mist Dragon

To dish out the maximum amount of damage, have Kain use his Jump command while Cecil focuses on regular attacks. When the boss disappears in a cloud of mist, hold back and use your turns only to Defend or use items. Not only are attacks against the mist futile, but they also provoke deadly Cold Mist counterattacks!

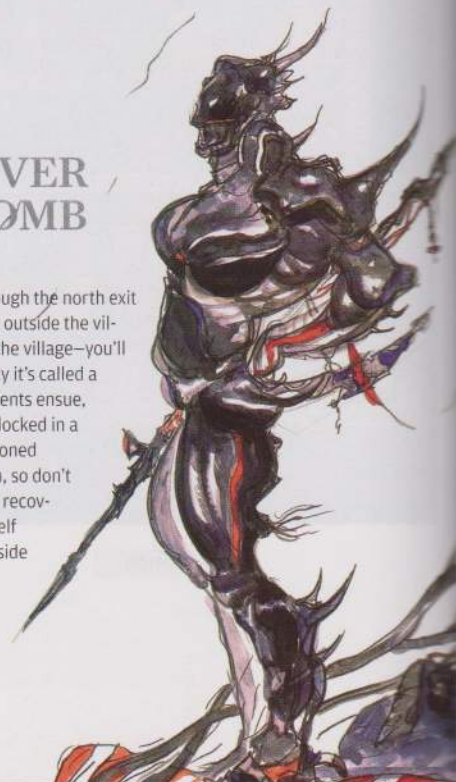


STATUS

HP	465
EXP	700
Gil	200
ATK	16
DEF	5
Weak Vs.	-

2 DELIVER THE BOMB RING

Leave the cave through the north exit to find yourself just outside the village of Mist. Enter the village—you'll quickly discover why it's called a "Bomb Ring." As events ensue, you'll find yourself locked in a battle with a summoned Titan—you can't win, so don't even try! When you recover, you'll find yourself alone on the other side of the mountains.



Kaipo

You may have to battle through several random encounters as you head north to the desert town of Kaipo. The enemies are numerous but not as dangerous as they may appear. Use your Dark command sparingly, as it will damage you more than they ever could! When you reach the desert, head northeast to the oasis town of Kaipo.

1 SAVE RYDIA AND EARN HER TRUST

Upon entering Kaipo, Cecil will head straight for the inn. Baron's soldiers will find you here, but not before you have a chance to rest a bit and refill your HP. Blast the grunts with the Dark command and then turn your normal attacks on the general for an easy victory. Touched by your chivalry, Rydia will join your party soon after.



2 AN UNEXPECTED REUNION

In the house in the northeast corner of town you'll stumble upon another Baron expatriate. Rosa was found near the ruins of Mist, and is now trapped in the delirium of desert fever. You'll need a Sand Ruby, a gem found only in Antlion Caves, to cure the malady.

3 SHOPPING FOR TELLAH

The shops here don't sell much that Cecil or Rydia could use, but there are several items that can give your next new ally a much-needed defensive boost. You'll meet Sage Tellah in the Underground Waterway, and he could benefit from a Leather Cap and Iron Ring for his bare head and arms.

RECOMMENDED LEVELS

CECIL	12
RYDIA	1



KAIPO



ITEM SHOP

NAME	PRICE
Antidote	40
Eye Drops	30
Gold Needle	400
Gysahl Greens	50
Maiden's Kiss	60
Phoenix Down	100
Potion	30
Tent	100

WEAPON SHOP

NAME	PRICE
Bow	220
Iron Arrow	10
Rod	100
Staff	160

ARMOR SHOP

NAME	PRICE
Clothes	50
Iron Armlet	100
Leather Cap	100
Leather Garb	200





THE SAND RUBY IN *The Antlion Cave*

The Sand Ruby that can save Rosa's life won't be easy to find. You'll first need to pass through the Underground Waterway to reach the kingdom of Damcyan. After a brief stop at Damcyan Castle, you can finally set off for the Antlion Cave.

RECOMMENDED LEVELS

CECIL	14
RYDIA	5
TELLAH	20

Underground Waterway

The entrance to the waterway is north and a little to the east of Kaipo. Before you attempt it, provoke a few encounters with simple desert enemies to put Rydia up a few levels, then restore her HP and MP with a quick stay at Kaipo's inn. The spells she'll learn will be a great help during the challenges to come.

1 AN OLD MAN IN NEED

At the end of the second bridge to the west you'll run into an old man who is in desperate need of assistance. He is none other than the Sage Tellah from Kaipo, and he's more than willing to help you if you'll help him find his daughter. Considering he's a powerful level-20 spellcaster, you may be getting the better end of this bargain.

2 THE CHAMBER BELOW THE FALLS

A stairway south of the Iron Armlet chest leads straight into the lake. By wading through the water you can reach both the Iron Armlet and a hidden chamber beneath the waterfall with three treasure chests!



MONSTERS

NAME	HP	WEAKNESS	PAGE#
Alligator	175	Ice	90
Gigantoad	47	Ice	97
Killer Fish	65	Lightning	98
Red Mousse	35	Fire	101
Sahagin	64	Lightning	102
Tiny Mage	69	-	103
Toadgre	59	Ice	103
Vile Shell	58	Lightning	104
Water Bug	125	Lightning	104
Zombie	52	Holy, Fire	104

3 REST AT THE CAMP SITE

You can afford to use Tellah's and Rydia's spells with abandon to speed through this floor. That's because there's a camp site at point 3 where you can pitch a tent, save your game, and recover all your lost HP and MP. Don't forget that you can press to the left to target all enemies when casting spells.



4 THE PATH IN THE DARKNESS

On the second part of the third sublevel, don't rush directly up the stairs at the end of the map. To the left of the staircase is a secret passage that climbs over the staircase and lets out at the east side of the map, near a chest with a Feathered Cap. Follow the dotted line on the map below to find your way through the darkness.

B3F



BOMB FRAGMENT

580 GIL

5 THE OVERLAND PASSAGE

The Underground Waterway has been broken up into two sections. After completing the first, you'll exit into a small Overworld valley where you can pitch a tent and save your game. Then enter the more difficult Waterfall area through the passage to the north and prepare to get wet.

ANTARCTIC WIND

SHADOW BLADE

NORTH ENTRANCE



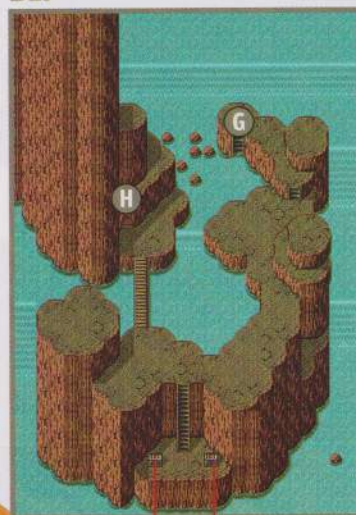
ETHER

HOURGLASS

WATERFALL

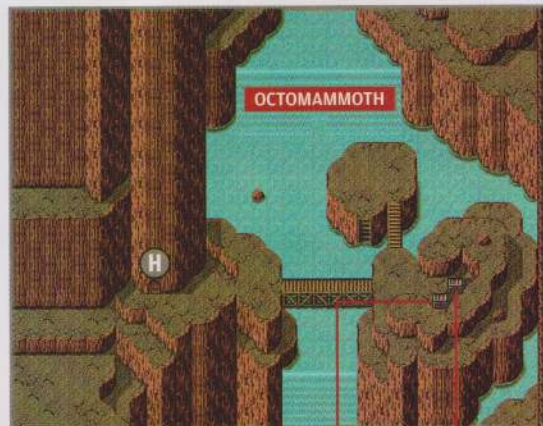


B1F



HADES HELM

HADES GLOVES



HERMES' SHOES

HADES ARMOR

Octomammoth

You'll need to cut through all eight tentacles before you can slay the Octomammoth with a direct hit to the head. To deal the most damage, have Cecil use standard attacks while Tellah and Rydia blast the creature with Thunder spells.



STATUS

HP	2,350
EXP	1,200
Gil	500
ATK	22
DEF	0
Weak Vs.	Dark, Lightning



Damcyan Castle

You'll exit the Underground Waterway just south of Damcyan Castle, but an untimely bombing run will obliterate the castle just as you approach its gates. Only a few Damcyans survived, but one will be willing to help you save Rosa.

RECOMMENDED LEVELS	
CECIL	15
RYDIA	12
TELLAH	20

1 THE PRINCE AND HIS HOVERCRAFT

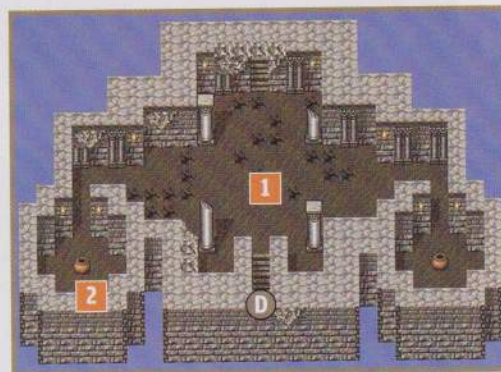
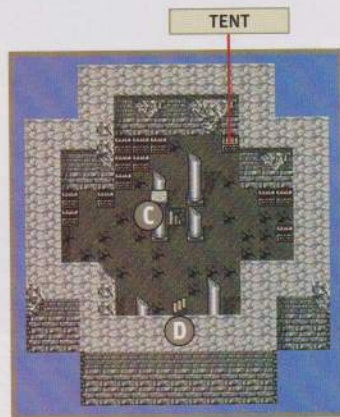
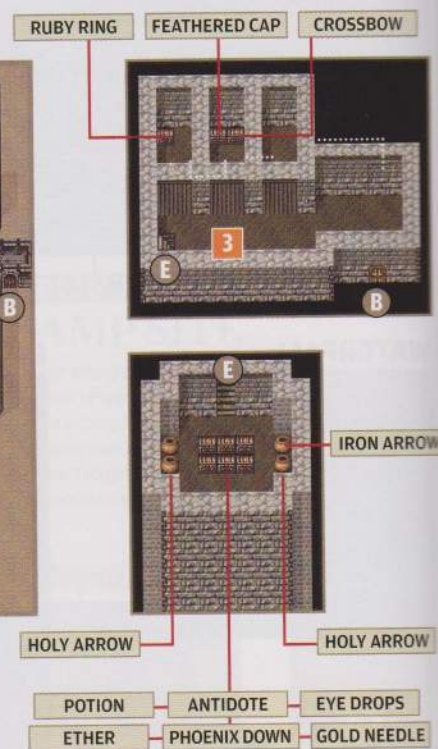
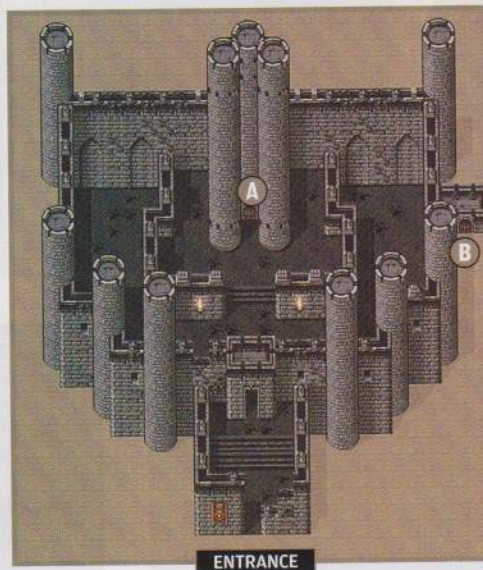
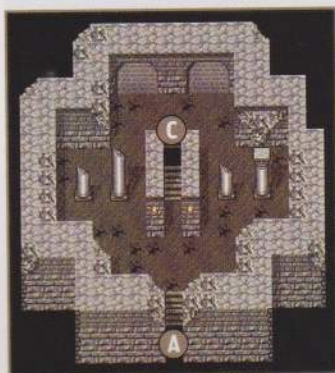
Make your way to the castle's top floor, where Tellah will find Anna and confront the man she ran away with. After the events that follow, Tellah will leave your party in a huff, but Prince Edward will join as a replacement. The Prince is an odd character; he can heal the group and sing status-condition-inducing songs, but he'll automatically run and hide when his HP gets low. Cure him as necessary to keep him in battle.

2 HEALING WATER IN THE CASTLE

After the events on the third floor, Edward will usher you back to the Overworld and into his hovercraft. If your party remains wounded, you should immediately park the hovercraft and return to the castle, where you'll find two healing pots on the third floor. The one on the left restores HP, and the one on the right refills your MP.

3 THE DUNGEONS OF DAMCYAN

From just in front of the castle's entrance you can head east through the sand to enter the dungeons at point B. A not-so-hidden switch to the right of the first cell will open a door to the cells, and secret passages within the cells will let you reach the treasures. Still more treasures await in the dungeon basement, contained in both the chests and pots.



Antlion Cave

The hovercraft allows you to glide over the rocky shoals in the water to the northeast and southwest of Damcyan Castle. To the southwest you'll find an easy route back to Kaipo Village, and to the northeast you'll find entrances to both Mt. Hobs and the Antlion Cave.

RECOMMENDED LEVELS

CECIL	15
RYDIA	12
EDWARD	6

1 A NEW HARP FOR EDWARD

Edward draws his musical ability from his harp, so when you replace his Dreamer's Harp with the Lamia Harp found in the treasure room here, his music will begin confusing foes instead of putting them to sleep. This is an added effect of his normal attacks, so you don't need to waste your turns with the rarely effective Sing command to do it!

2 BACKTRACK TO A CAMP SITE

After grabbing the harp, you can return to level B1 through stairway C. This will put you right outside of the door that leads to this dungeon's camp site. Raid the chests and then spend a quiet night at camp before heading to the Antlion Nest through stairway E.

MONSTERS

NAME	HP	WEAKNESS	PAGE#
Adamantoise	190	Ice	92
Basilisk	90	-	93
Domovoi	37	-	95
Goblin	6	-	97
Leshy	130	Holy	99
Sand Worm	75	-	102
Yellow Jelly	55	Lightning	104



ANTLION NEST



Antlion

You should be able to shrug off the Antlion's regular attacks, but the counterattacks it unleashes when attacked directly are much more powerful. Instead of using standard attacks, have Cecil use Dark, have Edward use Heal, and have Rydia summon Chocobo for heavy damage.



STATUS

HP	1,100
EXP	1,500
Gil	800
ATK	11
DEF	3
Weak Vs.	-



ETHER
PHOENIX DOWN



3 RUSH THE RUBY BACK TO ROSA

When you've claimed the ruby, use your Emergency Exit to return to the surface (or walk out to earn some more EXP). Take your hovercraft back to Damcyan, over the shoals to the southwest, and through the desert to Kaipo. Use the Sand Ruby at Rosa's bedside to break the fever immediately. Restored to full health, she'll join your party on the spot.



THE WIND CRYSTAL of Fabul Kingdom

With Damecyan in ruins, the Baron war machine is turning its sights on Fabul, home of the Wind Crystal. If you can cross the treacherous peaks of Mt. Hobs in time, perhaps you can beat Golbez to Fabul and discover his true intentions.

RECOMMENDED LEVELS

CECIL	16
RYDIA	14
EDWARD	13
ROSA	11

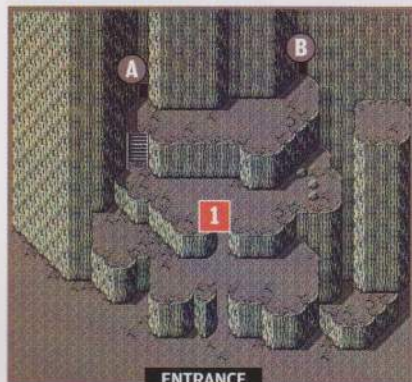
MONSTERS

NAME	HP	WEAKNESS	PAGE#
Bloodbones	210	Fire, Holy	93
Bomb	55	-	93
Cockatrice	149	Throw	94
Gargoyle	160	Holy, Throw	96
Gray Bomb	111	-	97
Skeleton	135	Holy, Fire	102
Spirit	86	Holy	103

Mt. Hobs

The west entrance of Mt. Hobs is just to the northeast of the Antlion Cave. The way is blocked with a wall of ice, but Rosa can convince Rydia to master the art of fire and blaze a path through it. If you haven't already returned to Kaipo to heal her, do it now!

WEST ENTRANCE



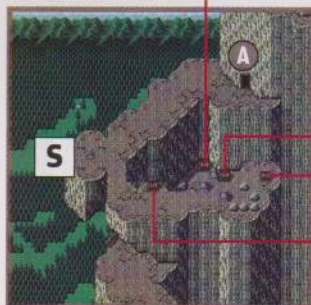
1 BEGIN YOUR ASCENT

At point 1 Rydia will clear the ice and learn the Fire spell. This spell will give her some game against the Skeletons that prowl here, but none of the other enemies will have much to fear from her. Consider equipping Rosa with some of the Holy Arrows found in the chests so she can help slay difficult Gargoyles and Spirit enemies.

2 SAVE YANG FROM MOM BOMB

At point 2 you'll find High Monk Yang fighting for his life against a group of bloodthirsty monsters. If you can save him from the Mom Bomb, he'll join your party. This versatile fighter can strike a group of foes with the Kick command, boost his own strength with the Power command, and give himself a battle-long defensive boost with the Gird command.

STATION 5



GOLD NEEDLE
960 GIL
TENT

SUMMIT



EAST ENTRANCE



Mom Bomb

Don't cast Fire spells against Mom Bomb, or she'll explode, and not in the good way. Instead, hammer her with normal attacks and Chocobo Kicks. When you see the explosion warning, heal until all characters have at least 100 HP. The explosion will leave six smaller bombs that can be wiped out with Cecil's Dark command and Yang's Kick command.



STATUS

HP	11,000
EXP	1,900
Gil	543
ATK	30
DEF	1
Weak Vs.	-

Fabul Castle

After clearing Mt. Hobs, you'll still have a long road ahead of you. Fabul is far to the east, past several screens of rocky shoreline, through a wide mountain valley, and in the center of a small desert. But your efforts are not in vain—you'll arrive just in time.



(pg. 40)

(pg. 40)

ENTRANCE

RECOMMENDED LEVELS

CECIL	17
RYDIA	15
EDWARD	14
YANG	10
ROSA	12

WEAPON SHOP

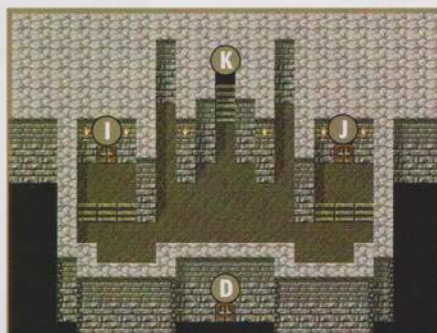
NAME	PRICE
Fire Claw	350
Ice Claw	450
Thunder Claw	550

ARMOR SHOP

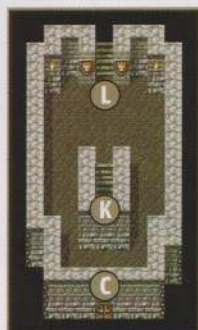
NAME	PRICE
Demon Armor	3,000
Demon Gloves	800
Demon Helm	980

ITEM SHOP

NAME	PRICE
Antidote	40
Eye Drops	30
Gold Needle	400
Gysahl Greens	50
Maiden's Kiss	60
Phoenix Down	100
Potion	30
Tent	100



HERMES' SHOES



SPIDER'S SILK
DEMON SHIELD
ETHER



1 GEAR UP FOR THE SIEGE

Events will unfold quickly when you speak to the king, so do your shopping and search the towers for items before you enter his throne room. The shop at point 1 sells a variety of elementally charged claws for Yang. All are equally powerful, but Yang can equip two at once, so you'll want to grab a second. You can also buy new Demon armaments for Cecil. They offer incremental improvements at high prices, but if Cecil is below the suggested level, he may need them.

2 STAND FAST AGAINST BARON

You don't need to rest at the inn, as your health will be refilled automatically when the siege begins. After meeting the king, Cecil, Edward, and Yang will fight a series of six battles, alternating between Baron soldiers and monsters. You can't heal or change equipment between the enemy waves, so make sure everyone is equipped with the best possible gear before you talk to the king (especially Yang, who joined with bare arms and no headgear). For more experience and gold, slay the Baron Captains before you kill their last soldier so they won't be able to retreat.

3 BETRAYED BY AN OLD FRIEND

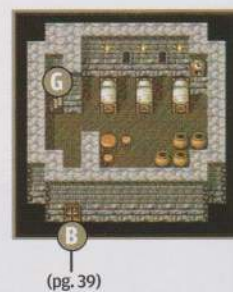
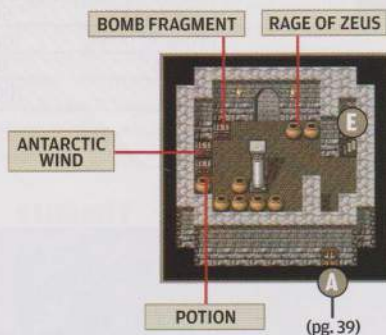
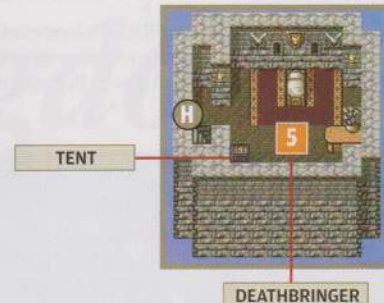
Your reunion with Kain in the Crystal Chamber will not be a happy one; he'll attack Cecil in a one-on-one battle that you simply cannot win. Since you're doomed to fail here, don't waste any healing items. Cecil will survive his defeat, but not without paying a heavy price to Golbez.

4 PLANNING A COUNTERATTACK

Rydia's healing should leave you in good shape, but you'll still need to visit the inn so you can discuss your next move with the party. After a much-needed rest, you'll be summoned to speak with the king in his room atop the east tower.

5 AN EVIL BOON FROM THE KING

After agreeing to your request for a ship, the king will present Cecil with the legendary Deathbringer. Not only does this sword significantly boost Cecil's Attack and Defense scores, but it also has a chance of scoring a one-hit kill against any enemy it damages!



6 FABUL'S HIDDEN TREASURE ROOM

Before you set off for the port, return to the throne room and step on the off-color stone at the east end of the room to reveal a secret passageway. If you can find your way through the darkness beyond the door, you'll discover a small treasure room with a few supplies and a Demon Shield for Cecil.



A QUEST FOR *Redemption*

When Cecil's ship is smashed by Leviathan, he awakens to find himself alone in the Overworld's southeastern continent. The only civilization nearby is Mysidia, where Cecil has few friends. Before the Mysidians will help him return to Baron, he'll need to give up the path of darkness and begin a new life as a Paladin of light.

Mysidia

You committed unspeakable crimes when last you visited Mysidia, and the citizens have neither forgotten nor forgiven Cecil. To exact revenge, they may poison Cecil or transform him into a toad or pig when he speaks to them. To reverse the effects of the transformations, speak again to the person who cursed you.

1 A TRIAL FROM MYSIDIA'S ELDER

The Elder in the Manor of Prayers is willing to listen to Cecil, and will offer him an opportunity to prove himself by traveling to Mt. Ordeals and attaining the rank of Paladin. He'll also assign a pair of young mages to accompany you. Palom and Porom are ill-equipped for battle, so pay a visit to the weapon and armor shops before you depart. Of the two rods available to Palom, the Flame Rod will serve him far better in Mt. Ordeals.

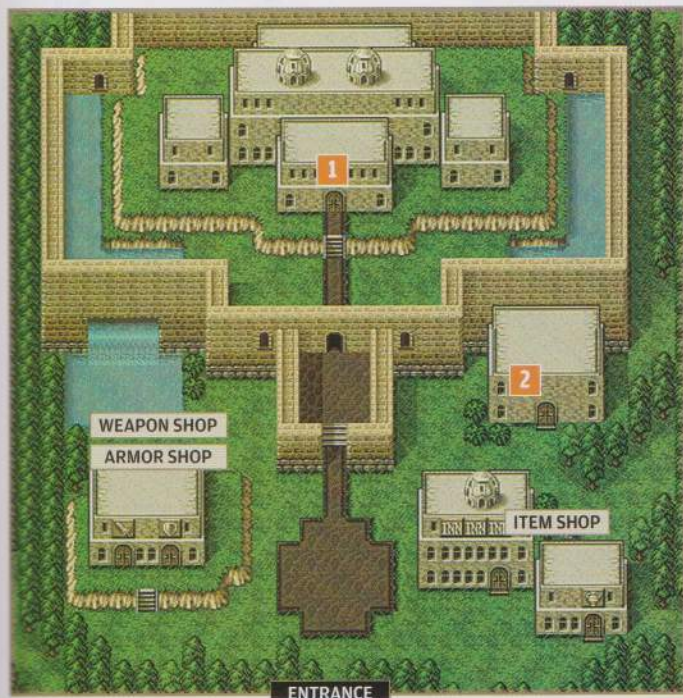
2 THE DEVIL'S ROAD TO BARON

LATER When Cecil passes the Elder's challenge, he'll be allowed access to the Devil's Road on the east side of town. Before you step into the teleportation gate, visit the armor shop to sell Cecil's old Dark gear and purchase the series of Light and Knight gear that he can now equip. The Devil's Road leads straight to Baron City—turn to page 30 for details on how to proceed.

RECOMMENDED LEVEL

CECIL

17



WEAPON SHOP

NAME	PRICE
Crossbow	700
Flame Rod	380
Healing Staff	480
Holy Arrow	20
Ice Rod	220

ARMOR SHOP

NAME	PRICE
Gaia Gear	500
Gauntlets	3,000
Knight's Armor	8,000
Light Helm	4,000
Light Shield	700
Silver Armlet	650
Wizard's Hat	700

ITEM SHOP

NAME	PRICE
Antidote	40
Cottage	500
Echo Herbs	50
Gold Needle	400
Hi-Potion	150
Phoenix Down	100
Potion	30
Tent	100



Mt. Ordeals

Mt. Ordeals is far to the east of Mysidia, at the literal heart of this Chocobo-shaped island. Before you enter the mountain to begin your trials, you may want to go on a scouting mission just to get Palom and Porom up a few levels. In their current state they're unlikely to survive direct attacks from the monsters on Mt. Ordeals.

AID IN THE CHOCOBO FOREST

The small grove of trees south of Mt. Ordeals is a Chocobo Forest, always a welcome sight. Have Porom use up her MP to heal the party, then refill it by catching a White Chocobo. After completing Mt. Ordeals, you can grab a Yellow Chocobo to ride back to Mysidia in style (and without random battles).

1 DOUSE THE WALL OF FIRE

You'll need Palom to douse the flames that block the entrance to Mt. Ordeals. If your guilty conscience has kept you from visiting Mysidia, you'll have no choice but to return there and confront your past misdeeds.

2 A CHANCE REUNION

As you ascend the mountain you'll run into Sage Tellah, who has come to Mt. Ordeals to unlock the secret of the Meteor spell. He hasn't learned any new tricks since your last encounter, but any character capable of casting Fire will be an asset against the undead monsters.

3 RESIST YOUR DARK NATURE

Your trials begin when you enter the tomb at point 3. Here you will have to prove yourself by battling your own dark nature. The mysterious voice says that "a true Paladin will sheathe his sword," which is a hint to forego direct attacks and spend your turns using the Defend command or healing yourself with your new Cure spell. After several turns of passive resistance, the battle will be won.

You'll earn the Sword of Legend in the process, but all of Cecil's other dark armaments will fall right off, leaving you virtually defenseless. You can buy new gear in Mysidia, but in the meantime you should equip whatever old hand-me-downs you have in your inventory.

MONSTERS

NAME	HP	WEAKNESS	PAGE#
Bloodbones	210	Holy, Fire	93
Ghoul	222	Holy, Fire	97
Lilith	466	Fire	99
Revenant	250	Holy, Fire	101
Skeleton	135	Fire, Holy	102
Soul	200	Holy	103
Spirit	86	Holy	103
Zombie	52	Fire, Holy	104

RECOMMENDED LEVELS

CECIL	18
PALOM	12
POROM	12



ENTRYWAY



STATION THREE



STATION SEVEN



SUMMIT



Scarmiglione

When you first encounter Scarmiglione, he's backed up by four Skullnants. They're just as dangerous, but have far fewer hit points, so ignore the boss while you wipe them out quickly with Fire spells. Focus Cecil's direct attacks and any remaining magic power.



STATUS (SCARMIGLIONE)

HP	3,500
EXP	3,200
Gil	2,000
ATK	19
DEF	2
Weak Vs.	-

STATUS (SKULLNANT)

HP	200
EXP	50
Gil	100
ATK	42
DEF	1
Weak Vs.	Holy, Fire

Scarmiglione (Second Battle)

You're not done with Scarmiglione yet! If the first fight left you wounded, return to the camp site to heal before you cross the bridge. When you do, Scarmiglione will reappear to strike from behind, so have your first character use the Row command to reverse your order. Despite all of Scarmiglione's bluster, Cecil's evil blade works just fine against him, and the beast won't last long against your focused attacks and spells.



STATUS (SCARMIGLIONE AGAIN)

HP	3,523
EXP	3,600
Gil	2,500
ATK	46
DEF	1
Weak Vs.	Throw, Holy, Fire



INFILTRATING *Castle Baron*

As a Paladin, Cecil can now take Mysidia's Devil's Road to Baron City. After beating Yang in the Baron City inn, you'll earn the key to an Old Waterway that connects Baron City to the Castle Baron moat. This will allow you to sneak back into the castle and finally confront the corrupted King Baron.

RECOMMENDED LEVELS

CECIL	11
PALOM	17
POROM	17
YANG	18
TELLAH	22



Old Waterway

Most of the enemies that patrol the abandoned waterway are weak to Thunder spells and attacks, so you'll get a lot of mileage from the Thunder Claws and Rods sold in Baron City. The waterway is full of secret passages, so you'll need to feel around the walls to find the path.

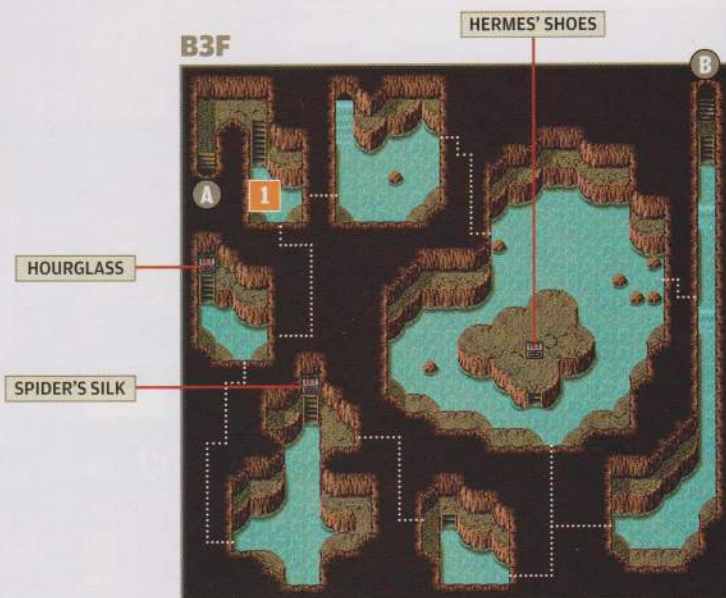
B4F



MONSTERS

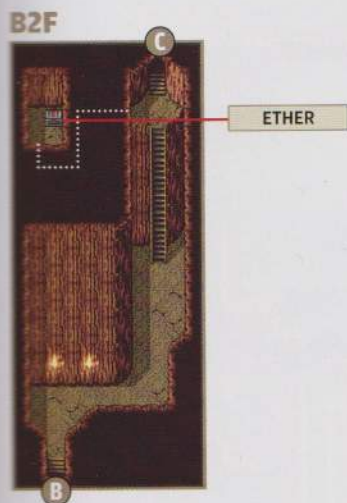
NAME	HP	WEAKNESS	PAGE#
Alligator	175	Ice	92
Baron Guard	280	-	93
Death Shell	380	Lightning	95
Electrofish	284	Throw	96
Flood Worm	638	Lightning	96
Gigas Gator	292	Ice	97
Hydra	257	Lightning	98
Killer Fish	65	Lightning	98
Splasher	180	Lightning	103
Vile Shell	58	Lightning	104

B3F



1 FEEL OUT THE FALSE WALLS

There is an apparent dead end at point 1, but there are actually two secret passages through the darkness here. The southern passage is better for treasure hunters, since it will take you past the two chests, but the eastern passage is a more direct route to the exit.



2 TREASURES IN THE CAMP SITE

A camp site is a welcome find in a tough dungeon, but this one offers more than the usual amenities. A hidden passage in the northeast wall leads to a chest with a rare Ancient Sword for Cecil. It's actually a bit less powerful than the Sword of Legend, but it may curse the enemies it damages.



REST IN CECIL'S ROOM

You'll emerge in the northern moat, but can travel south to an entrance to the castle. If necessary, stop at your room in the west tower to rest, since you'll face boss Baigan in the castle's entryway and Cagnazzo in the throne room.



Baigan

The source of Baigan's attacks is his arms, but if you destroy both he'll simply regenerate them. Destroy only one arm, then focus on his body. After he's been hit with a spell for the first time, Baigan will cast Reflect to bounce future spells back at you. Make that first spell count, then switch to enhancement spells like Haste and Berserk for your fighters.



STATUS

HP	4,444
EXP	4,800
Gil	3,000
ATK	58
DEF	1
Weak Vs.	~

Cagnazzo

For a speedy victory, equip Yang with a Thunder Claw and have Palom and Tellah blast Cagnazzo with their strongest Thunder spells. Cecil and Porom should focus on healing the wounded, since Cagnazzo can dish out absurd amounts of damage with his Tsunamis (around 250 HP per character).



STATUS

HP	5,312
EXP	5,500
Gil	4,000
ATK	44
DEF	2
Weak Vs.	Ice

TAKE FLIGHT ON THE ENTERPRISE

After you defeat Cagnazzo, Cid will join your party and lead you to his hidden airship. Your next destination is Troia, home of the Earth Crystal, but there are a few other towns you may wish to visit first. If you haven't yet found all of the treasures in Baron, you can land the airship and re-enter the castle by pulling a switch near the front gate.





RECOMMENDED LEVELS	
CECH	17
TELLAH	23
CID	20
YANG	20

OUTSIDE



1 RYDIA'S LOST TREASURES

You'll find only Bomb Fragments in the outside area, but Rydia's family has squirreled away several treasures that are far more interesting. The hidden path begins in the fireplace and leads to a room with three chests. The highlight is the Gold Hairpin, a valuable piece of headgear that can be worn by a future party member. Continue east to discover a second hidden path, which leads to a Rod of Change that Tellah may wish to equip.

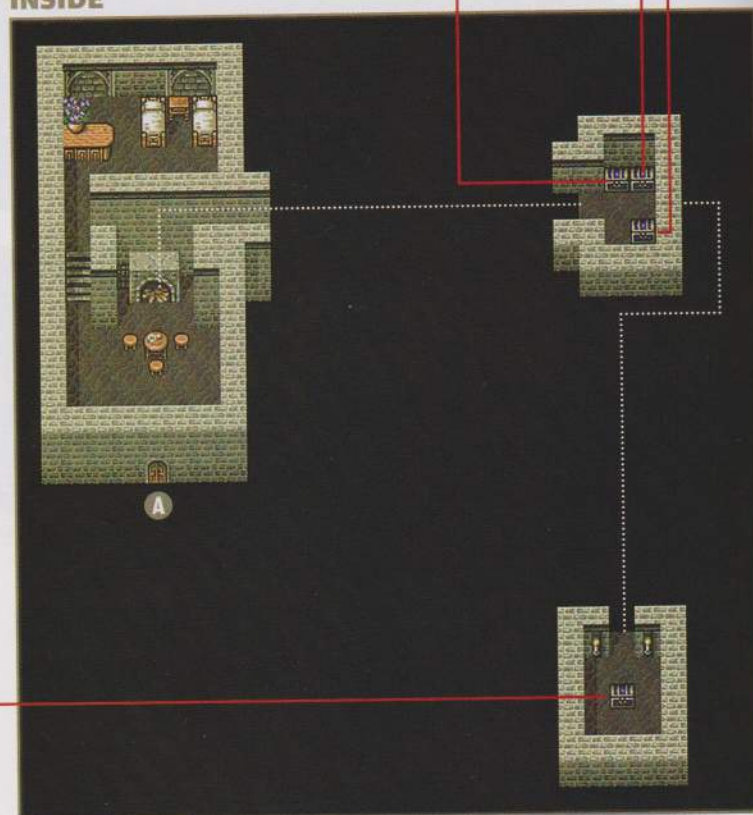
WEAPON SHOP

NAME	PRICE
Dancing Dagger	5,000
Whip	3,000

ARMOR SHOP

NAME	PRICE
Bard's Tunic	700

INSIDE



Agart

Agart is a town on a small island directly south of Baron. Here you can purchase a few conventional items and enjoy a public observatory, but there is little else to find at this point in the game. You'll return to discover the secret of Agart's well a bit later.

RECOMMENDED LEVELS

CECIL	17
TELLAH	23
CID	20
YANG	20



HOLY ARROW

1 THE AGART OBSERVATORY

The observatory at point 1 contains a massive telescope that is always pointed at the moon. It isn't important at this stage, but stargazers can stop in any time to enjoy the view.

2 PLUMBING THE WELL'S DEPTHS

LATER After completing the Tower of Zot, you'll be joined by an old friend who has picked up a mysterious stone known as the Magma Rock. When you toss it into the well here, a sudden tremor will rock the mountains to the north. The devastation will leave a sinkhole that's large enough for an airship to fit through.

WEAPON SHOP

NAME	PRICE
Boomerang	3,000
Bow	220
Crossbow	700
Holy Arrow	20
Iron Arrow	10
Rod	100
Spear	60
Staff	160

ARMOR SHOP

NAME	PRICE
Iron Armor	600
Iron Gloves	130
Iron Helm	150
Iron Armlet	100
Iron Shield	100

ITEM SHOP

NAME	PRICE
Antidote	40
Eye Drops	30
Gold Needle	400
Gysahl Greens	50
Maiden's Kiss	60
Phoenix Down	100
Potion	30
Tent	100





Mythril

The village of Mythril is the hardest of the new towns to find, but may be the most rewarding. Here you can find several nice items and purchase fantastic (but pricey) equipment for your party members. You'll find Mythril on an island east of Baron and a little to the north. If you have trouble finding it, locate Fabul and head due south from there.

RECOMMENDED LEVELS

CECIL	17
TELLAH	23
CID	20
YANG	20



WEAPON SHOP

NAME	PRICE
Mythril Hammer	8,000
Mythril Knife	3,000
Mythril Staff	4,000
Mythril Sword	6,000

ARMOR SHOP

NAME	PRICE
Mythril Armor	17,000
Mythril Gloves	2,000
Mythril Helm	3,000
Mythril Shield	1,000

ITEM SHOP

NAME	PRICE
Diet Food	100
Maiden's Kiss	60
Mallet	80

1 MADE FROM MYTHRIL

Mythril is expensive, but it's the best gear you can buy at this point in the game. Cid probably needs equipment more than your other characters, so pick up a Mythril Hammer and some armaments for him, then buy gloves, a helm, and a shield for Cecil if any money remains. Don't sell your old gear—you'll want that Wooden Hammer and plenty of non-metallic armor in the Magnetic Cave.

2 TREASURES IN THE GRASS

If you carefully search the tall grass in Mythril you'll find a few freebies: a Mythril Staff for Tellah and a Mythril Knife you can sell or save for a future party member. You'll also find 5,000 gil that you can put to immediate use at the local shops.

Eblan Castle

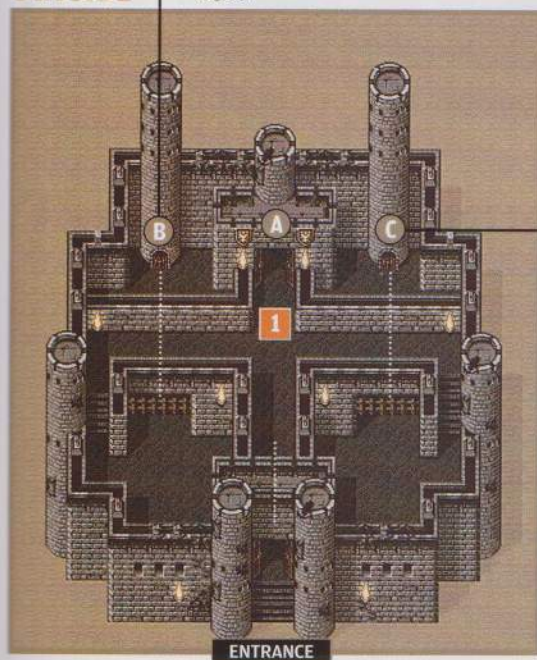
If you fly west of Agart, you'll find a massive tower rising out of a black void. You can't enter that, but you can enter the much humbler Eblan Castle just to the southeast. It isn't clear what happened to this shattered stronghold, but several treasures remain in its hidden alcoves. Some are quite valuable, but many are hard to reach and a few are protected with deadly traps.

RECOMMENDED LEVELS

CECIL	17
TELLAH	23
CID	20
YANG	20

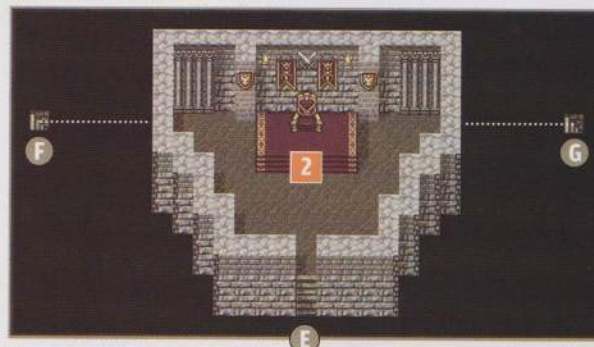
OUTSIDE

(pg. 50)



(pg. 50)

THRONE ROOM

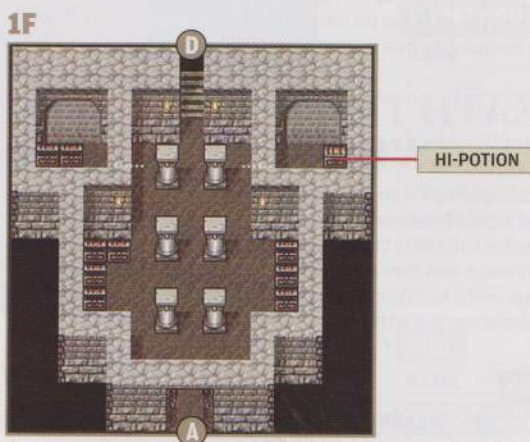
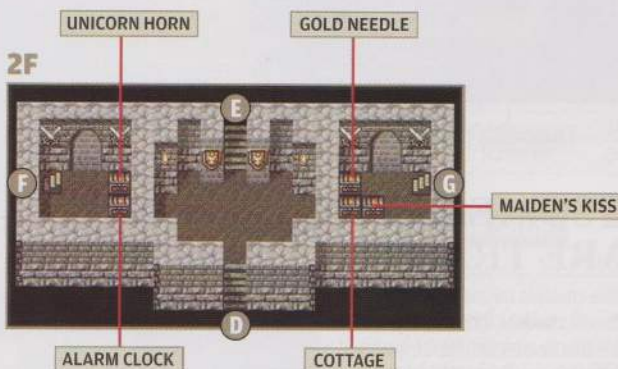


1 RICHES OF A LOST KINGDOM

Nearly all of the treasures in this castle are in alcoves that can be reached only through cleverly hidden passages or by dropping down on them from above. You can raid the central throne room safely, but the east and west towers are much more dangerous.

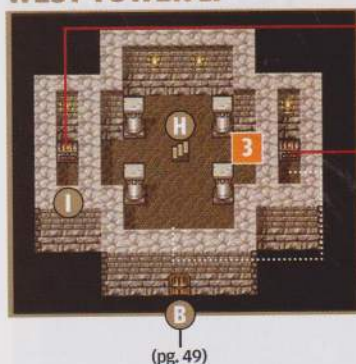
2 SECRETS OF THE THRONE ROOM

There are no paths to the chests on either side of the second floor, but you can reach them via stairways hidden in the void to either side of the throne room. The chests contain mostly basic supplies, but a few are rare and somewhat valuable.





WEST TOWER 1F



BOMB CORE

Pass hidden stairway I to reach this.

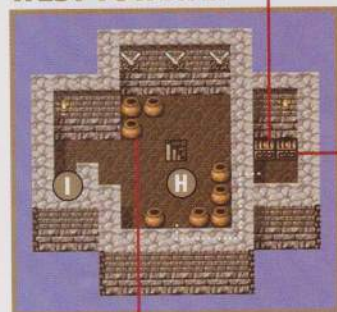
SLEEP BLADE

Guarded by Skuldiers and a Steel Golem.

(pg. 49)

10,000 GIL

WEST TOWER 2F



MUTE ARROW

BACCHUS'S CIDER

3 SOME CHESTS ARE TRAPPED

Three chests in the towers contain high-level monsters who will attack as soon as you open the lids. If you visit here shortly after getting the airship, it will be nearly impossible to survive; stay away from these chests until your characters' levels are in the 30s! The chest in the west tower is particularly difficult, since your characters will keep falling asleep during the fight. Its defensive properties may be weak, but the Prisoners' Wear may be worth equipping for its anti-Sleep properties.

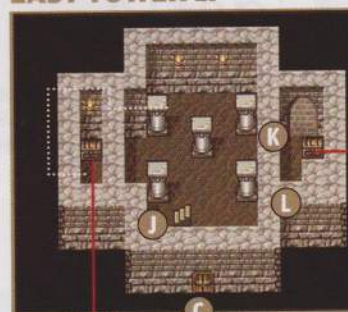
BENEATH THE WEST TOWER

Plummeting through the pit at point K will take you to the floor below and the chest containing the Silver Hourglass. Another pit south of that will take you to an Underground Passage with three chests. If you can fight through three powerful Mad Ogres, you'll earn a Silver Apple that will raise one character's Max HP by 50!

MONSTERS

NAME	HP	WEAKNESS	PAGE#
Coëurl	593	-	94
Lamia	1,200	-	98
Mad Ogre	2,000	-	99
Skuldier	740	Fire, Holy	102
Steel Golem	1,950	Ice	103

EAST TOWER 1F

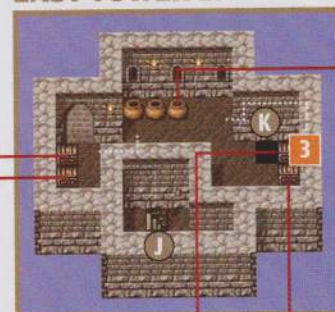


SILVER HOURGLASS

COEURL'S WHISKER

(pg. 49)

EAST TOWER 2F



HERMES' SHOES

EMERGENCY EXIT

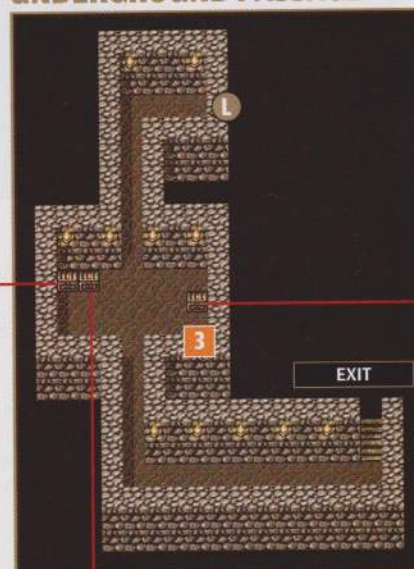
ETHER

BLOOD LANCE

Guarded by Coëurls and a Lamia.

COTTAGE

UNDERGROUND PASSAGE



ETHER

ETHER

SILVER APPLE

Guarded by Mad Ogres.

EXIT

THE THEFT OF THE *Earth Crystal*

Point your airship toward the northwest coast of the Baron continent, where you'll find the kingdom of Troia just to the east of the waterfall. Park the *Enterprise* on the small patch of grass between the town and the castle, which is the only possible landing spot in this heavily forested land. You can now visit the town and castle, but to further explore the kingdom of Troia you'll need to abandon your airship in favor of a Black Chocobo, a flying variety that can land on forested terrain.

Troia

The town of Troia is famous for its indoor Chocobo farm and the tavern's members-only dance club. The weapons shop is an archer's dream—the enhanced Great Bow and the three elemental varieties of arrows are available for purchase.



RECOMMENDED LEVELS

CECIL	17
TELLAH	23
CID	20
YANG	20



1 THE TAVERN'S V.I.P. ROOM

For 10,000 gil, a bar patron will sell you a Membership Pass to the V.I.P. room in the back of Troia's Pub. V.I.P. members can watch a troupe of dancing girls perform an intricate musical number, but there are no tangible rewards to be found. If you want to check it out, save your game first and reset afterwards.

2 SHOPPING IN TROIA

The items sold in the armor shop are mostly obsolete, but sometimes old items work best. Since metal items are useless in the Magnetic Cave, pick up some Leather Garb and Feathered Caps if you don't have enough to go around. You may also want to buy a Great Bow for Cecil.

WEAPON SHOP

NAME	PRICE
Fire Arrow	30
Great Bow	2,000
Ice Arrow	30
Thunder Arrow	30
Wooden Hammer	80

ARMOR SHOP

NAME	PRICE
Clothes	50
Feathered Cap	330
Leather Cap	100
Leather Garb	200
Ruby Ring	1,000

ITEM SHOP

NAME	PRICE
Antidote	40
Eye Drops	30
Gold Needle	400
Gysahl Greens	50
Maiden's Kiss	60
Phoenix Down	100
Potion	30
Tent	100

PUB

NAME	PRICE
Membership Pass	10,000



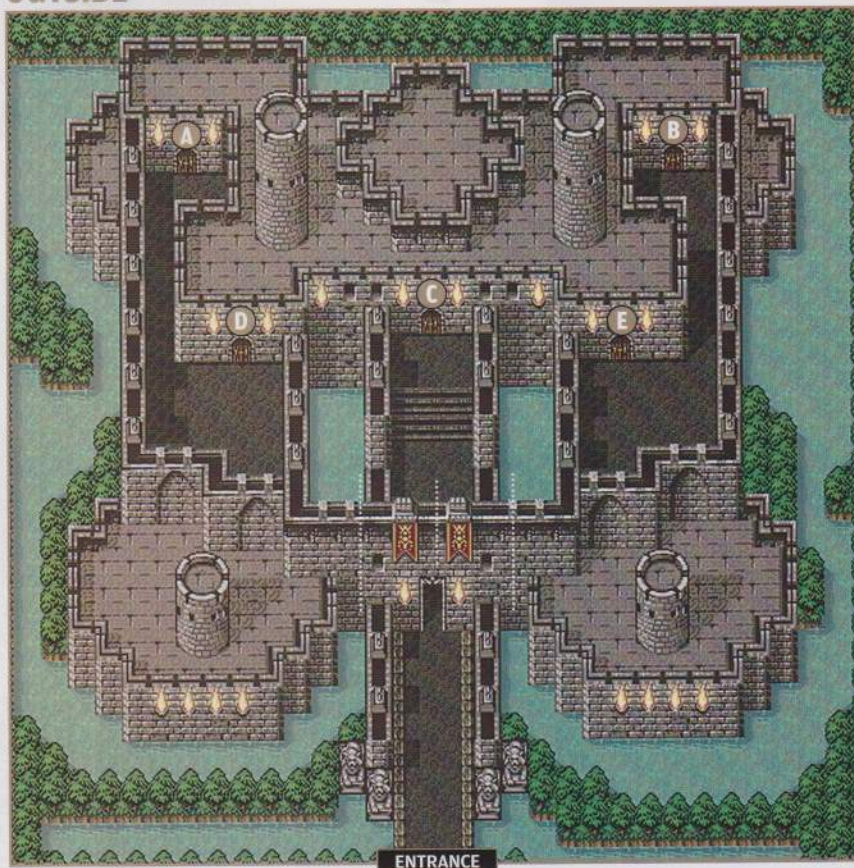
Troia Castle

Kain sent you here to steal Troia's Earth Crystal, but the notorious Dark Elf has beaten you to it. Troia's ruling clerics will tell you what they know of the Dark Elf, but can't do much else to help. Fortunately your old friend Edward has a gift that will give your party a fighting chance against this crafty villain.

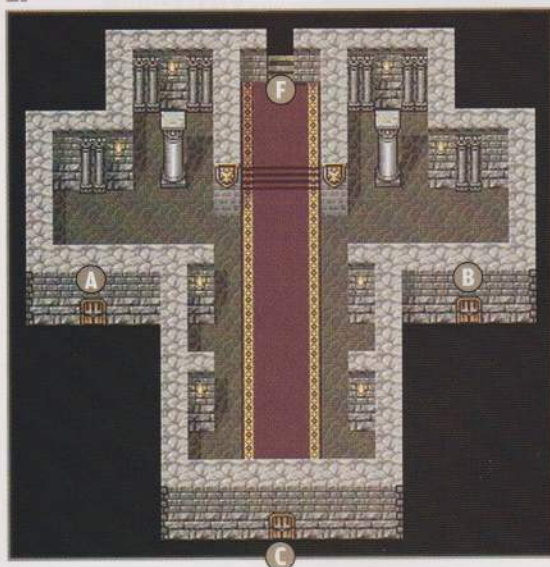
RECOMMENDED LEVELS

CECIL	17
TELLAH	23
CID	20
YANG	20

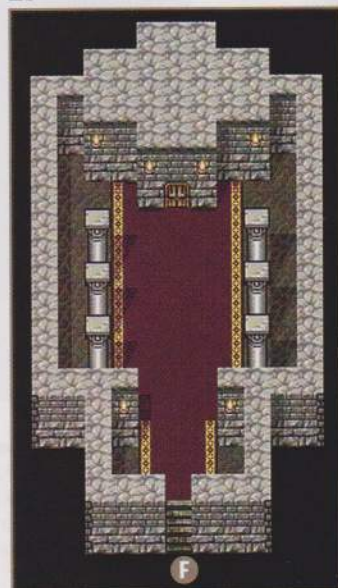
OUTSIDE



1F



2F



1F WEST



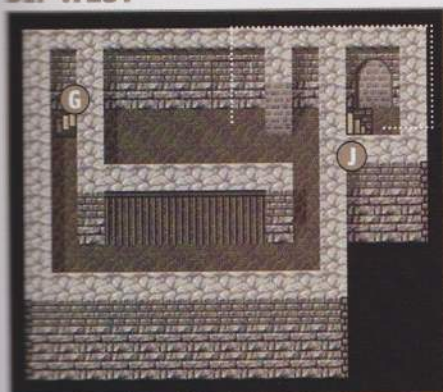
1F EAST



1 TREASURES OF TROIA CASTLE

The best loot you can find at this point is through stairway I. Repeatedly stepping on the floor switch will open all four hidden doors, allowing you to grab several useful items and a pair of non-metallic Ruby Rings. The treasures through stairway G, however, cannot be taken without the permission of the clerics. Don't bother lying to the guard about it—she'll see right through you.

B1F WEST

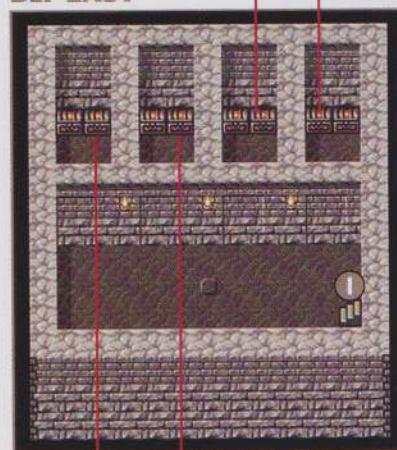


B1F CENTER



BACCHUS'S CIDER

B1F EAST



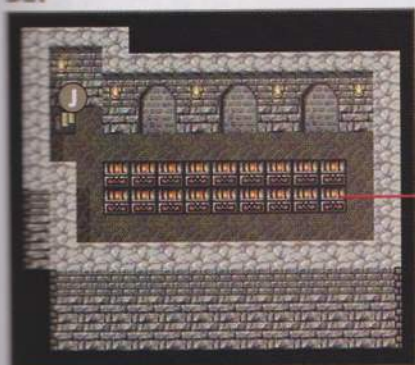
ETHER x2

RUBY RING x2

TENT x2

HI-POTION x2

B2F



HI-POTION x2

REMEDY x2

ETHER x2

DRY ETHER x2

ELIXIR

ECHO HERBS x2

SILVER APPLE

GREAT BOW

FIRE ARROW x2

ICE ARROW x2

THUNDER ARROW

2 HELP FROM EDWARD

The good people of Troia have saved Edward from the shipwreck, but have not had much success restoring the wounded prince's health. He won't be able to join you here, but he will assist your party the only way he can, by handing over his precious Twin Harp. It doesn't seem like much, but don't leave Troia Castle without it!





Magnetic Cave

Before you set off for the Magnetic Cave, make sure your inventory holds non-metallic weapons and armaments for all your characters as well as the Twin Harp you received from Edward in Troia Castle. Once your bags are packed, the next challenge is figuring out how to reach an island with no landing space for your airship.

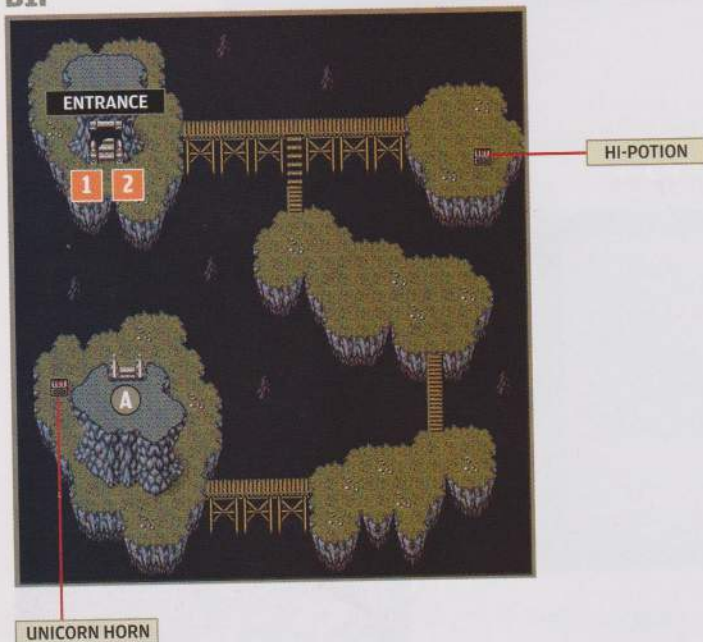
RECOMMENDED LEVELS

CECIL	17
TELLAH	23
CID	20
YANG	20

MONSTERS

NAME	HP	WEAKNESS	PAGE#
Cait Sith	342	Holy	94
Cave Bat	334	Holy, Throw	94
Cave Naga	285	Holy	94
Draculady	270	Fire, Holy	96
Hell Needle	398	-	98
Mind Flayer	300	-	100
Ogre	865	Holy	101
Twin Snake	108	Ice, Holy	104

B1F



1 CATCH A BLACK CHOCOBO

Travel due north from Troia on foot—you'll spot a patch of trees that's just the right size for Chocobos. In the middle you'll find the Chocobo Village, a small copse full of Yellow, White, and Black Chocobos. You can even summon the Fat Chocobo if you use Gysahl Greens at the alcove in the southeast corner.

To reach the Magnetic Cave, you'll need to grab a Black Chocobo and fly it to the small island that lies a screen or two to the east. The Chocobo will wait while you explore the cave, and when you mount it again it will fly you back to the Chocobo Village.



B2F

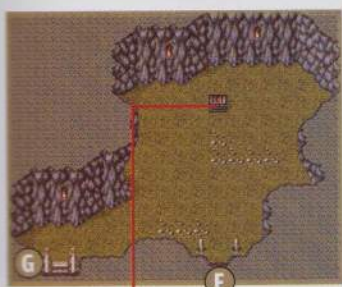
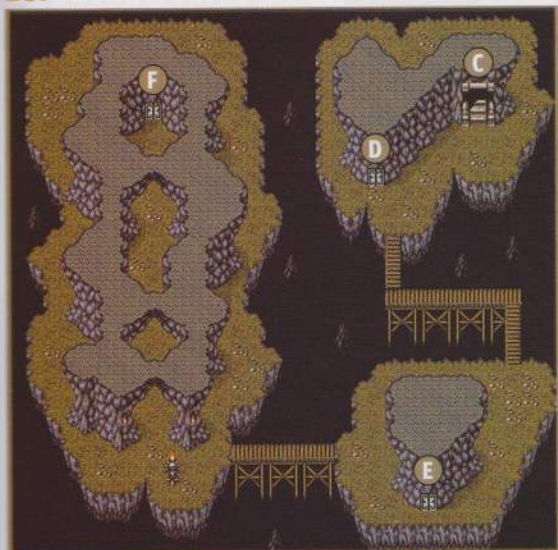


2 TRAPPED BY THE MAGNETIC SHIELD

When a battle begins inside the Magnetic Cave, any character wearing or holding a metal item will be immobilized. Yang's claws are fine, but make sure Cid is wielding his Wooden Hammer and Tellah has a non-metallic staff. Most of Yang's and Tellah's gear should be okay, but Cecil and Cid will need to put on Leather Garb, Feathered Caps, and a Ruby Ring. The only weapon available to Cecil is the Bow (ideally a Great Bow with Holy Arrows), so he won't be very effective here. His turns are best spent covering for Tellah, whose magic is the key to victory. Use Osmose after every few spells so Tellah will be ready to fire off a healing spell or Firaga blast when needed.



B3F



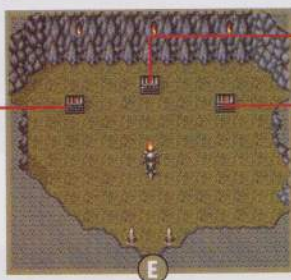
FAIRY CLAW



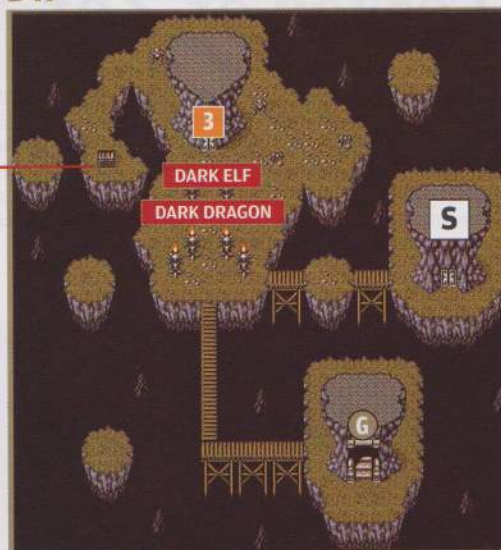
SPIDER'S SILK

HI-POTION

HOURLASS



B4F



3 COVERED BY A DISTANT FRIEND

Your first battle with the Dark Elf is sure to end in defeat, so there's no point in wasting items while he wipes out your party. Your salvation will come from Edward, who is able to assist you from afar with the Twin Harp. Not only will his song revive your fallen troops, but it will shatter the magnetic shield! Re-equip your best metal weapons before you challenge the Dark Elf again.

The Twin Harp sounds the melody from Edward's harp.



Dark Elf

The Dark Elf primarily attacks with spells, so you can protect your characters most effectively with the Reflect spell. Tellah should cast it on himself first, then do what he can to protect the others. In his initial form, the Dark Elf shouldn't be too tough to beat, but after taking heavy damage he will transform into the much deadlier Dark Dragon.



STATUS

HP	23,890
EXP	1,000
Gil	4,000
ATK	18
DEF	0
Weak Vs.	Holy

Dark Dragon

The Dark Dragon is so resistant to magic that Tellah has little hope of damaging it. He should focus on healing full time while the others attack with metal weapons. There's no point in completely restoring a character's health, since the Dark Breath attack will cut their HP in half. Just keep them all high enough to survive a physical attack.



STATUS

HP	3,927
EXP	6,000
Gil	5,000
ATK	80
DEF	1
Weak Vs.	-



Tower of Zot

Take the Earth Crystal to the rulers of Troia, where you'll receive their official permission to borrow the crystal and claim the treasures in the basement of the castle. To swap the crystal for Rosa, hop into your airship; it will automatically rise to meet Kain's vessel. Kain will lead the *Enterprise* to the Tower of Zot, where Golbez will make you fight through seven floors of enemies before he'll grant you an audience.

RECOMMENDED LEVELS

CECIL	21
TELLAH	25
CID	22
YANG	23

MONSTERS

NAME	HP	WEAKNESS	PAGE#
Black Knight	360	Fire, Holy	93
Centaur Knight	380	-	94
Cold Beast	520	Fire	95
Fiery Hound	1,221	Ice	96
Gremlin	410	Fire	97
Hell Turtle	700	Ice	98
Ice Lizard	480	Fire	98
Puppet	256	Fire	101
Puppeteer	473	-	101
Purple Bavarois	105	Fire	101
Red Mousse	35	Fire	101
Soldieress	425	-	102
Sorceress	350	-	102
Yellow Jelly	55	Lightning	104

FLAME MAIL

1F



FLAME SWORD

The Fiery Hound will attack here.

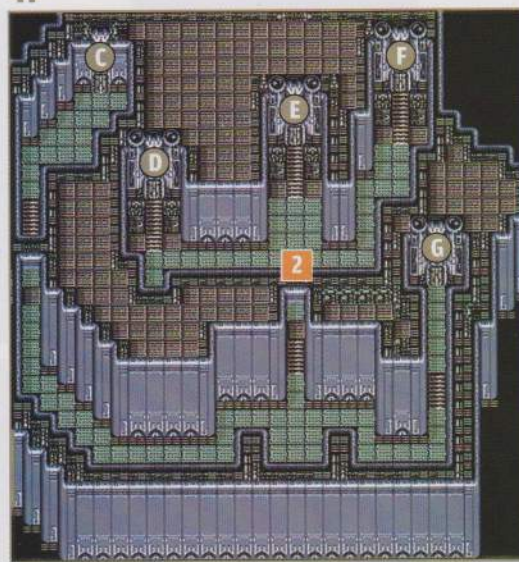
2F



3F

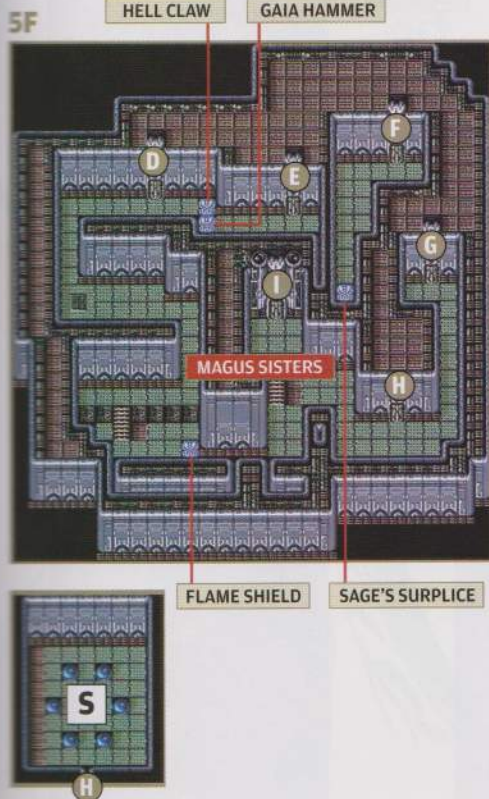


4F



1 THE FIERY HOUND'S TRAP

The Flame Sword in this chest is guarded by a Fiery Hound that can be a very dangerous foe. It may do some damage, but you can destroy it with a Blizzara spell or a swipe from Yang's Ice Claw. This is the only trapped chest in the tower, so from now on you can open them without fear.



2 SEVERAL PATHS TO LEVEL 5F

The four doors on the fourth floor all lead to different regions of the fifth. Doors D through F each lead to at least one treasure chest, and all contain exceptional arms and armaments. When you've looted them all, take door G to reach the southeast corner of the map. You'll end up only a few paces away from door H, where you can save your game and use a tent before you challenge the Magus Sisters.



3 TELLAH VERSUS GOLBEZ

If you want to save before the Barbariccia battle, do it before you cross the bridge toward Kain and Golbez at the north end of the sixth floor. You may also want to remove any precious equipment (like the Sage's Surplice) that's in Tellah's possession. He'll be leaving the party soon, and his replacement can put the gear to far better use. Equip her with it as soon as the intermission ends, for the boss battle will begin immediately.



Magus Sisters

The sisters' strategy is to cast Reflect on Cindy and then target her with spells to bounce them at your party. Cindy seems benign, but she has the ability to completely resurrect the other two sisters, so you won't get anywhere in this fight until you slay her with physical attacks.



STATUS (SANDY)

HP	2,591
EXP	2,500
Gil	3,000
ATK	30
DEF	1
Weak Vs.	-

STATUS (CINDY)

HP	4,599
EXP	2,500
Gil	3,000
ATK	36
DEF	2
Weak Vs.	-

STATUS (MINDY)

HP	2,590
EXP	2,500
Gil	3,000
ATK	30
DEF	1
Weak Vs.	-

Barbariccia

The new recruits are your most valuable allies in this battle. Barbariccia's Tornado spell leaves its target with only a few HP, so Cecil will constantly be covering for your wounded. Have Rosa keep your noble damage sponge in fighting shape by casting Cura and Protect repeatedly. Kain's role is even more crucial: when Barbariccia envelops herself in blinding winds, only his Jump attack will be able to break her out of it. All other attacks are ineffective, so when Kain is airborne, let time flow without using your fighter's Attack command until the Jump attack ends.



STATUS

HP	8,636
EXP	9,000
Gil	5,500
ATK	82
DEF	0
Weak Vs.	-



THE DARK CRYSTALS OF *the Underworld*

When you drop Kain's Magma Rock into the well at Agart, the resulting earthquake will create a sinkhole that connects the Overworld to the Underworld. Pilot your airship through the pit (by hovering over it and attempting to land). You'll end up in an Underworld kingdom where armies of Dwarves are defending the final crystals from Golbez's Red Wings.

Dwarven Castle

If you're expecting a respite from the excitement of the last few dungeons, you've come to the wrong place. Before you have a chance to hit the weapon and armor shops or search for buried treasure, you'll be sucked into a battle to protect the castle's Dark Crystal from Golbez. Save your game before you enter the castle!

1 BATTLE FOR THE DARK CRYSTAL

Most of the interesting paths in the Dwarven Castle are blocked, leaving you able to access only the inn, the item shop, and the king's throne room. After your audience, Cid will split with the party, and your remaining heroes will enter the Crystal Room for a series of boss battles. See page 60 for details.

2 VISIT THE DEVELOPERS

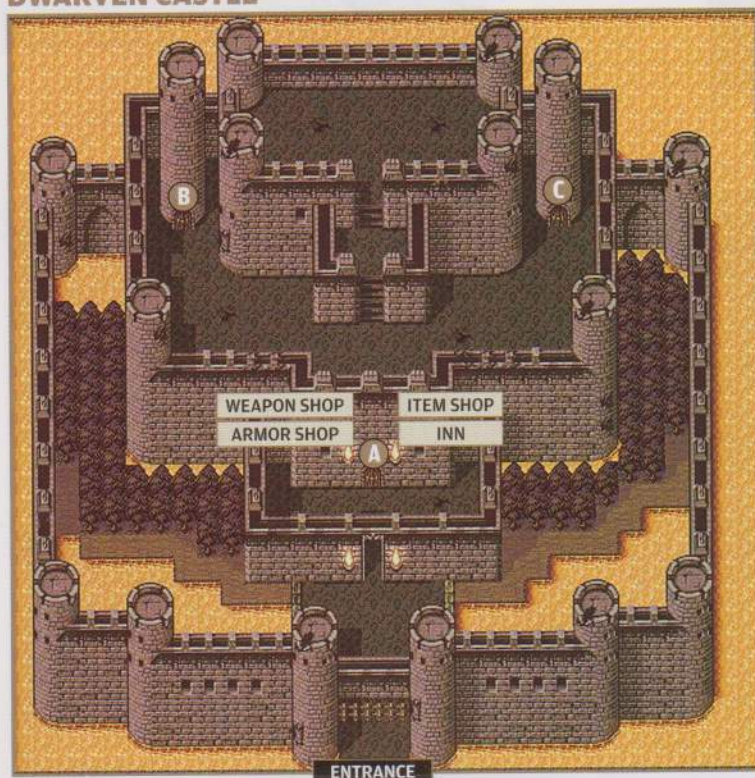
After defeating the bosses, you'll be free to visit the other shops and hunt for treasures in the towers. You can also visit the Lali Ho Pub (between the weapon and armor shop counters), where a secret passage in the corner connects to the developers' office. There you can meet the people who made this game happen and pick up some leisure reading for Cecil.

RECOMMENDED LEVELS

CECIL	24
KAIN	25
ROSA	25
CID	24
YANG	25



DWARVEN CASTLE



WEAPON SHOP

NAME	PRICE
Dark Arrow	40
Dwarf Axe	15,000
Fire Lance	11,000
Flame Sword	14,000
Great Bow	2,000

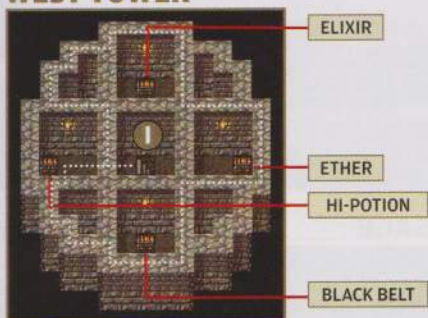
ARMOR SHOP

NAME	PRICE
Fire Shield	1,250
Flame Mail	30,000
Rune Armlet	2,000
Sage's Miter	2,000
Sage's Surplice	1,200

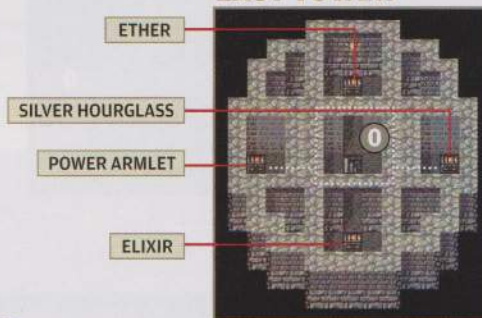
ITEM SHOP

NAME	PRICE
Antidote	40
Cottage	500
Cross	100
Diet Food	100
Dwarven Bread	100
Echo Herbs	50
Eye Drops	30
Gold Needle	400
Gysahl Greens	50
Hi-Potion	150
Maiden's Kiss	60
Mallet	80
Phoenix Down	100
Potion	30
Remedy	5,000
Tent	100

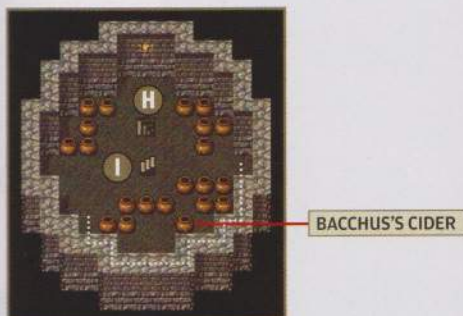
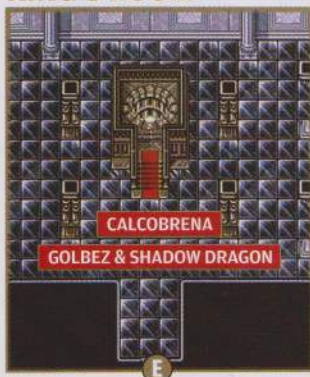
WEST TOWER



EAST TOWER



KING'S ROOM



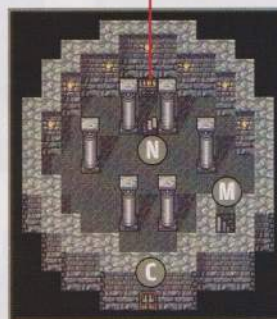
BACCHUS'S CIDER



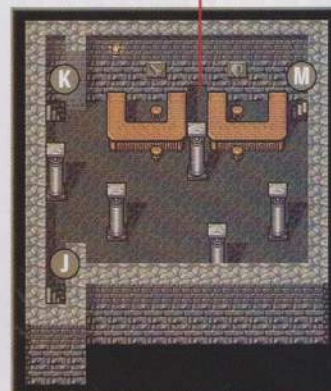
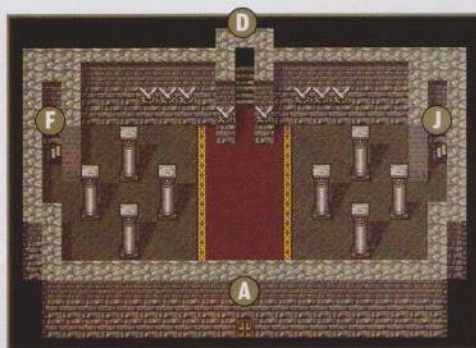
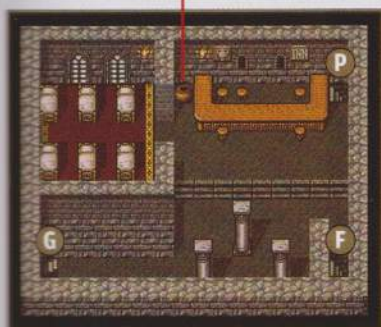
5,000 GIL



DWARF AXE



(pg. 60)





LALI HO PUB

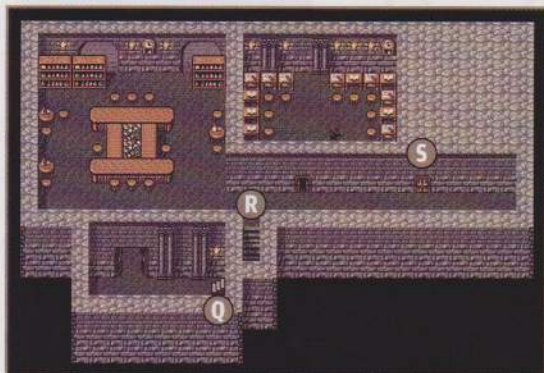


L
(pg. 59)



GYSAHL GREENS

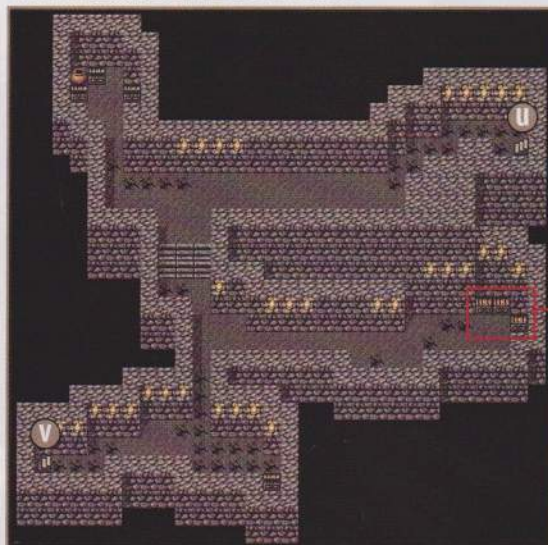
DEV TEAM OFFICE



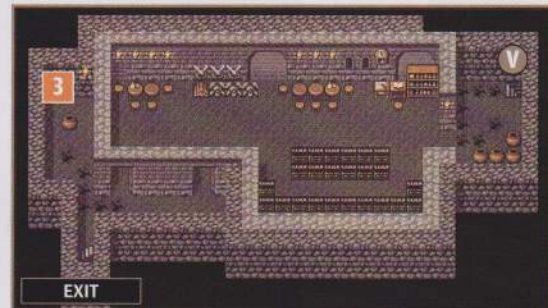
MAGAZINE



UNDERGROUND PASSAGE



COTTAGE X3



EXIT

3 WATERS OF LIFE

To reach the Babel Tower, you'll need to leave the castle through the exit in the Underground Passage (enter at door U). Near the exit you'll find a Waters of Life pot that can completely restore the HP and MP of your party. It sure beats paying 600 gil a night at the inn!

Calcobrena

This battle begins with your heroes facing three Calco dolls and three Brina dolls. All are equally dangerous, but the red Brinas are much easier to defeat, so you should target them first. Eventually the remaining dolls will fuse into Calcobrena, who may split apart and re-fuse when her health drops to a certain level. Smash her with your most powerful attacks (especially Kain's Jump) for the win.



STATUS (CALCO/BRINA/CALCOBRENA)

HP	1,369/369/5,315
EXP	1,000/1,000/12,000
Gil	500/500/5,000
ATK	54/54/106
DEF	0/1/2
Weak Vs.	-/-/-

Golbez/Shadow Dragon

In his first turns, Golbez will cast Ice Bind to immobilize your party and summon a Shadow Dragon, whose Black Fangs will kill everyone but Cecil. Ouch. But Rydia will appear to slay the dragon and restore Cecil's movement, giving you a chance to claw your way back from the brink of defeat. While Rydia pounds Golbez with her new Summon spells, have Cecil use a Phoenix Down on Rosa so she can begin casting Life spells.



STATUS (GOLBEZ/SHADOW DRAGON)

HP	23,000/1
EXP	15,000/1
Gil	10,000/1,000
ATK	86/86
DEF	0/4
Weak Vs.	Fire, Holy/-

Babel Tower Underworld

From the Dwarven Base, travel northwest to reach the Babel Tower, a monstrous structure that connects the Underworld to the Overworld. As promised, the Dwarven forces will supply a distraction that will allow you to walk right through the front door.

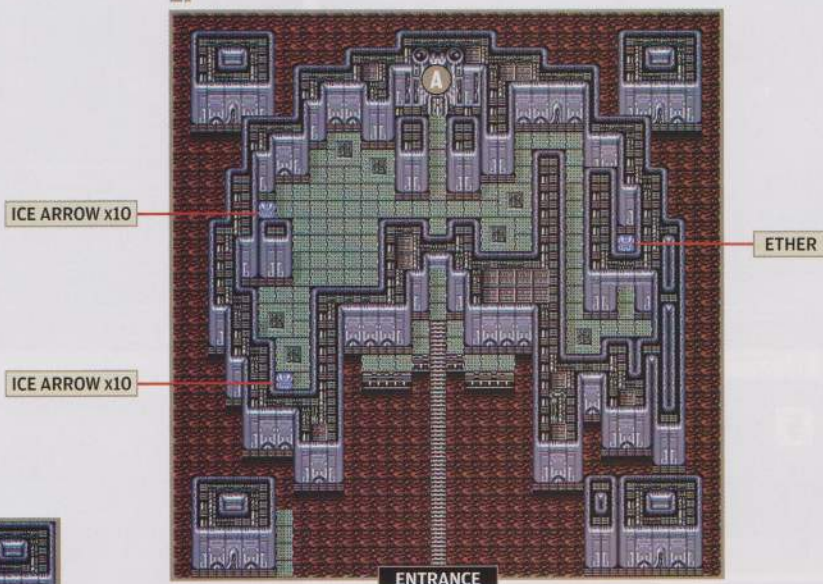
RECOMMENDED LEVELS

CECIL	26
KAIN	28
ROSA	27
RYDIA	26
YANG	26

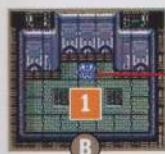
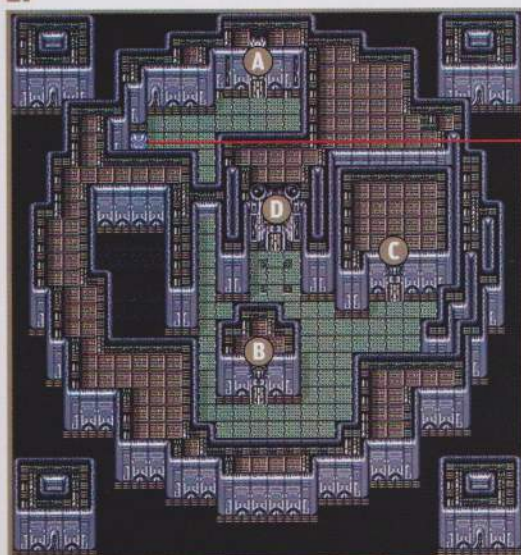
MONSTERS

NAME	HP	WEAKNESS	PAGE#
Black Lizard	792	Ice	93
Chimera	700	-	94
Evil Doll	388	-	96
Fiery Hound	1,221	Ice	96
Fiery Knight	579	Ice	96
Goblin Captain	199	-	97
Magma Tortoise	435	Ice	99
Medusa	490	-	100
Naga	320	-	100
Puppeteer	473	-	101
Security Eye	1,425	-	102
Stone Golem	2,560	Ice	103
White Mousse	298	Ice	104

1F

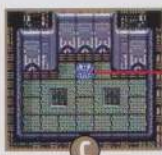


2F



ICE BRAND

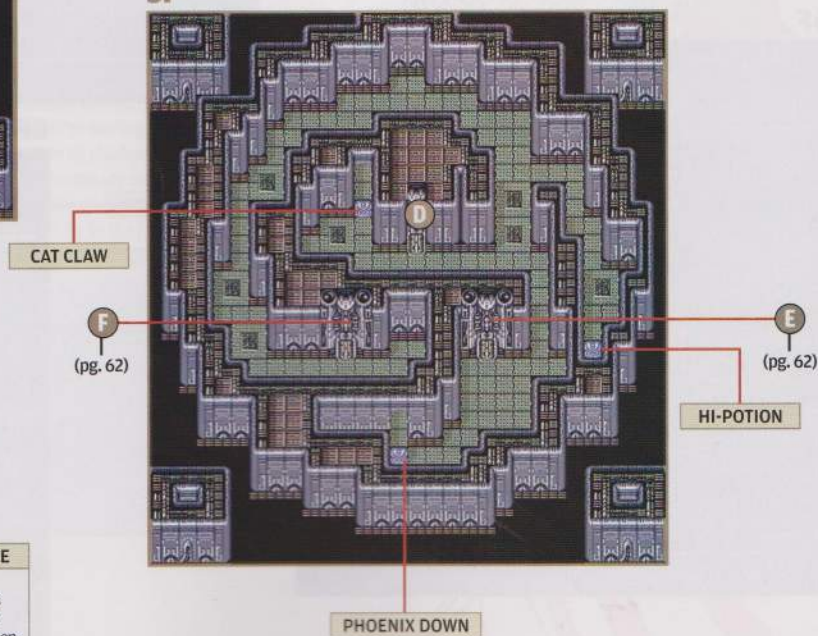
You'll be attacked by a Security Eye when you open this chest.



ICE LANCE

You'll be attacked by a Security Eye when you open this chest.

3F





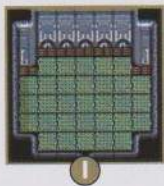
4F

(pg. 61)

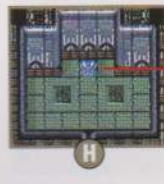
(pg. 61)



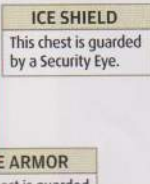
G



I



H



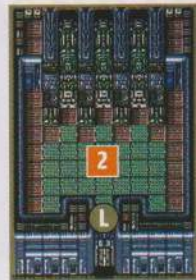
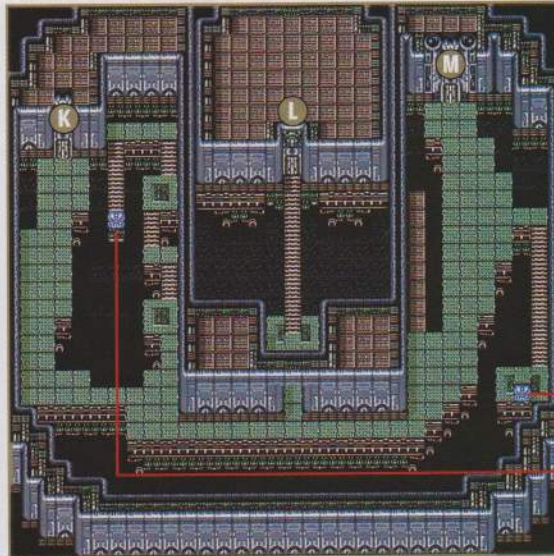
ANTARCTIC WIND

KILLER BOW

ICE SHIELD
This chest is guarded
by a Security Eye.

ICE ARMOR
This chest is guarded
by a Security Eye.

5F

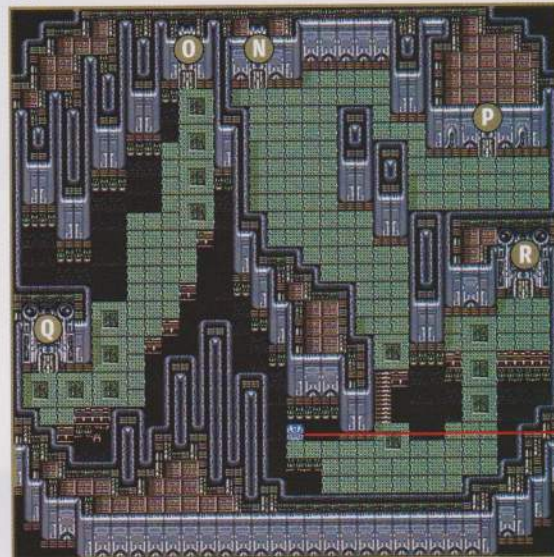


2

HI-POTION

ARCTIC WIND

7F



P

DRY ETHER

6F



3

8F

HI-POTION

HI-POTION

DR. LUGAE & BARNABAS

1 SLAYING THE SECURITY EYES

Several of the chests in this tower are guarded by Security Eyes, robotic creatures that repeatedly summon a monster to fight you. Unless you're hungry for EXP, ignore the monster and destroy the Security Eyes first. They're nearly impervious to magic, so use physical attacks and Kain's Jump command.

2 DESTROY THE TOWER CANNONS

You'll earn Dr. Lugae's Key after defeating the boss, which will allow you to open this door and kill the enemies who are manning the tower's defenses. You'll then part ways with Yang, and the remaining four members will have to walk back to the entrance. You can't use Emergency Exits or the Teleport spell.

3 ESCAPE FROM BABEL TOWER

LATER You won't be able to reach the eastern regions of the top three floors until you fall into them later in the game. When you do, you'll need to proceed down to point 3 on the sixth floor. The route is pretty straightforward, but the enemies can be very difficult, so heal up after each battle.

Dr. Lugae & Barnabas

The first battle can play out a number of different ways. If you destroy Dr. Lugae first, his forlorn monster will fight on for only a short time before self-destructing and killing one of your party members. If you destroy Barnabas first (which is harder, since Dr. Lugae can heal it), Dr. Lugae will summon a second Barnabas to fight you. You should either destroy Dr. Lugae first or try to eliminate them simultaneously with a powerful Summon spell like Titan.

However the first round ends, the second always begins with Dr. Lugae strapping on an exoskeleton and poisoning your party. The doctor has plenty of sleeping gas as well, and Rosa and Cecil will have to devote themselves to casting Esuna to combat the status conditions while Yang, Kain, and Rydia handle your offense.



STATUS (DR. LUGAE/BARNABAS)

HP	4,936/4,832
EXP	5,500/5,500
Gil	2,000/2,500
ATK	18/86
DEF	0/0
Weak Vs.	-/-



STATUS (DR. LUGAE AGAIN)

HP	9,321
EXP	10,101
Gil	4,000
ATK	86
DEF	1
Weak Vs.	-

Castle Baron

Before his noble sacrifice, Cid's final request was that you speak to assistants about upgrading the *Enterprise*. You can find them in Castle Baron, and their retrofits will allow you to reach one of the last unexplored areas in the Overworld.

CID LEADS YOU TO THE CASTLE

Cid's engineers are the two red-headed men in the east courtyard of Castle Baron. If you speak to them, they will immediately begin work enhancing the airship. Their hoist will let you carry Edward's hovercraft aboard the *Enterprise*, which will finally enable you to reach the Cave of Eblan.

It's done! Now you can hoist and carry the hovercraft.



PICK UP THE HOVERCRAFT

First, you'll need to return to Mt. Hobs, where your hovercraft will still be waiting. Position your airship so the hovercraft is in its shadow, then attempt to land. The hoist will automatically descend to pick up the hovercraft. The quickest way to reach the kingdom of Eblan from here is to fly to the northeast.



RECOMMENDED LEVELS

CECIL	29
KAIN	31
ROSA	30
RYDIA	29





Cave of Eblan

Set your hovercraft and airship down near Eblan Castle, where the path of shoals to the cave begins. At this point you may also want to step into the castle and battle the enemies in the trapped chests.

RECOMMENDED LEVELS

CECIL	29
ROSA	30
KAIN	31
RYDIA	29

MONSTERS

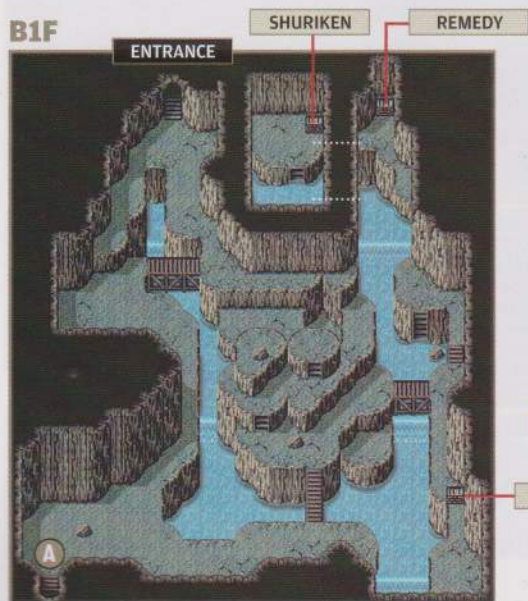
NAME	HP	WEAKNESS	PAGE#
Armadillo	325	-	92
Black Lizard	792	Ice	93
Bloodbones	210	Fire, Holy	93
Bloody Bat	439	Fire, Throw	93
Cave Bat	334	Holy, Throw	94
Ironback	100	-	98
Lamia	1,200	-	98
Skuldier	740	Fire, Holy	102
Steel Golem	1,950	Ice	103

1 BLOOD WEAPONS 2 EDGE THE NINJA

Blood weapons (like the Blood Sword found here and the Blood Spear found here and the Blood Spear in Eblan Castle) refill your health by the amount of damage dealt to foes. It's a powerful effect, but it backfires if used against undead creatures like Bloodbones who end up stealing the attacker's health.

You'll meet Edge here, locked in a battle with Rubicante. Rubicante will move on before your party can try its luck, but you can catch up with him in the Babel Tower. With Edge in your party, enter the tower from the basement entrance ahead.

B1F



B2F (EBLAN SURVIVORS)



WEAPON SHOP

NAME	PRICE
Boomerang	3,000
Ice Brand	26,000
Ice Lance	21,000
Killer Bow	3,000
Kunai	4,000
Poison Arrow	70
Power Staff	2,000

ARMOR SHOP

NAME	PRICE
Black Robe	10,000
Ice Armor	35,000
Ice Shield	10,000

ITEM SHOP

NAME	PRICE
Antidote	40
Cross	100
Diet Food	100
Echo Herbs	50
Eye Drops	30
Gold Needle	400
Maiden's Kiss	60
Mallet	80

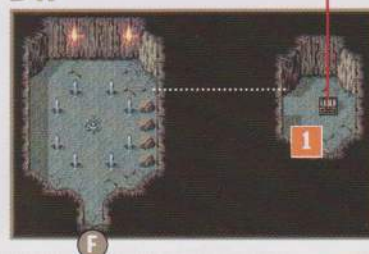
POTION x2

VAMPIRE FANG

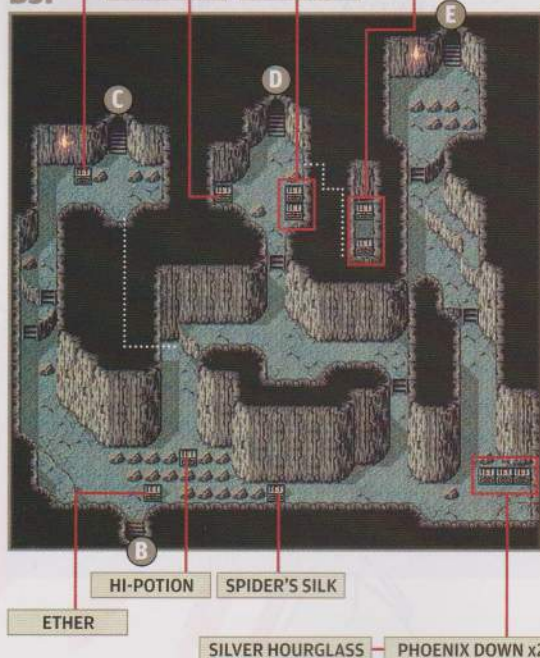
BLOOD SWORD

Guarded by two Steel Golems.

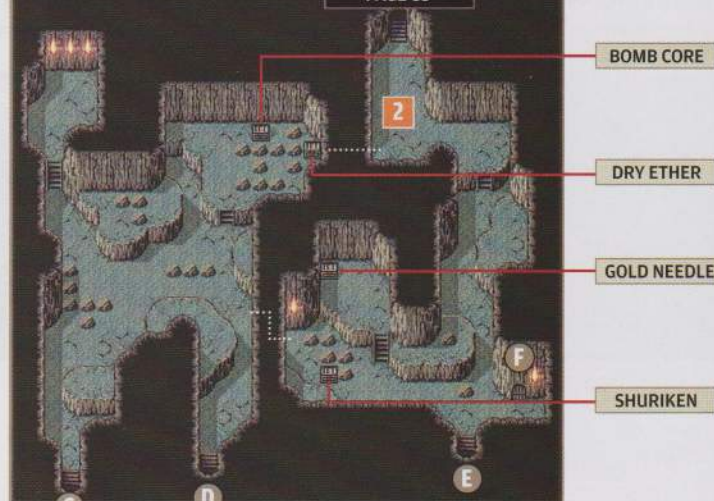
B4F



B3F



BABEL TOWER PAGE 65



Babel Tower (Overworld)

The Cave of Eblan connects to the Babel Tower, although it's not quite the Babel Tower you remember. This is the surface side of the tower, and the enemies can be quite a bit tougher. Fortunately, you won't have too far to travel to find Rubicante and the stolen crystals.

RECOMMENDED LEVELS

CECIL	32
ROSA	32
KAIN	33
RYDIA	31
EDGE	26



MONSTERS

NAME	HP	WEAKNESS	PAGE#
Balloon	697	Throw	92
Coerul	593	-	94
Ghost Knight	1,050	Holy	96
Green Dragon	2,200	-	97
Grudger	1,400	Holy	98
Lamia	1,200	-	98
Lamia Matriarch	1,100	-	98
Mad Ogre	2,000	-	99
Mythril Golem	2,900	-	100
Sorcerer	1,000	-	102

B1F



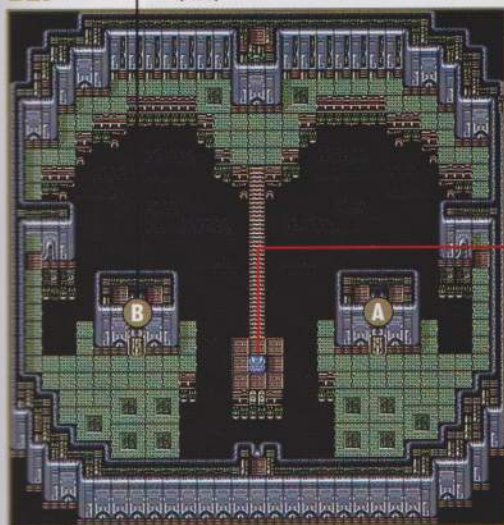
UNICORN HORN

SILVER HOURGLASS

CAVE OF EBLAN
PAGE 64

B2F

(P.66)



OGREKILLER

You must defeat four Mad Ogres to get this item.





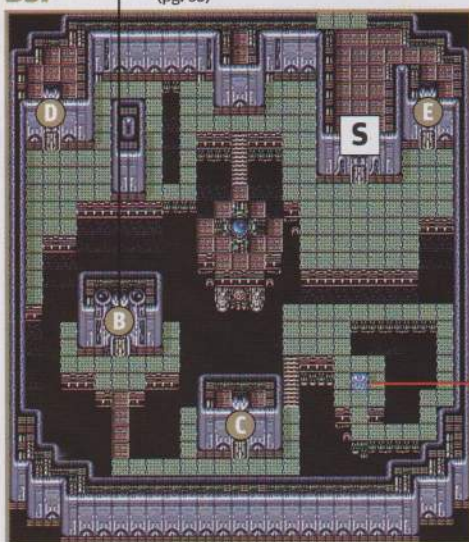
1 EBLAN'S ROYAL FAMILY

Edge will encounter his parents here, the King and Queen who were thought to have died in Rubicante's attack on the castle. It seems to be a boss fight, but it is actually a timed event; the royals will realize who Edge is and give up their fight after only a few turns of casting low-level spells. You should save your resources for the battle with Rubicante that follows.

2 A TRAP IN THE CRYSTAL ROOM

Just when you're moments away from recovering the crystals, a trap will send you plummeting down to the eighth floor of the other part of the Babel Tower. You'll end up on the western side of the 8F map on page 62, and will have to travel down to point 3 on the third floor to escape the tower.

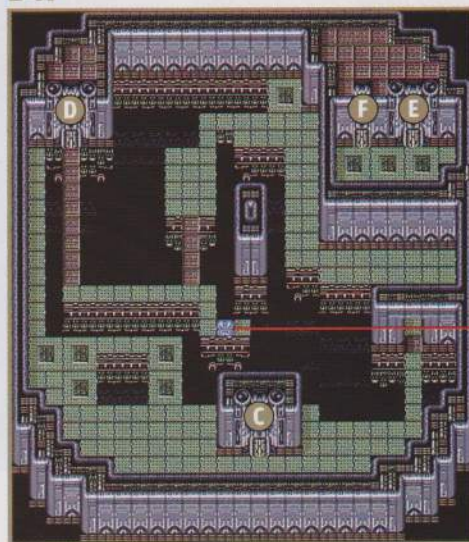
B3F



(pg. 65)

KISS OF LILITH

B4F



AHURA

B5F



RUBICANTE

1

82,000 GIL

CRYSTAL ROOM



2

G

Rubicante

Rubicante is weak to Ice magic, but the defensive power of his cloak is so strong that when he wraps it around himself, even Ice spells will heal him. Use spells only when the cloak is open, and cast quick ones you can get in before he closes it (like Edge's Flood and Rydia's Blizzara—you don't have time to summon Shiva). Cecil and Kain should equip the Ice Brand and Ice Spear to deal considerable damage even when the cloak is closed.



STATUS

HP	34,000
EXP	18,000
Gil	7,000
ATK	80
DEF	3
Weak Vs.	-

THE RACE FOR THE *Final Crystal*

You've returned to the Underworld, and this time you have an airship that will let you soar above any obstacles in your path. Check in with Dwarven King Giott; he will send you to the Sealed Cavern in the southern part of the map. Then head into the infirmary (through the stairs to the left of the weapon shop) to reunite with Cid, who will enhance your airship with the ability to fly over magma.

Tomra

The Sealed Cavern is on the continent across the lava to the southwest of the Dwarven Castle. The same continent houses the small city of Tomra, where you can pick up a few treasures and buy some high-quality gear. Treasure hunters can also visit Kokkol's Smithy, which is the small house on the continent to the east.

RECOMMENDED LEVELS

CECIL	33
ROSA	33
KAIN	34
RYDIA	32
EDGE	28



1 UPGRADE TO DIAMONDS

The defensive value of diamonds is only slightly higher than that of Mythril, but their high resistance to Lightning will be useful soon. You should have plenty of cash after that last series of dungeons, and there's no better way to spend it!

2 COLLECT THE TREASURES

The warehouse in the northwest is full of small treasures, and no one seems to mind if you take them. They're nothing worth writing home about, but the Bestiary can come in handy at times. It has the same effect as the Scan spell when used in combat.

WEAPON SHOP

NAME	PRICE
Ahura	7,000
Chain Whip	6,000
Killer Bow	3,000
Mute Arrow	100
Ogrekiller	45,000

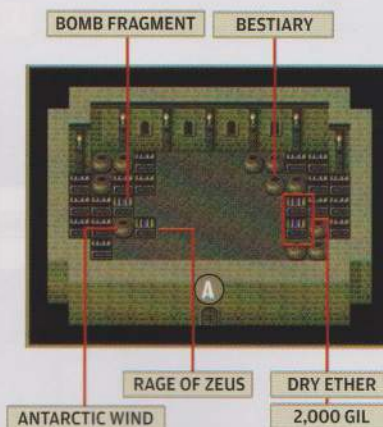
ARMOR SHOP

NAME	PRICE
Diamond Armlet	4,000
Diamond Armor	40,000
Diamond Gloves	5,000
Diamond Helm	10,000
Diamond Shield	15,000
Gold Hairpin	20,000

ITEM SHOP

NAME	PRICE
Antidote	40
Cottage	500
Cross	100
Diet Food	100
Dwarven Bread	100
Echo Herbs	50
Eye Drops	30
Gold Needle	400
Gysahl Greens	50
Hi-Potion	150
Maiden's Kiss	60
Mallet	80
Phoenix Down	100
Potion	30
Remedy	5,000
Tent	100

TOMRA





Sealed Cavern

The final crystal lies in the Sealed Cavern in the Underworld's southwestern continent. Golbez is after it too, but only you have Luca's Necklace (received from King Giott), which unseals the entrance.

RECOMMENDED LEVELS

CECIL	33
ROSA	33
KAIN	34
RYDIA	32
EDGE	28

1 TRAP DOORS

Every door in this dungeon is actually a Trap Door monster that will come alive as soon as you reach for the knob. These creatures can use instant-kill spells, but are so slow that you can beat them before they cast them a second time. When they get down to less than 1,000 HP, they'll warp into a deadly Chimera Brain to fight you, so try to do over 1,000 points of damage with your final hit (Rydia's Bio spell should be able to manage that). These are tough fights, but the EXP all of the characters earn should put them up a few levels.

2 WALL OF DOORS

The north wall of the second floor is lined with Trap Doors. Many lead nowhere, but door H leads to the mighty Light Sword, door K leads to a badly needed camp site, and door L leads to some new gear for Edge.

3 GOLBEZ'S PLAN B

You can't use Teleports or Emergency Exits after claiming the crystal, which must mean there's some sort of trap ahead. It will involve Kain leaving the party, so take his valuable items before you reach point 3.

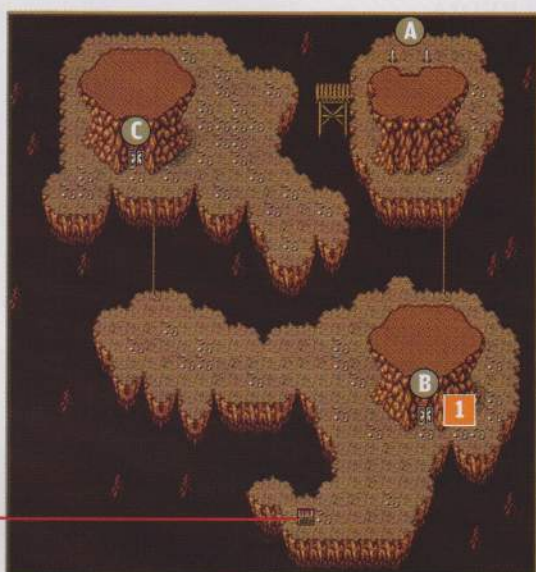
MONSTERS

NAME	HP	WEAKNESS	PAGE#
Chimera Brain	3,400	-	94
Evil Bat	1,014	Fire, Throw	96
King Naga	1,480	-	98
Miss Vamp	2,375	Fire, Holy	100
Screamer	1,400	-	102
Trap Door	5,000	-	103

B1F



ENTRANCE



BESTIARY

KOTETSU

ETHER



B2F

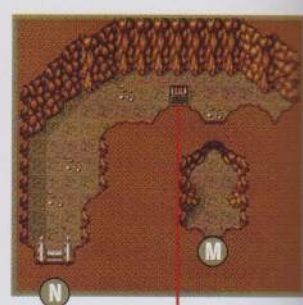
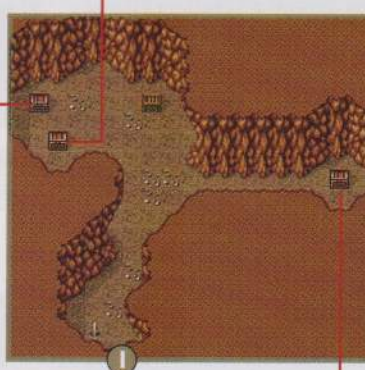


ELIXIR

FUMA SHURIKEN

HI-POTION

ETHER



ETHER

PHOENIX DOWN

BESTIARY

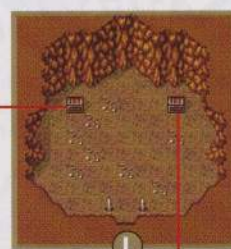
LIGHT CURTAIN



LIGHT SWORD

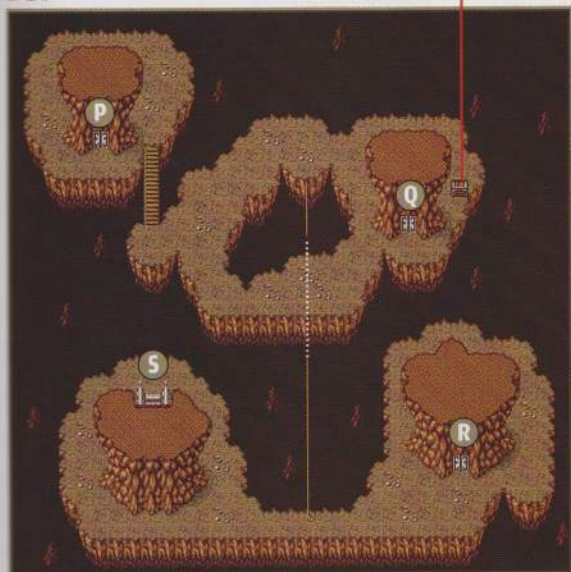


KOTETSU



BLACK COWL

B3F

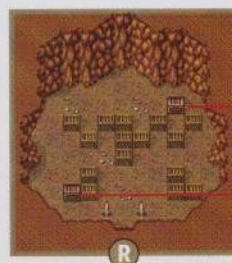


BELL OF SILENCE



HI-POTION

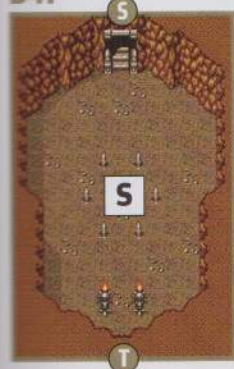
PHOENIX DOWN



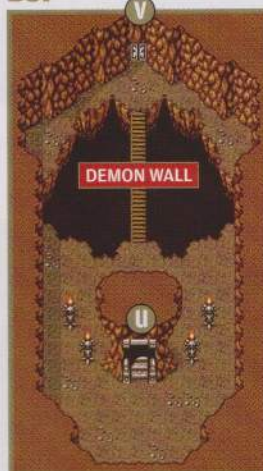
X-POTION

DRY ETHER

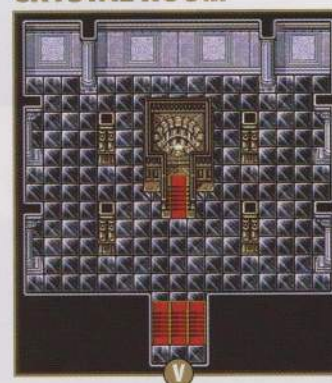
B4F



B5F



CRYSTAL ROOM



Demon Wall

This battle is a race against time. The Demon Wall draws closer to crushing your characters every turn (an instant-kill attack), so you need to destroy it quickly. Buy time by having Rosa cast Slow on the wall and casting Haste (or using Hermes' Shoes) on your best characters. That includes Rydia, who can cast Bio repeatedly for heavy damage (it's quicker than summoning), and Edge, who can throw items like the Fuma Shuriken.



STATUS

HP	28,000
EXP	23,000
Gil	8,000
ATK	84
DEF	3
Weak Vs.	-



Sylvan Cave

You'll find the Sylvan Cave in the northwest corner of the Underworld. This area is entirely optional, but it has plenty to offer to those who visit. Here you can find several great items, learn a new Summon spell, and even see your old friend Yang again!

1 FLOAT OVER THE ACID

Every time you step on the green pools of acid your characters will each lose 50 HP. The damage adds up fast, but you can avoid it entirely if you have Rosa cast Float. (You can hit the whole party by pressing to the right when you target.) Unfortunately the effect fades every time you take the stairs, so you'll need to recast it on every floor.

2 THE FAIRIES' PATIENT

You'll find an unconscious Yang in the care of the fairies here. To wake him you'll need to fly back to Fabul and report to his wife. She'll give you a Frying Pan, which you can use to awaken him in the crudest possible manner. In exchange for letting Yang rest, a Sylph will offer her service (in the form of a Summon spell). Return the Frying Pan to Yang's wife—she'll give you a Knife.

RECOMMENDED LEVELS

CECIL	38
ROSA	37
RYDIA	36
EDGE	34

MONSTERS

NAME	HP	WEAKNESS	PAGE#
Bog Witch	2,960	-	93
Evil Dreamer	2,800	-	96
Malboro	4,200	-	100
Mammon	3,900	Fire	100
Tiny Toad	600	Ice	103
Undergrounder	655	-	104



Cave of Summons

The Cave of Summons is the second optional area in the Underworld. This is where Rydia was taken after the shipwreck, and there may still be a few secrets here for her to learn. You'll find the cave on a small island in the sea of magma, near the western wall.

1 PRECIOUS ITEMS ON LOWER FLOORS

The floors of this cave are permeated with hot magma, so Rosa's Float spell will be even more useful than it was in the Sylvan Cave. The top two floors have only conventional items as treasures, but there are several great finds on B3F. Don't miss the Rat Tail on B4F; it may not sound like much, but you'll need it to pursue the Excalibur quest (see page 73).

2 YOICHI'S TREASURE PIT

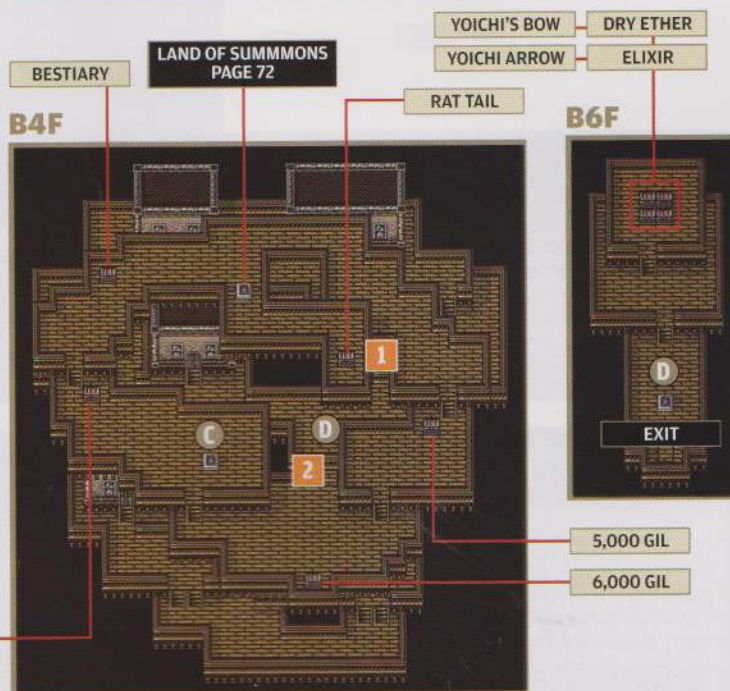
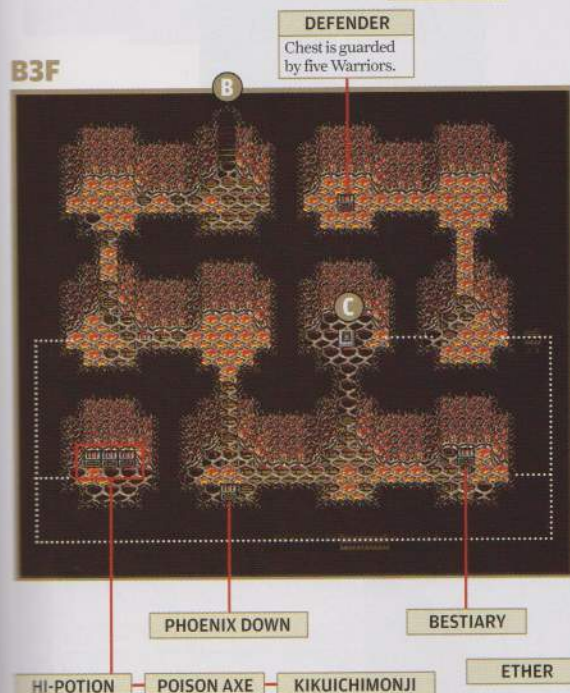
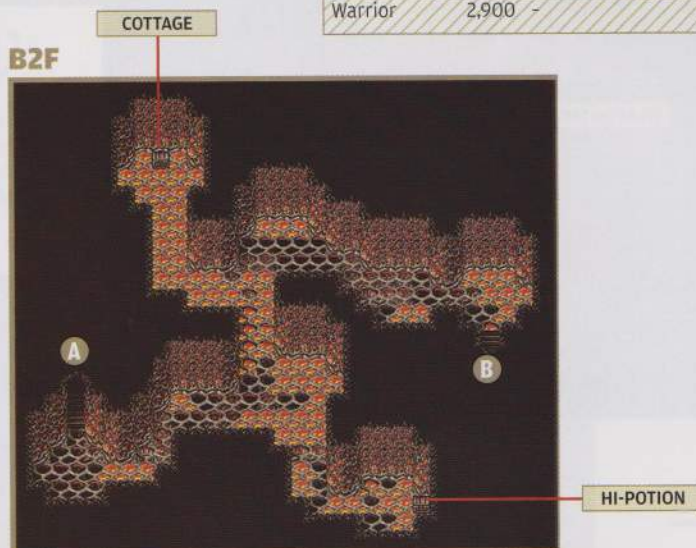
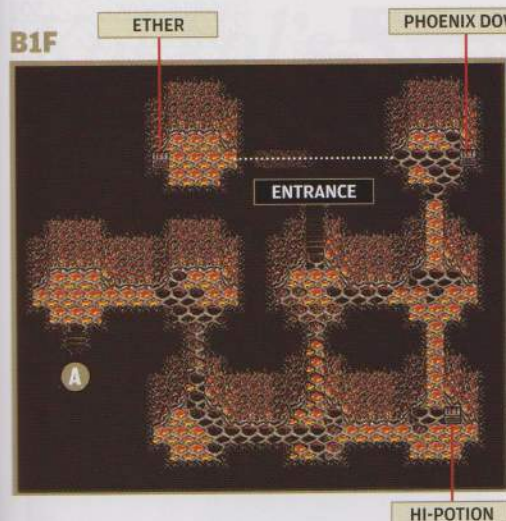
The off-color tile near point 2 will collapse when you step on it, and you'll land near four unguarded treasure chests on level B6. Here you'll find Yoichi's Bow and 10 of Yoichi Arrows, which have no special properties but have very high attack scores. Take the teleporter to return, because the other collapsing tile will send you back to the surface.

RECOMMENDED LEVELS

CECIL	38
ROSA	37
RYDIA	36
EDGE	34

MONSTERS

NAME	HP	WEAKNESS	PAGE#
Arachne	3,650	Ice, Throw	92
Belphegor	2,200	Holy, Throw	93
Bloody Eye	2,400	Throw	93
Goblin	6	-	97
Hell Flapper	900	Throw	98
King Naga	1,480	-	98
Mini Satana	3,480	-	100
Summoner	3,600	-	103
Thunder Dragon	7,600	Throw	103
Warrior	2,900	-	104





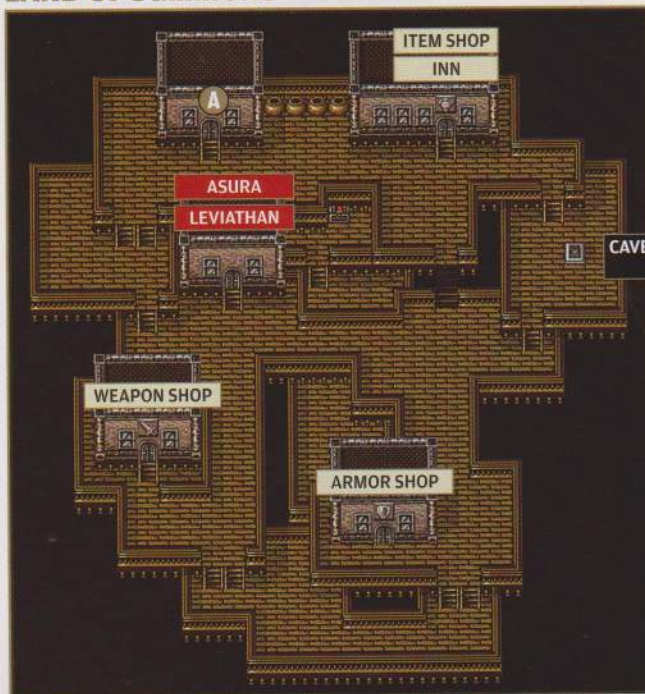
Land of Summons

A teleporter in the Cave of Summons leads to this mysterious town, where you can buy a few quality items and meet Rydia's new friends. You can also challenge Queen Asura and King Leviathan, two difficult bosses who will join Rydia as Summon spells if you can prove your worth in combat.

RECOMMENDED LEVELS

CECIL	38
ROSA	38
RYDIA	37
EDGE	35

LAND OF SUMMONS



WEAPON SHOP

NAME	PRICE
Angel Arrow	110
Blitz Whip	10,000
Chain Whip	6,000
Fairy Rod	5,000
Kinesis Staff	7,000
Kotetsu	11,000
Whip	3,000

ARMOR SHOP

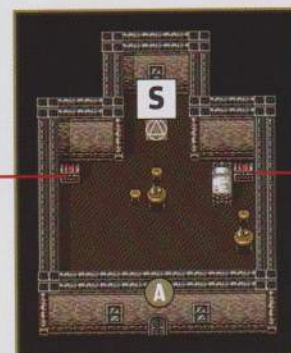
NAME	PRICE
Aegis Shield	20,000
Light Robe	30,000

ITEM SHOP

NAME	PRICE
Antidote	40
Cottage	500
Cross	100
Diet Food	100
Dwarven Bread	100
Echo Herbs	50
Eye Drops	30
Gold Needle	400
Gysahl Greens	50
Hi-Potion	150
Maiden's Kiss	60
Mallet	80
Phoenix Down	100
Potion	30
Remedy	5,000
Tent	100

CAVE OF SUMMONS
PAGE 71

BESTIARY



PHOENIX DOWN

Asura

The key to this battle is casting Reflect on Asura as soon as you can. Asura will keep casting Curaga, but the effects will benefit you instead! Of course, you can't target her with spells while Reflect is active, but Summon spells and physical attacks will do some damage. Before you challenge Leviathan, recover your strength at the inn and save your game at the next-door camp site.



STATUS

HP	31,005
EXP	20,000
Gil	0
ATK	134
DEF	3
Weak Vs.	-

Leviathan

There's nothing tricky about Leviathan, but that doesn't mean he'll be easy to beat. You have 50,000 HP to blast through, so you'll be in for a long fight. Use whatever Lightning-based attacks you can muster (Rydia's Thundara, Edge's Blitz, and Rosa's Thunder Arrows), but make frequent healing a priority too. Keep an eye on your characters' MP totals so less-useful fighters can serve up Ether when necessary.



STATUS

HP	50,001
EXP	28,000
Gil	0
ATK	174
DEF	5
Weak Vs.	Lightning

Adamant Grotto

The optional Excalibur quest begins when you pick up the Rat Tail in the Cave of Summons. To pursue it, return to the surface world (through the hole in the northeast of the Underworld) and swap your airship for the *Enterprise*, which is probably still in the Eblan area. Hoist your Hovercraft and fly to Mythril.

1 ACQUIRE THE ADAMANTITE

From Mythril you can pilot your Hovercraft through the shoals to the small cave on the nearby island. This is the Adamant Grotto, where two miniaturized men are willing to trade a chunk of Adamantite for a Rat Tail. When you bring them the Pink Tail found in Lunar Subterrane, they'll give you a suit of Adamant Armor.

RECOMMENDED LEVELS

CECIL	41
ROSA	40
RYDIA	39
EDGE	39

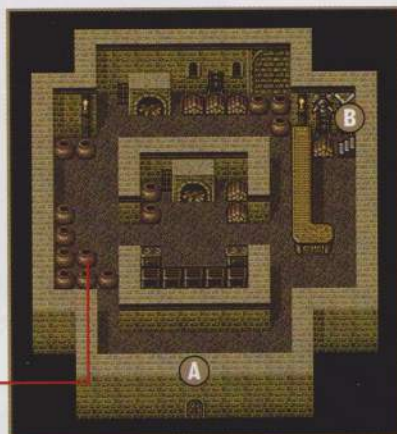
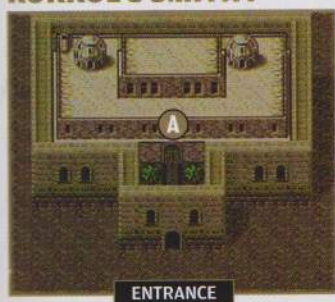
ADAMANT GROTTO



Kokkol's Smithy

Kokkol's Smithy is at the west end of the Underworld's southeastern continent. Travel to it by airship (either one will do), and give your Adamantite to Kokkol. Upgrading your Sword of Legend with the Adamantite is just the challenge Kokkol has been waiting for, and he's going to take his time and make sure he gets it right. Return here after you've visited the moon to collect the finished Excalibur.

KOKKOL'S SMITHY



Castle Baron

There's one last Summon spell you can learn before you resume the main quest. You've visited the Land of Summons as King Baron's spirit requested, so return to Castle Baron and visit him again. Heal and save first, since King Baron will manifest as Odin, a legendary warrior who will join you as a Summon spell if you can best him in combat.

Odin

Odin shares Leviathan's weakness to Lightning, so the same basic tactics work here. Rydia's Thundara is your strongest attack option; you should ensure that she's healed immediately if she's wounded. This is an easy battle except for one little thing—Odin will use a move called Zantetsuken on his fourth turn to kill your entire party. If you can't take out Odin before that turn, you won't have a chance.



STATUS

HP	20,001
EXP	18,000
Gil	0
ATK	116
DEF	5
Weak Vs.	Lightning



ONE BORN OF A *Dragon...*

It is time to fulfill the prophecy you first heard from the elder in Mysidia. If you return there now (Mysidia is just southeast of Baron) the Elders will call forth the Lunar Whale to assist you. Touch the crystal inside the whale—it will fly you to the moon, where your final challenges await. Note that your whale is fully equipped with bunks for resting, and a Fat Chocobo for item storage.

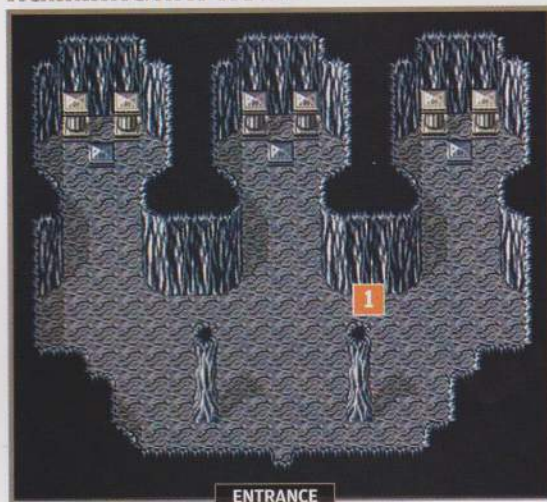
RECOMMENDED LEVELS

CECIL	41
ROSA	40
RYDIA	36
EDGE	39

Hummingway Home

Fly around the surface of the moon until you discover the Crystal Palace. A screen or so to the south you'll come upon a nondescript cave surrounded by mountains. This is Hummingway Home, the closest thing to a town that you'll find on the moon.

HUMMINGWAY HOME



ENTRANCE

ITEM SHOP

NAME	PRICE
Bestiary	980
Cottage	500
Dry Ether	50,000
Elixir	100,000
Ether	10,000
Gysahl Whistle	20,000
Hi-Potion	150
Phoenix Down	100

1 A MERCHANT IN THE CROWD

Most of the Hummingways merely hum, but one runs an item shop with a few unusual items. He'll sell you precious Dry Ethers and Elixirs, although they won't come cheap. He also sells Gysahl Whistles, an item that allows you to call the Fat Chocobo from anywhere in the game... but like Gysahl Greens, it can be used only once.

PICK UP EXCALIBUR

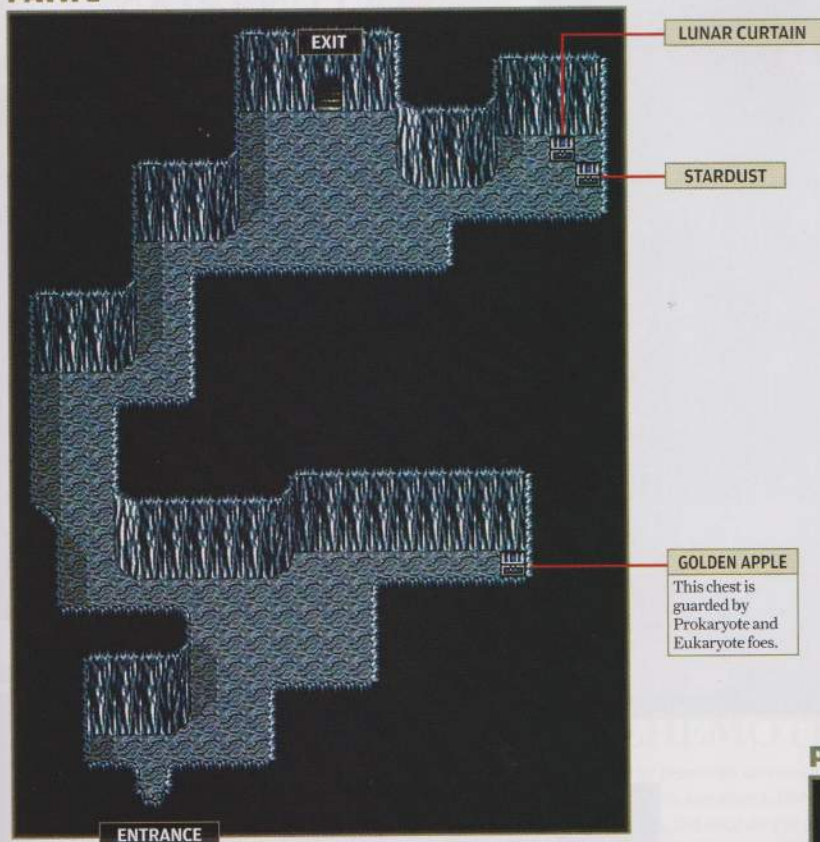
Now that you've visited the moon, Kokkol's Smithy should be done creating Excalibur (if you brought him the Adamantite). Enter your *Lunar Whale* and touch the crystal again to return to Mysidia, then swap airships and delve into the Underworld. It's a long trip, but the Excalibur's eye-popping power is worth the trouble.



Lunar Path

Lunar Rocks and craters prevent you from landing anywhere near the entrance to the Crystal palace. To get there, you'll have to park your *Lunar Whale* on the ridge above the cave to the northwest of the palace. That cave leads to the first Lunar Path, which connects to a different area of the moon. To the left of its exit you'll find a second cave that will take you almost directly to the palace entrance.

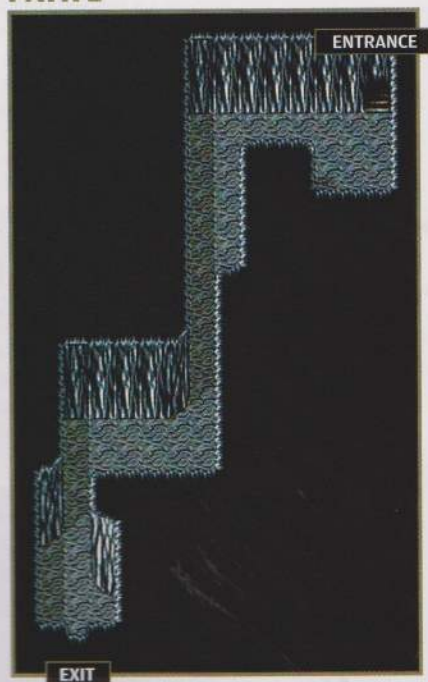
PATH 1



MONSTERS

NAME	HP	WEAKNESS	PAGE#
Abyss Worm	7,000	Fire	92
Balloon	697	Throw	92
Black Flan	1,357	-	93
Dark Grenade	1,820	Throw	95
Eukaryote	1,700	-	96
Prokaryote	2,600	-	101
Purple Bavarois	105	Fire	101

PATH 2

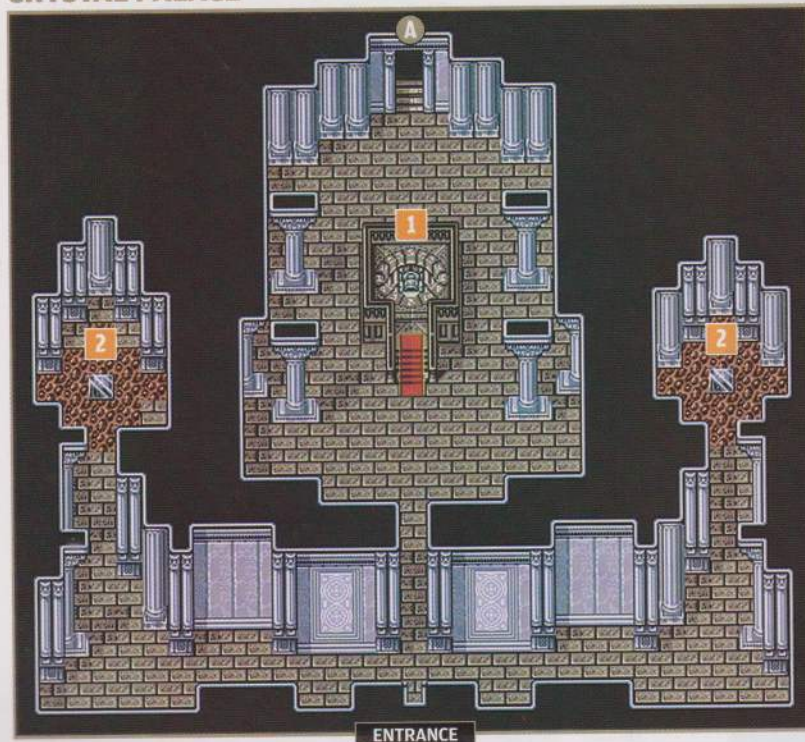




Crystal Palace

The Crystal Palace is the center of the moon's civilization, and the headquarters of the now-dormant Lunarian people. You can't land your whale near the palace, so you'll need to park by a nearby cave and take the two-part Lunar Path to the entrance.

CRYSTAL PALACE

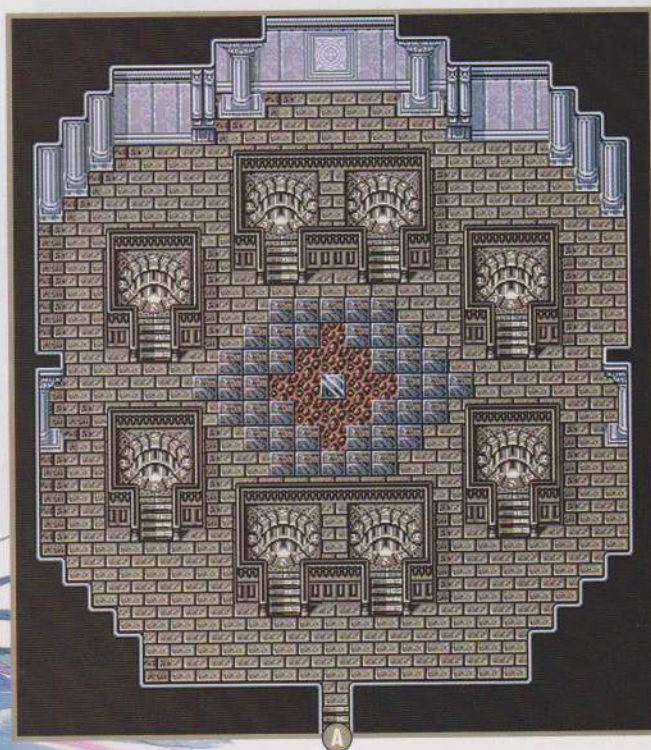


1 A LUNARIAN PARTY MEMBER

The Crystal Palace is home to FuSoYa, a Lunarian who can tell you nearly everything about Golbez's plan and knows a few secrets about your own past. He will tell you where to go next, and even join your party to help make it happen! FuSoYa is a powerful mage who knows great spells like Full-Life and Meteor, but has limited MP to use them. His final ability allows all party members to regenerate HP during a fight.

2 REJUVENATE YOURSELF HERE

Before you leave you can visit the northern room and speak to the moon's crystals. You should also refill your HP and MP by stepping on both of the panels on either side of the palace. You'll need the energy they provide, since it's a long walk back to your whale!



Cave of Bahamut

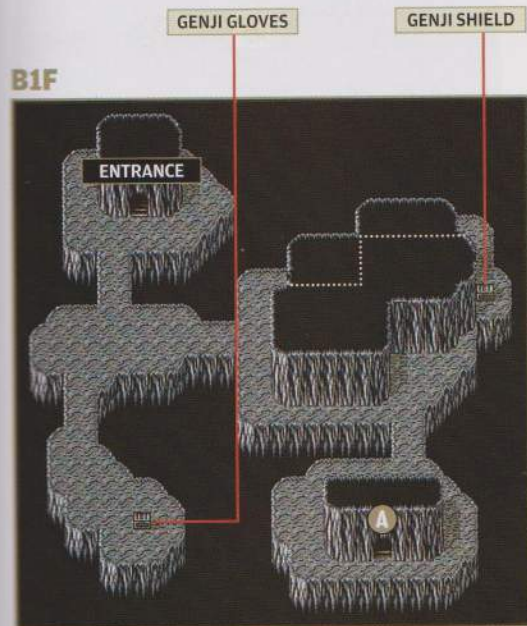
Before you leave the moon, you may wish to visit the Cave of Bahamut and earn Rydia's final Summon spell. You'll find the cave a short distance to the east, surrounded by a gray ridge where you can park your whale.

MONSTERS

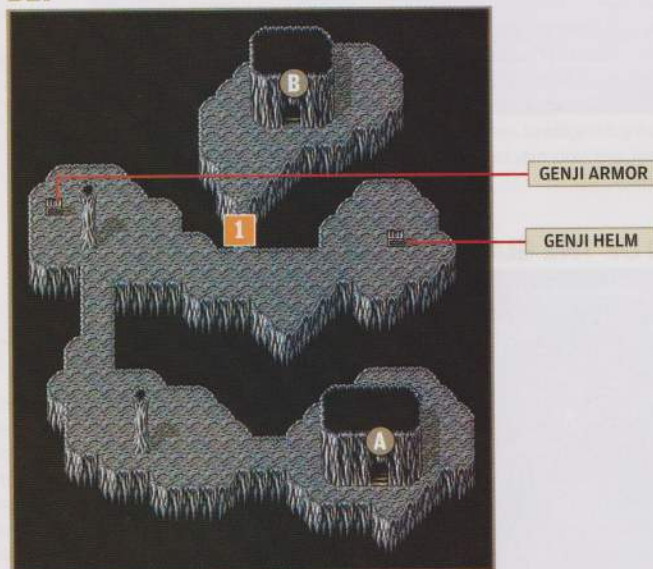
NAME	HP	WEAKNESS	PAGE#
Behemoth	23,000	-	93
Bone Dragon	12,000	Fire	93
Dark Sage	5,100	-	95
Giant Warrior	14,000	-	97
Gold Dragon	8,200	-	97
Selene Guardian	4,000	-	102
Silver Dragon	7,500	-	102

RECOMMENDED LEVELS

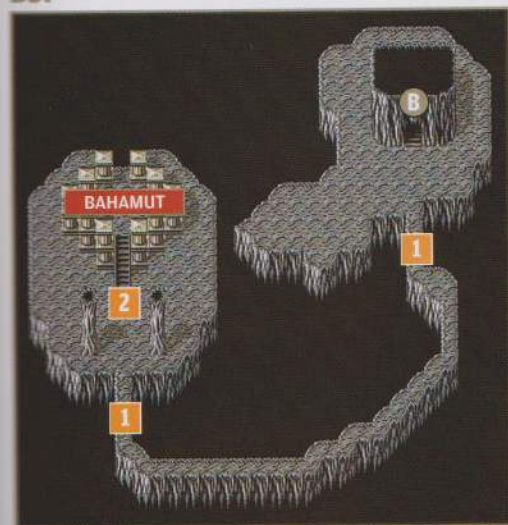
CECIL	46
ROSA	46
RYDIA	44
EDGE	44



B2F



B3F



1 BATTLE THREE BEHEMOTHS

Powerful Behemoth enemies attack you at all the points labeled with a number 1. Like bosses, you can't flee from these foes, and once they're defeated they won't attack you again. The key to beating Behemoths is realizing that they use counterattacks exclusively, and won't attack without provocation. So you can take several turns to cast Blink (or Image) and Protect on all of your characters. Then strike the Behemoth with physical attacks from your best fighters, and Defend with the others.

2 THE GOD OF SUMMONS

You'll find Bahamut, the God of Summons, at point 2. If you've won over Leviathan, Bahamut will challenge you on the spot. There is no opportunity to heal or save beforehand, so use items and spells before you address him.

Bahamut

An ominous message counts down from 5 in this fight, and when it hits 0 your party will be blasted by the Mega Flare spell. Anyone who isn't guarded by a reflecting wall will take 9,999 points of damage, so spend your first few turns casting Reflect or using Light Screen items. While your party is protected, bring down Bahamut with Flare spells, Leviathan, direct attacks, and his own reflected Mega Flare.



STATUS

HP	45,001
EXP	35,000
Gil	0
ATK	174
DEF	1
Weak Vs.	-



Giant of Babel

As soon as you return to terra firma with FuSoYa on board, you'll kick off a series of events that end with your party landing in the mouth of the Giant of Babel. You won't be able to leave until you've accomplished your mission, so if you need supplies, buy them at Hummingway's Home before you leave the moon.

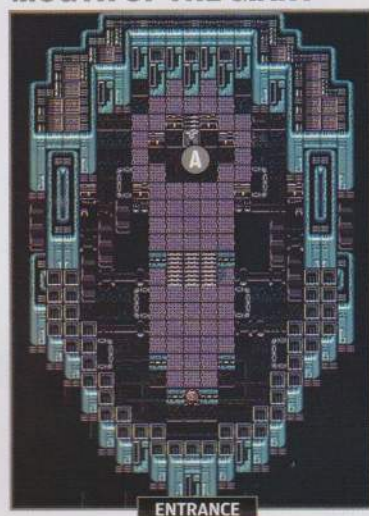
RECOMMENDED LEVELS

CECIL	45
ROSA	45
RYDIA	43
EDGE	43
FUSOYA	50

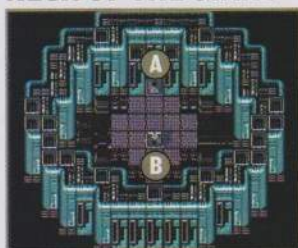
1 PICK UP A SIREN

When you use a Siren, you instantly provoke a battle with a random enemy. You'll probably have your hands full with the enemies in this area, but you may wish to grab a Siren for use in the upcoming Lunar Subterrane area. Only by using a Siren there can you encounter a very rare enemy known as a Flan Princess, who drops the Pink Tail item, which you can swap for Adamant Armor. If you're interested in pursuing this optional item, get as many Sirens as you can; you'll find one in the chest, and more may be dropped or stolen from Last Arm and Searcher enemies.

MOUTH OF THE GIANT

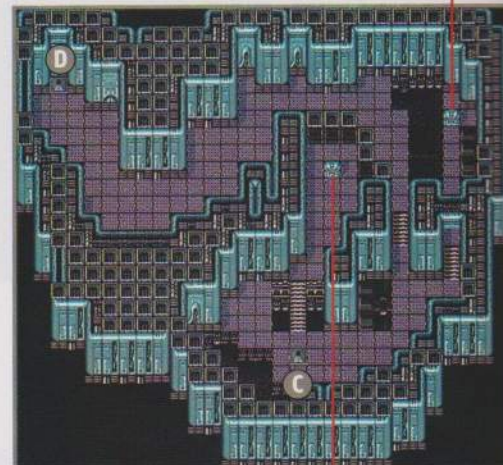


NECK OF THE GIANT



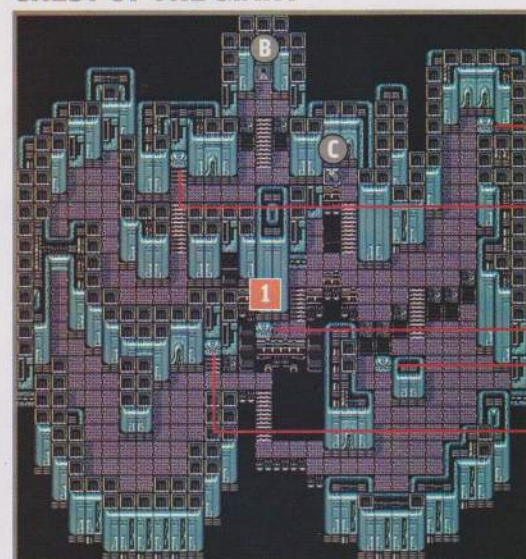
STOMACH OF THE GIANT

SOMA DROP



SILVER APPLE

CHEST OF THE GIANT



YOICHI ARROW

SHURIKEN

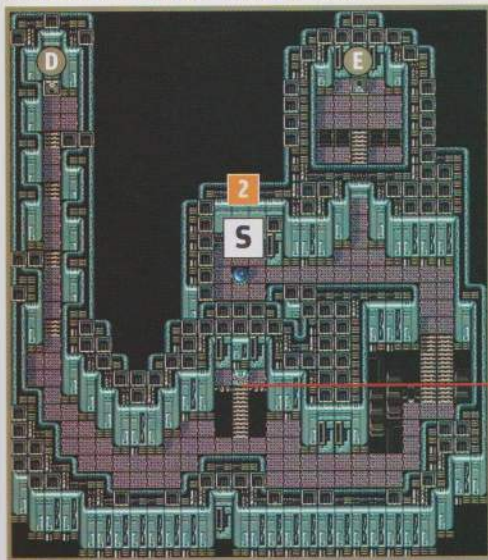
SIREN

ETHER

HI-POTION



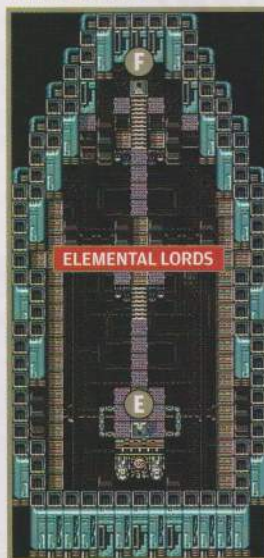
INNER PATH OF THE GIANT



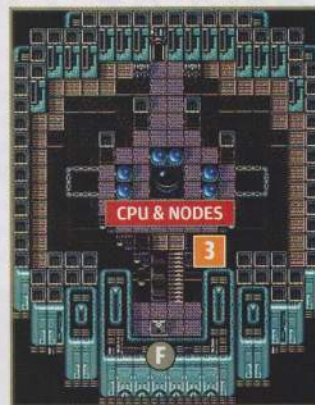
ELIXIR

This chest is guarded by a Last Arm enemy.

STAIRWELL OF THE GIANT



CPU OF THE GIANT



2 THE ELEMENTAL LORDS, ROUND 2

You won't be able to penetrate the giant's core without a fight. The first obstacle is all four Elemental Lords, who attack one after another without pause. They're simpler than they used to be (Rubicante won't ever close his cloak, for example), but it's still a challenging fight. If you emerge triumphant, head back to the camp site to rest and save before you proceed into the CPU, where an even tougher boss fight awaits.

3 TIME FOR THE FINAL BATTLE?

After destroying the giant, FuSoYa will return to the moon to settle matters with Zemus. Allies will come and go within your party, and then Cecil will set off to follow FuSoYa in the *Lunar Whale*.

If you've played previous versions of this game, you'll notice a major change at this point. You'll be invited to return to Mysidia's Hall of Prayer, where all your former allies are waiting. You can replace any number of characters in your party with Yang, Palom, Porom, Cid, or Edward. These characters have been staying in shape, and all are at or near Cecil's current level.

As you leave Mysidia's Hall of Prayer, you'll be told about a strange occurrence at Mt. Ordeals. If you go to investigate, you'll find a new dungeon exclusive to this version of the game.

Elemental Lords

You'll have to battle all four Elemental Lords here, one after another, with no breaks in between. It sounds daunting, but you're a lot stronger than you used to be, and your Ga-series spells can typically do 9,999 points of damage if you pick the right one. In order, blast Scarmiglione with Fire, Rubicante with Ice, and Cagnazzo with Lightning. Only Barbariccia has no particular weakness, but her tornado no longer protects her as it used to.



STATUS (RUBICANTE, SCARMIGLIONE)

HP	50,000
EXP	62,500
Gil	10,000
ATK	132
DEF	3
Weak Vs.	Same as previous

STATUS (CAGNAZZO, BARBARICCIA)

HP	60,000
EXP	40,000
Gil	10,000
ATK	128
DEF	3
Weak Vs.	Same as previous



CPU (DEFENSE NODE/ATTACK NODE)

The CPU comes equipped with an Attack Node (upper) and Defense Node (lower). The Defense Node constantly heals the CPU, so it must be your first target. Killing the Attack Node is tempting, but when both nodes die the CPU will use the Globe 199 instant-kill move twice, then restore both nodes. Refrain from using spells (the CPU is protected by Reflect), and instead focus normal attacks on the CPU while ignoring the Attack Node.



STATUS (CPU, DEFENSE, ATTACK)

HP	30,000/3,000/3,000
EXP	50,000/0/0
Gil	10,333/0/0
ATK	174/116/116
DEF	4/5/5
Weak Vs.	-/-/-



Cave of Trials

The Cave of Trials is a new area that has been added to the Game Boy Advance version of FFIV. It appears only if you choose to challenge the final area with the aid of Palom, Porom, Cid, Edward, or Yang. The cave is a good opportunity to gain experience for those characters and find equipment for them that is not available anywhere else in the game.

CHOOSING YOUR PARTY

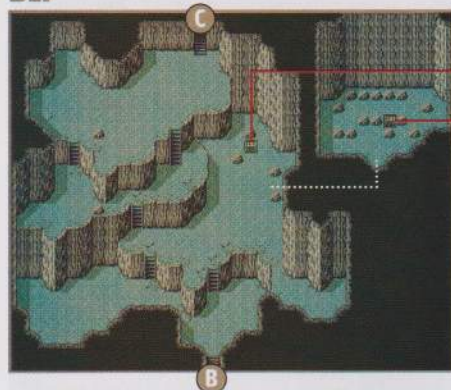
If you return to the Hall of Prayer in Mysidia at this point, you'll find all five of your surviving former allies waiting. You can replace any current members of your party (except Cecil) with Palom, Porom, Cid, Edward, or Yang. If you make any replacements, a messenger will appear in the Hall of Prayer to tell you about the Cave of Trials, which can then be discovered in the Entrance area of Mt. Ordeals.

While your former allies are now at or near Cecil's level, they have the same equipment they held when you last parted ways. To get them into fighting shape you'll need to find their ultimate armor and helms in the eight treasure-filled levels of the cave, and defeat special bosses to win their ultimate weapons.

ENTRANCE



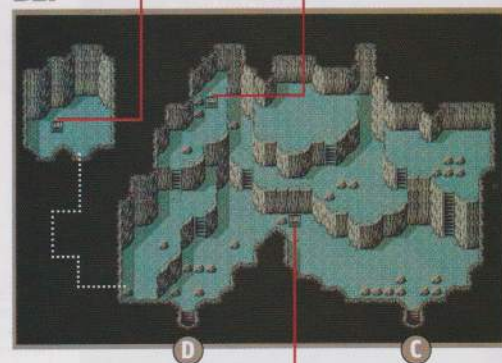
B1F



X-POTION

RED JACKET

B2F

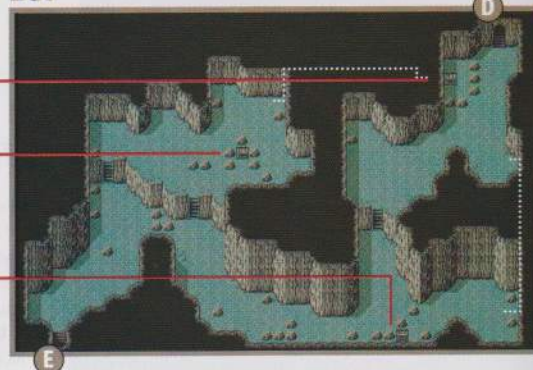


CORONET

PHOENIX DOWN

REMEDY

B3F



MYSTERIOUS MASK

REMEDY

CAT HOOD

B4F



COURAGEOUS SUIT

RED CAP

COTTAGE

SIREN

B5F



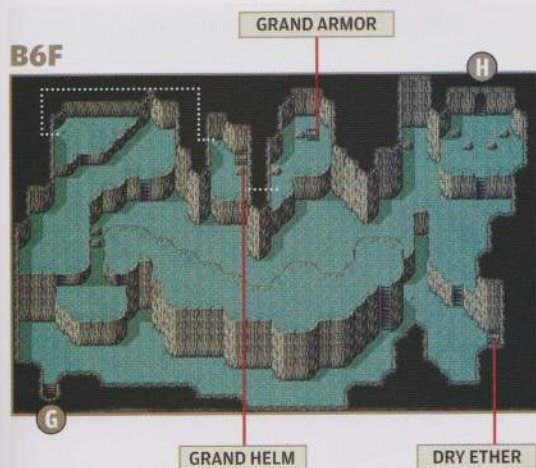
REMEDY

LORD'S ROBE

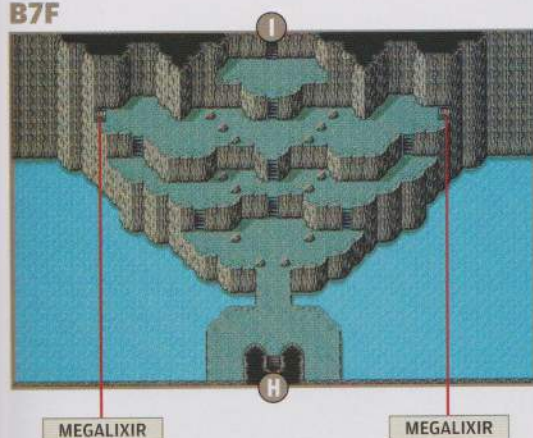
SAGE'S ROBE

SIREN

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B7F



B8F



1 THE BOSS ROOM

The cave's final floor consists of six islands. The center island has a camp site on the left and a warp (to the cave's entrance) on the right. Each of the five surrounding islands holds the ultimate weapon for one of your former allies, but each is guarded by a boss. You cannot attempt to battle these enemies unless the appropriate character is in your party.

If you intend to get all five of the ultimate weapons, you'll need to make at least two trips. Don't bring Cid and Edward in the same group, since neither can contribute much in battle until he gets his new weapon. Yang remains very effective, and Palom and Porom will be in good shape when you find their armor on the floors above. Each boss has between 35,000 and 60,000 HP, and only the Storm Dragon has a weakness (ice). You can see their full stats in the Bestiary section.

Death Mech

(Cid's Boss - Thor's Hammer)

The Death Mech's spells are powerful and often instantly lethal, but it acts so slowly that you have plenty of time to recover between attacks if you have a good healer in your party. Challenge this boss first so Cid can use the mighty Thor's Hammer against the other bosses.

Globe 150	
Death Mech	100%
Attack	100%
Defend	100%
St. Magic	100%
Fire	100%
Ice	100%
Thunder	100%
Wind	100%

Storm Dragon

(Yang's Boss - Hand of the Gods)

The Storm Dragon uses Tornado spells to reduce your characters to a few HP, but isn't quite fast or aggressive enough to follow up for the kill. This is probably the easiest boss in the cave, and its weakness to Ice magic will allow you to destroy it quickly.

Tornado	
Storm Dragon	100%
Attack	100%
Defend	100%
St. Magic	100%
Fire	100%
Ice	100%
Thunder	100%
Wind	100%

Master Flan

(Palom's Boss - Triton's Dagger)

If you defeat all four Jellies, they'll immediately re-form—it's best to kill just two or three. Master Flan has a permanent Reflect spell, so Porom can deal damage only through spells like Quake. Hasting and healing your fighters is the best strategy.

Flare	
Master Flan	100%
Attack	100%
Defend	100%
St. Magic	100%
Fire	100%
Ice	100%
Thunder	100%
Wind	100%

Gigas Worm

(Edward's Boss - Apollo's Harp)

Whenever you attack this boss, it will retaliate in kind. Spells are your best bet, but physical attacks can work if you alternate between turns of attacks and turns of recovery spells. Weak fighters like Edward will provoke more damage than they can deal, and shouldn't attack at all.

Vampire	
Gigas Worm	100%
Attack	100%
Defend	100%
St. Magic	100%
Fire	100%
Ice	100%
Thunder	100%
Wind	100%

T-Rex

(Porom's Boss - Seraphim's Mace)

Porom can help win this fight before it begins by casting Float on the party. That will protect you from T-Rex's Earthquake spells, but its Flame spells and attacks will still take a toll, requiring Porom to cast healing spells every turn while her brother blasts T-Rex with Ga-series spells.

T-Rex	
T-Rex	100%
Attack	100%
Defend	100%
St. Magic	100%
Fire	100%
Ice	100%
Thunder	100%
Wind	100%



THE *Final Battle*

To reach the Moon's core you'll need to return to the Crystal Palace via the Lunar Path. Heal up at the Crystal Palace, save your game outside, and take the warp panel in the center of the crystal room to the Lunar Subterrane. Your final battle with Zemus will occur after 12 floors of difficult battles. You'll need a lot of recovery items, especially if your levels are low, so before you begin the journey, visit Hummingway's Home and spend every last dime on supplies for your quest.

Lunar Subterrane

The Lunar Subterrane is a massive dungeon with many levels and several long side paths that lead to optional items, often in monster-guarded chests. You should try to find all of the treasures, as much for the experience as for the items themselves! If you follow the letters in alphabetical order, you won't miss anything: start with the A-D passage (which leads to a boss), then warp out, heal, save, and begin again at E. Whatever you do, don't miss the hidden passage that leads to Ragnarok (stairway T)!

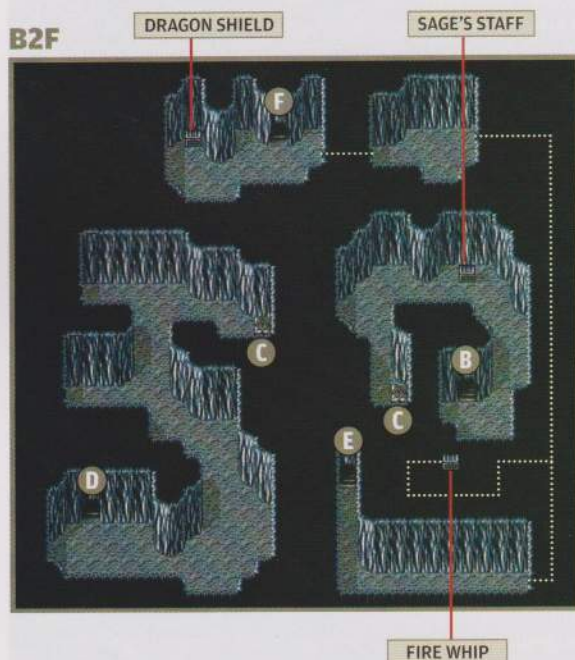
RECOMMENDED LEVELS

CECIL	50
ROSA	50
KAIN	50
RYDIA	48
EDGE	48

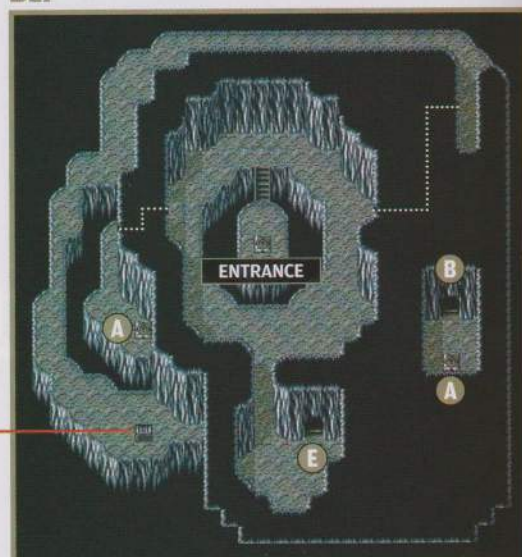
MONSTERS

NAME	HP	WEAKNESS	PAGE#
Ahriman	25,000	Throw	92
Behemoth	23,000	-	93
Blue Dragon	15,000	-	93
Bone Dragon	12,000	Fire	93
Dark Sage	5,100	-	95
Dinozombie	12,000	Fire, Holy	95
Flan Princess	20,000	-	96
Giant Warrior	14,000	-	97
Gold Dragon	8,200	-	97
Lil' Murderer	12,000	Lightning	99
Red Dragon	15,000	Ice	101
Selene Guardian	4,000	-	102
Silver Dragon	7,500	-	102
Wicked Mask	37,000	-	104
Zemus's Breath	40,000	-	104
Zemus's Mind	20,000	-	104

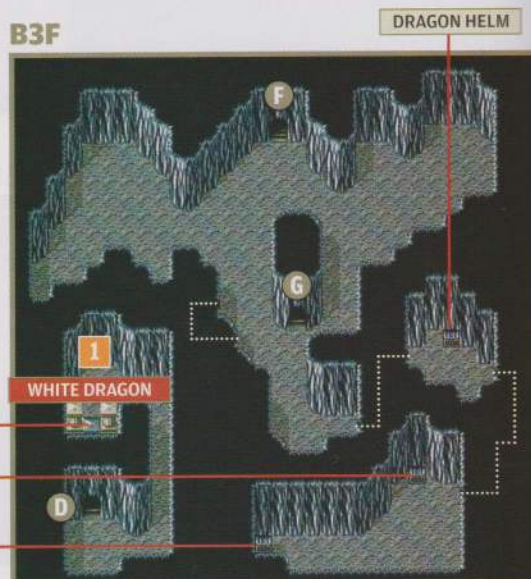
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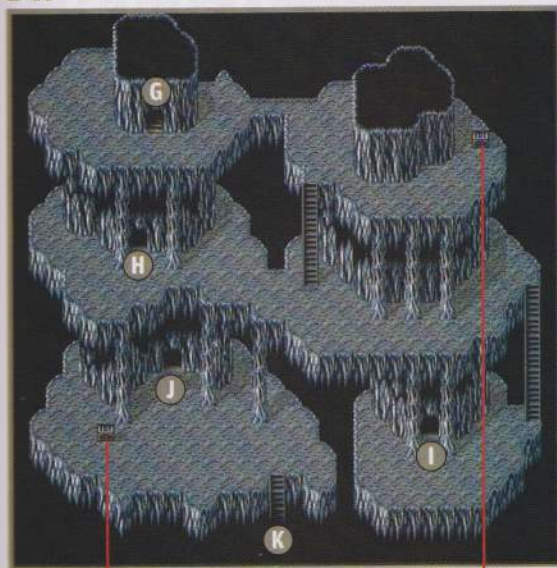
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I THE LAST BATCH OF ULTIMATE WEAPONS

Just as the Cave of Trials had the ultimate weapons for many characters, Lunar Subterrane holds boss-guarded ultimate weapons for Cecil and Kain, and two for Edge (weapons for Rydia and Rosa are not guarded by bosses). Note that you do not need the appropriate character to challenge these bosses, so you can collect absent characters' weapons for use in the optional, post-ending Lunar Ruins. Bring a lot of cottages, and return to camp sites (or the Crystal Palace) to heal and save after each boss.

B4F

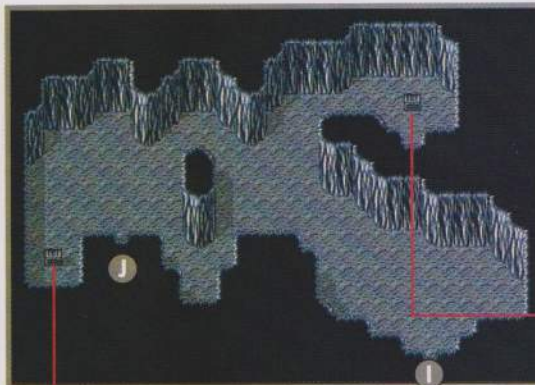


STARDUST ROD

PROTECT RING

ARTEMIS ARROW

CRYSTAL MAIL



X-POTION



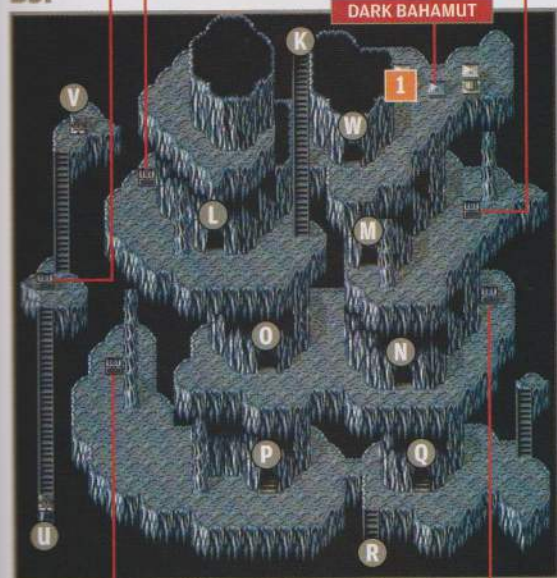
ELIXIR

WHITE FANG

2 DANCING WITH THE FLAN PRINCESSES

If you use your Siren in this room, you'll end up in a battle with five Flan Princess enemies. All they do for the first few turns is say "Let's Dance!" but don't let that make you overconfident. Blast them with your strongest spells and attacks, because eventually they'll start attacking, all your guys will be Berserked, and you'll have no way to heal wounded characters. If you emerge triumphant, you may find a Pink Tail, which you can trade for Adamant Armor at Adamant Grotto.

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CRYSTAL SHIELD

RAGNAROK

DARK BAHAMUT

CRYSTAL HELM

PROTECT RING

CRYSTAL GLOVES

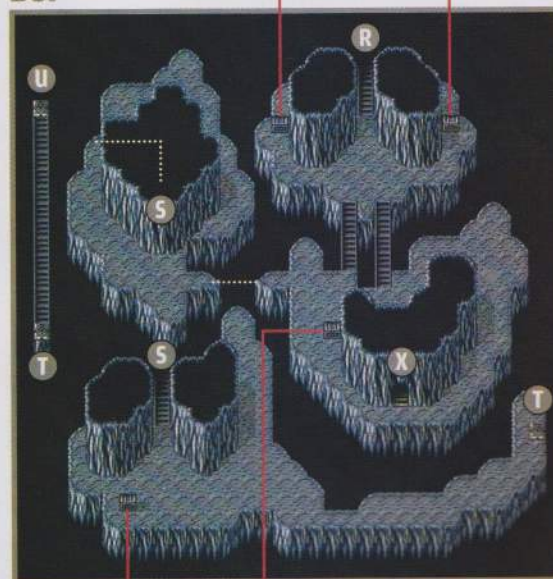


RED FANG



WHITE ROBE

B6F



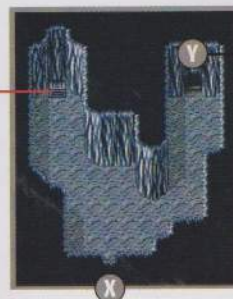
ARTEMIS ARROW

FUMA SHURIKEN

GOLDEN APPLE

COTTAGE

MINERVA'S PLATE

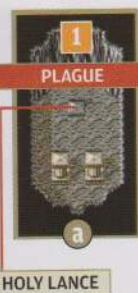
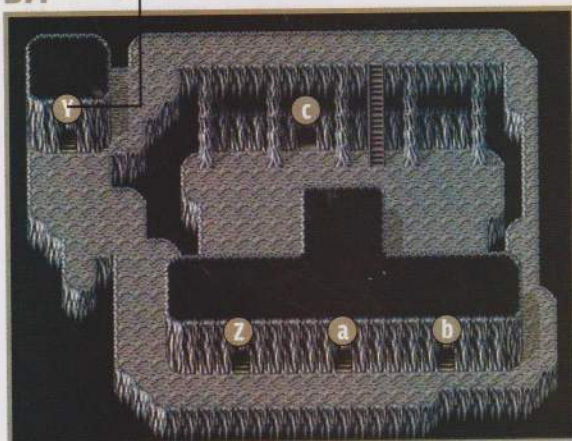


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(pg. 83)

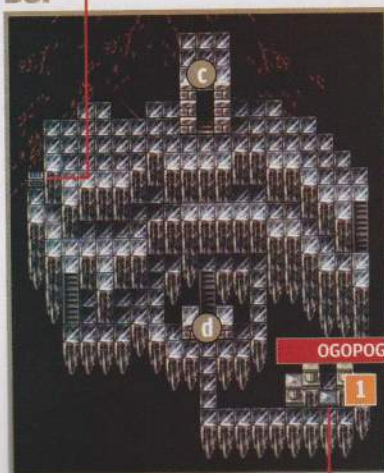


RIBBON x2

HOLY LANCE

FUMA SHURIKEN

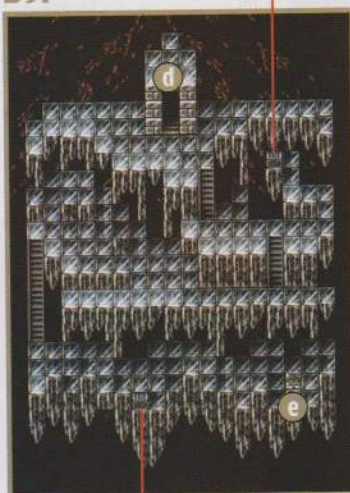
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OGOPOGO

MASAMUNE

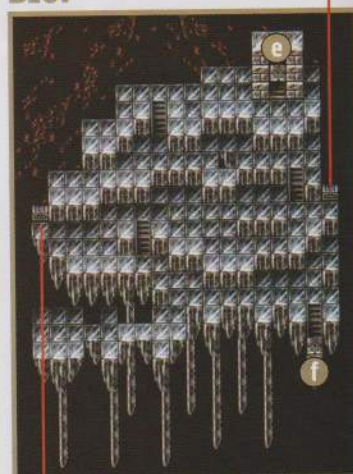
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ELIXIR

GYSAHL WHISTLE

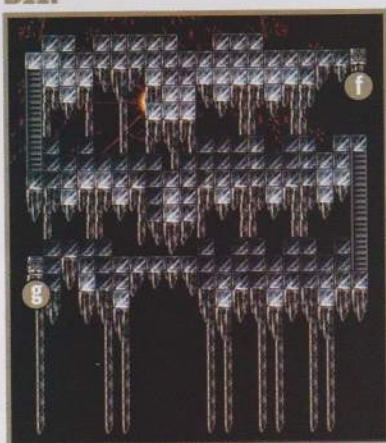
B10F



FUMA SHURIKEN

FUMA SHURIKEN

B11F



B12F



ZEROMUS

3 PREPARE FOR THE SHOWDOWN

The final battle begins at the end of this bridge, so heal up your characters and make sure you have your strongest items equipped before you cross it!

White Dragon

Cast Float on your party before you approach the White Dragon. It may not cast Earthquake often, but the effects will be devastating if it does. There is nothing you can do to prevent its Maelstrom attack, which will leave everyone with only a few HP, so be ready to heal Cecil with a spell or item, and count on him to protect the party while you recover. The White Dragon can absorb all elemental spells, so Rydia or Porom will have to rely on type-less effects like Bio and, ideally, Bahamut.



White Dragon

Attack	Edge	Rydia	Cecil	Porom
Attack	1392	1392	1392	1392
Item	1392	1392	1392	1392
Float	1392	1392	1392	1392
Item	1392	1392	1392	1392

STATUS

HP	32,700
EXP	55,000
Gil	0
ATK	156
DEF	5
Weak Vs.	—

Dark Bahamut

Dark Bahamut is brutal. He'll immediately kick off the fight by casting Mega Flare, which will likely devastate your party. Heal your wounded and cast Reflect (or use Lunar Curtains) on everyone you can. Dark Bahamut will cast Reflect as well, forcing you to target your own reflected characters to hit him with spells, a trick he will use to nail you with Flare spells despite your own Reflect barriers. Fortunately your Reflect barriers bounce his Mega Flare, but his can't bounce summoned Bahamut's Mega Flare.



Dark Bahamut

Attack	Edge	Rydia	Cecil	Porom
Attack	1392	1392	1392	1392
Item	1392	1392	1392	1392
Mega Flare	1392	1392	1392	1392
Item	1392	1392	1392	1392

STATUS

HP	60,000
EXP	64,000
Gil	0
ATK	160
DEF	5
Weak Vs.	—

Lunasaur

If your team is equipped with the right gear, the Lunasaurs will be the easiest bosses you'll face here. As Undead creatures they're weak to holy items, and you should be able to deal nearly 9,999 points of damage with divine weapons like Cecil's Ragnarok, Kain's Holy Lance, and Yang's Hand of the Gods. Don't let their weakness to Fire tempt you to use spells, because both Lunasaurs will cast Reflect early in the fight!



Lunasaur

Attack	Edge	Rydia	Cecil	Porom
Attack	1392	1392	1392	1392
Item	1392	1392	1392	1392
Reflect	1392	1392	1392	1392
Item	1392	1392	1392	1392

STATUS

HP	23,000
EXP	29,500
Gil	0
ATK	144
DEF	4
Weak Vs.	Fire

Plague

Plague's one and only attack is casting Doom on the entire party. To win, you'll need to defeat Plague before the counters can hit 0 and your party is wiped out. It shouldn't be tough if you can exploit Plague's vulnerability to projectiles. Plague is weak not only to items tossed by Edge's Throw command, but to arrows and boomerangs as well, so archers should equip the strongest Artemis Arrows and Edge should swap his weakest weapon for the Full Moon. A few visits from Bahamut won't hurt, either.



Plague

Attack	Edge	Rydia	Cecil	Porom
Attack	1392	1392	1392	1392
Item	1392	1392	1392	1392
Throw	1392	1392	1392	1392
Item	1392	1392	1392	1392

STATUS

HP	33,333
EXP	31,108
Gil	550
ATK	146
DEF	5
Weak Vs.	Throw

Ogopogo

Ogopogo doesn't attack often, but its non-Reflectable spells are devastating. Your White Mages should cast Curaja on your entire party every turn, and you may need to have Rydia chip in by summoning Sylph or Asura instead of Bahamut when characters are wounded (Ogopogo is very resistant to magic of all types anyway). It's attackers like Cecil that will ultimately win the day.



Ogopogo

Attack	Edge	Rydia	Cecil	Porom
Attack	1392	1392	1392	1392
Item	1392	1392	1392	1392
Curaja	1392	1392	1392	1392
Item	1392	1392	1392	1392

STATUS

HP	50,000
EXP	61,000
Gil	0
ATK	150
DEF	4
Weak Vs.	—

Zeromus

You won't even be able to hit Zeromus until you have Cecil use the Crystal, but Zeromus will give you a few free turns before he begins attacking. Other characters should spend their pre-Crystal turns using Hermes' Shoes or casting Shell and Haste on the party. If you have Edge in your party, have him throw all your strongest weapons for heavy damage (like Excalibur and Yang's wife's Knife). Zeromus's Big Bang spell does 2,000-3,000 HP of damage per character, so be ready to react with Megalixirs and Phoenix Downs!



Zeromus

Attack	Edge	Rydia	Cecil	Porom
Attack	1392	1392	1392	1392
Item	1392	1392	1392	1392
Big Bang	1392	1392	1392	1392
Item	1392	1392	1392	1392

STATUS

HP	65,498
EXP	0
Gil	0
ATK	174
DEF	3
Weak Vs.	—





The Lunar Ruins

After the game's ending, the camera will focus on a rock-shaped face on the surface of the moon, and a series of doors will open, one for each character in your party when you completed the game. You

have unlocked the Lunar Ruins, an optional dungeon on the surface of the moon. This bonus area is a surreal mix of puzzles and flashbacks, and offers new items and a personal epilogue for each of the game's 10 heroes.

THE END?

Save your game after the ending, then load the file. You'll be back at the Crystal Palace, and will have to walk down the Lunar Path to your *Lunar Whale*. Fly to the mysterious face, where you'll see a staircase into the dungeon. You can see a lot of it after one play through, but to fully experience this dungeon, you'll need to beat Lunar Subterrane with each of the game's characters. Don't worry... it will be a lot easier with the EXP you earn and the items you find here!

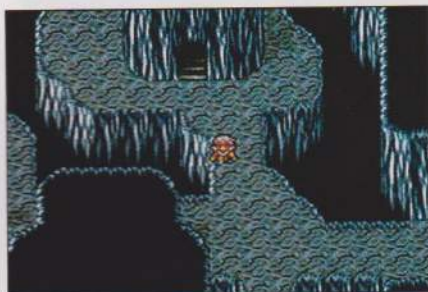
Edge	Ninja	HP 2140/2140	MP 144/144
Rosa	W/ Mage	HP 2057/2057	MP 385/385
Cecil	Paladin	HP 2821/2821	MP 194/194
Rydia	Summoner	HP 1276/1276	MP 372/372
Kain	Dragon	HP 2834/2834	MP 0/0

Load Game
Data ★4/4
Confirm
Cancel
Overworld
Play time 6:37
Gil 2560599



THE BEGINNING

The first few floors are standard dungeon fare with hidden passages, chests full of recovery items, and new enemies to fill those holes in your Bestiary. After several floors of this, you'll do a series of puzzle floors and remembrance floors, and then start over with new floors of each type. Every now and then you'll find a floor with a camp site, a warp, and a door to an event floor that will open only if a particular character is in your party, and if you've beaten the game with that character.



EVENT FLOORS

The event floors are the meat of the Lunar Ruins. In these, one character will confront his or her worst fear. These events often include a puzzle or maze, and always end with a difficult boss that holds an exclusive item. They are the hardest areas in the Lunar Ruins, so be sure to save before you attempt them! If you want to visit all of the event floors, you'll need to beat Zeromus with all 10 characters.



PUZZLE FLOORS

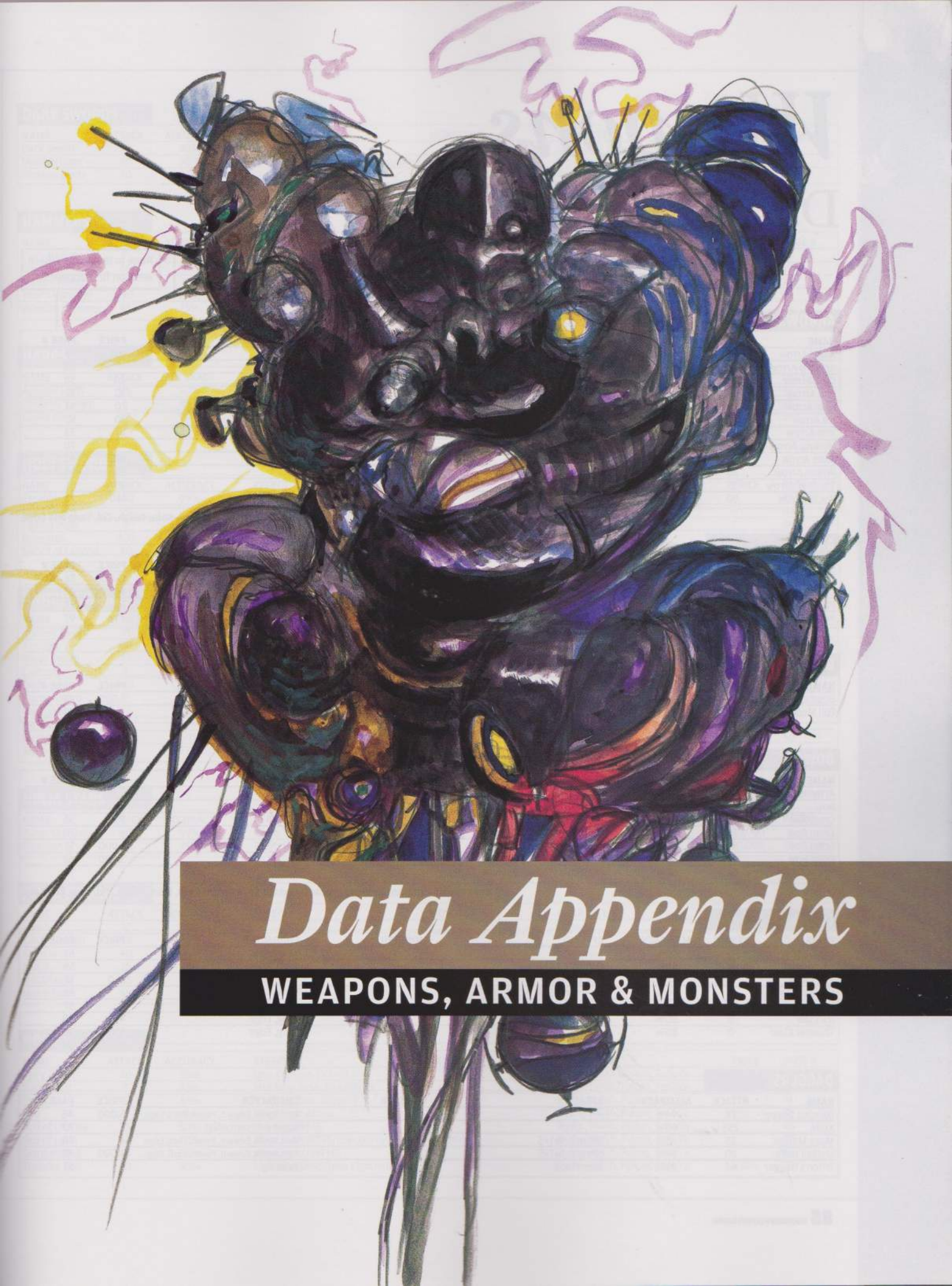
The Lunar Ruins are full of original puzzle floors where you'll need to complete a little brain teaser to move on. For example, you may have to find a specific item based on vague clues, solve a quiz question, cross a maze of warps, or hit numbered tiles in the right order. Sometimes you can earn prizes for success, while other times the reward is simply the right to move on. There are no enemy encounters on puzzle floors.



REMEMBRANCE FLOORS

The remembrance floors are a trip down memory lane, presenting a seemingly random mix of old areas. Some are floors from dungeons, and a few are non-combat areas like towns where you can actually shop and buy rare items. The dungeon floors have new enemies that will help you fill out your Bestiary, and all of the chests have been refilled with new items. They mostly contain recovery items, but there are new pieces of equipment and combat items to be found too!





Data Appendix

WEAPONS, ARMOR & MONSTERS



Weapons

Data for all of the equipment in the game are listed here. You will encounter most of these items on your quest; a few rare items can only be taken from monsters or found in the optional Lunar Ruins area at the end of the game.

Effect indicates special weapon effects like bonuses or penalties to stats, status conditions the weapon can cause, or its effect when used as a combat item.

Weapon is especially effective against monsters of this species.

Characters who can equip this weapon.

Page in this guide where weapon first appears.

ARROWS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Angel Arrow	40	-	Confusion	Giant	*	110	72
Artemis Arrow	75	-	-	Dragon	*	-	83
Dark Arrow	20	-	Darkness	-	*	40	58
Fire Arrow	15	-	-	-	*	30	51
Holy Arrow	10	-	-	Ghoul, Undead	*	20	41
Ice Arrow	15	-	-	-	*	30	51
Iron Arrow	5	-	-	-	*	10	33
Medusa Arrow	1	-	Petrification	-	*	-	70
Mute Arrow	35	-	Silence	Mage	*	100	67
Poison Arrow	30	-	Poison	-	*	70	64
Thunder Arrow	15	-	-	Mech	*	30	51
Yoichi Arrow	50	-	-	-	*	140	71

* Arrows can be equipped by every character except Dark Knight Cecil, Kain, Tellah, Cid, Yang and Edge.

AXES

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Dwarf Axe	62	69%	STR & STA +5 / AGI, INT & SPI -5	-	Cecil, Kain, Cid	15,000	58
Ogrekiller	80	69%	-	Giant	Cecil, Kain, Cid	45,000	65
Poison Axe	95	60%	Poison	Giant	Cecil, Kain, Cid	-	71
Rune Axe	100	60%	-	Mage	Cecil, Kain, Cid	-	97

BOOMERANGS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Boomerang	20	80%	Projectile (Throw) Damage	-	Edge	3,000	47
Full Moon	40	85%	Projectile (Throw) Damage	-	Edge	-	70

BOWS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Artemis's Bow	80	70%	Projectile (Throw) Damage	-	**	-	102
Bow	10	30%	Projectile (Throw) Damage	-	**	220	33
Crossbow	20	35%	Projectile (Throw) Damage	-	**	700	36
Elven Bow	50	75%	Projectile (Throw) Damage	Mage	**	-	70
Great Bow	30	40%	Projectile (Throw) Damage	-	**	2,000	51
Killer Bow	40	50%	Projectile (Throw) Damage	-	**	3,000	62
Yoichi's Bow	60	60%	Projectile (Throw) Damage	-	**	-	71

** Bows can be equipped by every character except Dark Knight Cecil, Kain, Tellah, Cid, Yang and Edge.

CLAWS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Cat Claw	0	99%	Sleep	-	Yang, Edge	-	61
Fairy Claw	0	50%	Confuse, AGI+3	Giant	Yang, Edge	-	55
Fire Claw	0	80%	Fire Damage	-	Yang, Edge	350	12
Hand of the Gods	0	90%	Holy Dmg, STR, AGI & STA+15	Ghoul, Undead	Yang	-	81
Hell Claw	0	90%	STR+3, Poison	-	Yang, Edge	-	57
Ice Claw	0	80%	Ice Damage	-	Yang, Edge	450	30
Thunder Claw	0	80%	Lightning Damage	Mech	Yang, Edge	550	30

DAGGERS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Dancing Dagger	28	94%	-	-	Kain, Rydia, Edward, Palom, Cecil, Edge	5,000	46
Knife	255	99%	-	-	(can be thrown only)	-	70
Mage Masher	35	75%	Silence, INT+5	Mage	Kain, Rydia, Edward, Palom, Cecil, Edge	-	70
Mythril Knife	20	99%	Silence, INT+5	Ghoul	Kain, Rydia, Edward, Palom, Cecil, Edge	3,000	48
Triton's Dagger	62	99%	Use: Flood	-	Palom	-	81



DARK SWORDS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Dark Sword	10	80%	Darkness Damage	-	Cecil(Dark Knight)	-	6
Deathbringer	30	90%	Dark Dmg./STR, AGI, STA, INT+5/SPI-5	-	Cecil(Dark Knight)	-	40
Shadow Blade	20	85%	Darkness Damage	-	Cecil(Dark Knight)	-	35

HAMMERS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Fiery Hammer	?	?	?	?	?	?	86
Gaia Hammer	65	75%	Fire Dmg./STR+5/Use: Quake	Mech	Cid	-	57
Mythril Hammer	55	75%	-	Mech, Ghoul	Cid	8,000	48
Thor's Hammer	190	80%	Lightning Dmg./STR+15/Use: Blitz	Mech	Cid	-	81
Wooden Hammer	45	75%	-	Mech	Cid	80	15

HARPS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Apollo's Harp	98	90%	Fire Dmg./STR, AGI & SPI+15	Dragon	Edward	-	81
Dreamer's Harp	8	85%	Sleep	-	Edward	-	13
Lamia Harp	18	90%	Confuse	-	Edward	-	37

HOLY SWORDS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Excalibur	160	99%	Holy Damage/STR+10	-	Cecil	-	73
Light Sword	99	99%	Holy Damage/STR, SPI+3	-	Cecil	-	69
Lightbringer	?	?	?	?	?	?	86
Ragnarok	200	99%	Holy Dmg./STR, STA & SPI+15	Undead	Cecil	-	83
Sword of Legend	40	99%	Holy Damage/SPI+3	-	Cecil	-	7

KNIGHT SWORDS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Ancient Sword	35	77%	Curse	Ghoul	Cecil, Kain	-	-
Avenger	80	95%	STR, AGI & STA+10/INT, SPI-10	-	Cecil, Kain	-	70
Blood Sword	45	50%	Absorb HP/STR, AGI, STA, INT & SPI-5	Giant, Flan, Undead	Cecil, Kain	-	64
Caliburn	?	?	?	?	?	?	86
Defender	105	90%	Use: Protect	-	Cecil, Kain	-	71
Flame Sword	65	80%	Fire Damage	-	Cecil, Kain	14,000	56
Gorgon Blade	77	66%	Stone	-	Cecil, Kain	-	97
Ice Brand	75	80%	Ice Damage	-	Cecil, Kain	26,000	61
Mythril Sword	50	80%	-	Ghoul	Cecil, Kain	6,000	48
Sleep Blade	55	77%	Sleep/Use: Sleep	-	Cecil, Kain	-	-

NINJA STARS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Fuma Shuriken	80	99%	Projectile (Throw) Damage	-	-	50,000	-
Shuriken	40	99%	Projectile (Throw) Damage	-	-	20,000	93

NINJA SWORDS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Ahura	32	90%	-	-	Edge	7,000	67
Kikuichimonji	48	90%	STR+5	-	Edge	-	71
Kotetsu	40	90%	-	-	Edge	11,000	68
Kunai	25	90%	-	-	Edge	4,000	16
Masamune	65	99%	AGI+3	-	Edge	-	84
Murasame	55	90%	STR, STA & INT+5, AGI, SPI-5	-	Edge	-	82

RODS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Fairy Rod	30	55%	Use: Confuse/INT+10	-	Rydia, Tellah, Palom, FuSoYa	5,000	70
Flame Rod	7	45%	Fire Dmg./Use: Fire/INT+3	-	Rydia, Tellah, Palom, FuSoYa	380	41
Ice Rod	5	45%	Ice Dmg./Use: Blizzard	Lizard	Rydia, Tellah, Palom, FuSoYa	220	41
Rod	3	40%	Use: Magic Arrow	-	Rydia, Tellah, Palom, FuSoYa	100	33
Rod of Change	15	50%	Use: Pig/INT+5	-	Rydia, Tellah, Palom, FuSoYa	-	46
Rod of Lilith	13	10%	Absorb HP/INT+5/Use: Osmose	Undead	Rydia, Tellah, Palom, FuSoYa	-	99
Stardust Rod	45	60%	Use: Comet/INT+15	-	Rydia, Tellah, Palom, FuSoYa	-	83
Thunder Rod	10	50%	Lightning Dmg./Use: Lightning/INT+3	-	Rydia, Tellah, Palom, FuSoYa	700	30



STAFFS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Healing Staff	8	50%	Use: Heal	-	*	480	30
Kinesis Staff	36	60%	SPI+10/Use: Dispel	-	**	7,000	72
Mythril Staff	12	55%	SPI+3	Undead	*	4,000	48
Power Staff	30	99%	Berserk/STR+10	-	**	2,000	64
Rune Staff	52	60%	Silence/SPI+10/Use: Silence	Mage	**	-	101
Sage's Staff	48	65%	SPI+15/Use: Raise	-	**	-	82
Staff	4	45%	Use: Antidote	-	*	160	33

* Rydia (child), Tellah, Rosa, Porom, Cecil (Paladin), and FuSoYa can equip. ** Rydia (child), Tellah, Rosa, Porom, and FuSoYa can equip.

SPEARS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Abel's Lance	?	?	?	?	?	-	86
Blood Lance	88	22%	Absorb HP/STR, AGI, STA, INT & SPI-10	Giant, Flan, Undead	Kain	-	50
Fire Lance	66	80%	Fire, Projectile Dmg./Use: Fira	-	Kain	11,000	58
Gungnir	92	80%	Projectile (Throw) Dmg./STA+15	-	Kain	-	79
Holy Lance	109	80%	Holy, Projectile Dmg./Use: Holy	Ghoul	Kain	-	84
Ice Lance	77	80%	Ice, Projectile Dmg./Use: Blizzara	-	Kain	21,000	61
Spear	9	99%	Projectile (Throw) Damage	-	Kain	60	8
Wind Spear	55	80%	Projectile (Throw) Damage	-	Kain	-	57
Wyvern Lance	99	80%	Projectile (Throw) Damage	Dragon	Kain	-	-

WHIPS

NAME	ATTACK	ACCURACY	EFFECT	MONSTER	CHARACTER	PRICE	PAGE #
Blitz Whip	40	60%	Lightning Dmg./Paralyze	-	Rydia	10,000	72
Chain Whip	30	55%	Paralyze	-	Rydia	6,000	67
Dragon's Whisker	55	75%	Paralyze/STR, AGI, STA+5, INT, SPI-5	Dragon	Rydia	-	-
Fire Whip	50	65%	*	-	Rydia	-	82
Whip	20	50%	Paralyze	-	Rydia	3,000	46

* Fire Damage/Paralyze/STR, AGI, STA+5/INT, SPI-5

Armor

The additional effects for Magic Defense.

ARM GEAR

NAME	DEFENSE	M.DEFENSE	EFFECT	CHARACTER	PRICE	PAGE #
Crystal Gloves	10	7	SPI+3	Cecil	-	83
Crystal Ring	20	12	Prevent Confuse, Sleep, Paralyze/AGI+5	All except Cecil (Dark Knight)	-	101
Cursed Ring	0	0	Prevent Absorb attack/STR, AGI, STA, INT, SPI-15	All	-	103
Dark Gloves	2	0	-	Cecil (Dark Knight)	-	6
Demon Gloves	4	0	-	Cecil (Dark Knight)	800	39
Diamond Armlet	6	8	Half Thunder	All except Cecil, Kain, Cid	4,000	67
Diamond Gloves	7	3	Half Thunder	Cecil, Kain, Cid	5,000	67
Discipline Armlet	?	?	?	?	?	86
Dragon Gloves	9	6	Half Fire, Ice, Thunder	Cecil, Kain, Cid	-	82
Dragoon Gloves	?	?	?	?	?	86
Gauntlets	5	1	SPI+3	Cecil	3,000	41
Genji Gloves	8	5	Darkness Damage	Cecil, Kain, Cid, Edge	-	77
Giant's Gloves	10	0	STR, STA+10/Prevent Mini	Cecil, Yang, Kain, Cid, Edge	-	101
Hades Gloves	3	0	-	Cecil (Dark Knight)	?	35
Hanzo Gloves	?	?	?	?	?	86
Harmonious Ring	?	?	?	?	?	86
Iron Armlet	2	2	-	All except Cecil, Kain, Cid	100	33
Iron Gloves	2	0	-	Cecil, Kain, Cid, Edge	130	8
Mist Ring	?	?	?	?	?	86
Mythril Gloves	6	2	-	Cecil, Kain, Cid, Edge	2,000	48
Power Armlet	2	2	STR+5	Kain, Yang, Cecil, Cid, Rydia, Edge	-	59
Protect Ring	10	12	Half Fire, Ice, Thunder	All except Cecil (Dark Knight)	-	83
Ruby Ring	0	3	Prevent Pig	All except Cecil (Dark Knight)	1,000	13
Rune Armlet	5	8	Prevent Silence/INT, SPI+3	All except Cecil, Kain, Cid	2,000	58
Silver Armlet	4	4	-	All except Cecil, Kain, Cid	650	30
Twin Stars	?	?	?	?	?	86
White Ring	?	?	?	?	?	86

BODY ARMOR

NAME	DEFENSE	M.DEFENSE	EFFECT	CHARACTER	PRICE	PAGE #
Adamant Armor	100	20	*	All except Cecil (Dark Knight)	-	73
Assassin Vest	29	20	Prevent Poison, Stone, Paralyze/STR, AGI+5	Edge	530,000	-
Bard's Tunic	2	1	Prevent Silence	All except Cecil (Dark Knight)	700	13
Battle Gear	29	12	Prevent Pig, Toad, Mini/STR, STA+10	Yang	500,000	-
Black Belt	10	3	STR, STA+5	All except Cecil (Dark Knight)	-	16
Black Garb	24	15	AGI+3	Edge	-	82
Black Robe	8	7	INT+5	Rydia, Tellah, Palom, FuSoYa	10,000	64
Caesar's Plate	?	?	?	?	?	86
Chocobo Suit	28	30	Prevent Poison/AGI+15	Palom	550,000	-



BODY ARMOR (CONTINUED)

NAME	DEFENSE	M.DEFENSE	EFFECT	CHARACTER	PRICE	PAGE #
Clothes	1	0	-	All except Cecil (Dark Knight)	50	46
Courageous Suit	22	8	Prevent Curse/STR, AGI, STA+10	Yang	-	80
Crystal Mail	25	10	Prevent Darkness, Silence, Pig, Mini, Toad, Berserk/SPI+3	Cecil	-	6
Dark Armor	5	1	-	Cecil (Dark Knight)	-	6
Demon Armor	9	3	-	Cecil (Dark Knight)	3,000	39
Diamond Armor	19	4	Half Thunder	Kain, Cecil, Cid	40,000	80
Dragon Mail	23	8	Half Fire, Ice, Thunder	Kain, Cecil, Cid	-	82
Dragoon Plate	?	?	?	?	?	86
Flame Mail	15	4	Half Ice	Kain, Cecil, Cid	30,000	56
Gaia Gear	3	3	Prevent Stone	Rydia, Tellah, Rosa, Palom, Porom, Cecil, FuSoYa	500	41
Genji Armor	21	7	-	Kain, Cecil, Cid, Edge	-	77
Grand Armor	28	10	Half Thunder/STA, SPI+15	Cid	-	81
Hades Armor	7	2	-	Cecil (Dark Knight)	-	35
Ice Armor	17	4	Half Fire	Kain, Cecil, Cid	35,000	62
Iron Armor	4	1	-	Kain, Cecil, Cid	600	8
Kenpogi	5	2	STR+3	All except Cecil (Dark Knight)	4,000	30
Knight's Armor	11	3	SPI+3	Cecil	8,000	41
Leather Garb	2	1	-	All except Cecil (Dark Knight)	200	33
Light Robe	12	9	Half Thunder/INT, SPI+5	Rydia, Tellah, Rosa, Palom, Porom, Cecil, FuSoYa	30,000	72
Lord's Robe	19	18	Half Fire, Ice, Thunder/STA, SPI+10	Porom	-	80
Maximilian	?	?	?	?	?	86
Minerva's Plate	20	5	Prevent Paralyze/STR, AGI, STA+15, INT, SPI-15	Rydia, Rosa, Porom	-	83
Mythril Armor	13	4	-	Kain, Cecil, Cid	17,000	48
Power Sash	15	0	STR+15	All except Cecil (Dark Knight)	-	93
Prisoners' Wear	1	1	Prevent Sleep	All except Cecil (Dark Knight)	-	15
Rainbow Robe	?	?	?	?	?	86
Red Jacket	21	12	Half Fire/STR, AGI+15	Edward	-	80
Sage's Robe	19	15	Prevent Silence/AGI, INT+10	Palom	-	80
Sage's Surplice	5	5	SPI+5	Rydia, Tellah, Rosa, Palom, Porom, Cecil, FuSoYa	1,200	57
Tabby Suit	28	30	Prevent Poison/AGI, STA+10	Porom	560,000	-
Vishnu Vest	?	?	?	?	?	86
White Dress	?	?	?	?	?	86
White Robe	18	10	Prevent Darkness/SPI+15	Rydia (Child), Tellah, Rosa, Porom, Cecil, FuSoYa	-	83

* Half Fire, Ice, Thunder/Prevent all status ailments/STR, AGI, STA, INT, SPI+15

HEAD GEAR

NAME	DEFENSE	M.DEFENSE	EFFECT	CHARACTER	PRICE	PAGE #
Black Cowl	5	1	Prevent Sleep/STR, AGI, STA+3	All except Cecil (Dark Knight)	-	69
Cat Hood	7	18	Half Ice/AGI+5	Porom	-	80
Coronet	7	16	Prevent Pig, Mini, Toad/INT+5	Palom	-	80
Crystal Helm	12	8	Half Fire, Ice, Thunder/SPI+3	Cecil	-	6
Dark Helm	4	0	-	Cecil (Dark Knight)	-	6
Demon Helm	6	1	-	Cecil (Dark Knight)	980	39
Diamond Helm	9	2	Half Thunder	Kain, Cecil, Cid	10,000	67
Dragon Helm	11	7	Half Fire, Ice, Thunder	Kain, Cecil, Cid	-	82
Feathered Cap	2	3	-	All except Cecil (Dark Knight)	330	13
Genji Helm	10	6	-	Kain, Cecil, Cid, Edge	-	77
Glass Mask	30	0	-	All except Cecil (Dark Knight)	-	104
Gold Hairpin	7	10	Half Thunder/INT+10	Rydia, Rosa, Porom	20,000	46
Grand Helm	14	10	Half Thunder/AGI, SPI+5	Cid	-	81
Green Beret	3	1	STR, STA+5	All except Cecil (Dark Knight)	-	16
Hades Helm	5	1	-	Cecil (Dark Knight)	-	35
Iron Helm	3	0	-	Kain, Cecil, Cid	150	8
Leather Cap	1	1	-	All except Cecil (Dark Knight)	100	33
Light Helm	7	2	SPI+3	Cecil	4,000	41
Mysterious Mask	8	3	Prevent Paralyze/STR+5	Yang	-	-
Mythril Helm	8	2	-	Kain, Cecil, Cid	3,000	48
Red Cap	10	12	Half Fire/STA+10	Edward	-	80
Ribbon	9	12	Prevent all status ailments	All except Cecil (Dark Knight)	-	84
Sage's Miter	5	7	SPI+5	Rydia, Tellah, Rosa, Palom, Porom, Cecil, FuSoYa	2,000	58
Twist Headband	1	1	Prevent Confuse/STR+5	All except Cecil (Dark Knight)	450	30
Wizard's Hat	3	5	INT, SPI+3	Rydia, Tellah, Rosa, Palom, Porom, Cecil, FuSoYa	700	41


SHIELDS

NAME	DEFENSE	M.DEFENSE	EFFECT	CHARACTER	PRICE	PAGE #
Aegis Shield	4	5	Prevent Stone/INT+3	Kain, Cecil, Cid	20,000	72
Crystal Shield	7	4	SPI+3	Cecil	-	83
Dark Shield	1	0	-	Cecil (Dark Knight)	-	6
Demon Shield	2	0	-	Cecil (Dark Knight)	-	39
Diamond Shield	4	2	Half Thunder	Kain, Cecil, Cid	15,000	67
Dragon Shield	6	3	Half Fire, Ice, Thunder	Kain, Cecil, Cid	-	82
Fire Shield	3	2	Half Ice	Kain, Cecil, Cid	1,250	57
Genji Shield	5	3	-	Kain, Cecil, Cid	-	77
Hero's Shield	20	20	Prevent Absorb/STR, AGI, STA, INT, SPI+15	All except Cecil (Dark Knight) and FuSoYa	-	-
Ice Shield	3	2	Half Fire	Kain, Cecil, Cid	10,000	62
Iron Shield	1	0	-	Kain, Cecil, Cid	100	8
Light Shield	2	1	SPI+3	Cecil	700	41
Mythril Shield	3	2	Kain, Cecil, Cid	Kain, Cecil, Cid	1,000	48



Monsters

A monster's species is shown after its name, if applicable. Some weapons and armors have special properties against certain species.

	Spirit (Ghoul)	No.028
HP: 86 STR: 24 DEF: 1 M.D: 9 GIL: 122 EXP: 278		
TREASURES: Potion, Cursed Ring		
WEAKNESS: Holy		
RESISTANCE/ABSORB: Poison, Petrify, Sleep, Slowing Petrify, Blind, Death, Paralyze / Fire		

TREASURES: This refers to the items a monster carries. The monster may drop one of these when beaten, and Edge may be able to Steal them.

WEAKNESS: Some enemies are vulnerable to certain attack or magic types. Exploiting these weaknesses will allow you to defeat the enemy with ease.

IN-GAME BESTIARY ENTRY NUMBER


STATS:
 HP - Hit Points
 STR - Strength
 DEF - Defense
 M.D - Magic Defense
 GIL - Gil earned
 EXP - EXP earned





RESISTANCE/ABSORB: The enemy is resistant to the attack and magic types listed before the slash, so these will do less damage or succeed less often than normal. Enemies can actually absorb the damage dealt from magic types listed after the slash, so avoid using these entirely!

	Abyss Worm	No.131
HP: 7,000 STR: 128 DEF: 4 M.D: 54 GIL: 310 EXP: 6,303		
TREASURES: Anarctic Wind, Ether		
WEAKNESS: Fire		
RESISTANCE/ABSORB: Darkness, Mini, Pig, Sleep / -		


	Adamantoise (Insect)	No.026
HP: 190	STR: 20	DEF: 1
M.D: 10	GIL: 46	EXP: 234
TREASURES: Antidote, Echo Herbs, Cross, Tent		
WEAKNESS: Ice		
RESISTANCE/ABSORB: Pig, Mini / -		

	Ahriman	No.154
HP: 25,000 STR: 144 DEF: 5 M.D: 38 GIL: 65,200 EXP: 33,333		
TREASURES: Eye Drops, Elixir, Gold Hourglass, Protect Ring		
WEAKNESS: Throw		
RESISTANCE/ABSORB: All conditions / -		


	Alligator	No.019
HP: 175 STR: 22 DEF: 2 M.D: 10 GIL: 95 EXP: 236		
TREASURES: Leather Cap, Leather Garb, Hi-Potion, Silver Apple		
WEAKNESS: Ice		
RESISTANCE/ABSORB: Pig, Mini / -		


	Antlion	No.194
HP: 1,100 STR: 11 DEF: 3 M.D: 11 GIL: 800 EXP: 1,500		
TREASURES: -		
WEAKNESS: -		
RESISTANCE/ABSORB: All conditions / -		

	Arachne	No.118
HP: 3,650 STR: 102 DEF: 3 M.D: 18 GIL: 585 EXP: 4,388		
TREASURES: Spider's Silk, Gaia Drum, Siren		
WEAKNESS: Ice, Throw		
RESISTANCE/ABSORB: -/-		

	Armadillo	No.077
HP: 325 STR: 58 DEF: 4 M.D: 12 GIL: 194 EXP: 1,555		
TREASURES: Mythril Shield, Mythril Hammer, Hi-Potion, X-Potion		
WEAKNESS: -		
RESISTANCE/ABSORB: Mini, Toad / -		


	Asura (Mage)	No.243
	HP: 31,005 STR: 134 DEF: 3 M.D: 37 GIL: 0 EXP: 20,000	
TREASURES: -		
WEAKNESS: Lightning		
RESISTANCE/ABSORB: All conditions / -		


	Attack Node	No.220
HP: 3,000 STR: 116 DEF: 5 M.D: 11 GIL: 0 EXP: 0		
TREASURES: -		
WEAKNESS: -		
RESISTANCE/ABSORB: All conditions / -		

	Bahamut	No.242
HP: 45,001 STR: 174 DEF: 1 M.D: 4 GIL: 0 EXP: 35,000		
TREASURES: -		
WEAKNESS: -		
RESISTANCE/ABSORB: All conditions / -		

	Baigan	No.196
HP: 4,444 STR: 58 DEF: 1 M.D: 11 GIL: 3,000 EXP: 4,800		
TREASURES: -		
WEAKNESS: -		
RESISTANCE/ABSORB: All conditions / -		

	Balloon	No.092
HP: 697 STR: 72 DEF: 4 M.D: 19 GIL: 315 EXP: 2,459		
TREASURES: Bomb Fragment, Antarctic Wind, Bomb Core, Bomb		
WEAKNESS: Throw		
RESISTANCE/ABSORB: Poison, Mini, Pig, Toad / -		


	Bandit	No.192
HP: 14,651 STR: 144 DEF: 4 M.D: 33 GIL: 0 EXP: 0		
TREASURES: -		
WEAKNESS: -		
RESISTANCE/ABSORB: All conditions / -		


	Barbariccia	No.216
HP: 8,636 STR: 82 DEF: 0 M.D: 12 GIL: 5,500 EXP: 9,000		
TREASURES: -		
WEAKNESS: -		
RESISTANCE/ABSORB: All conditions / -		

 **Barnabas (Mech)** No.210
 HP: 4,832 STR: 86 DEF: 0 M.D: 11 GIL: 2,500 EXP: 5,500
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Barnabas-Z** No.212
 HP: 4,518 STR: 114 DEF: 1 M.D: 5 GIL: 2,500 EXP: 20
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Baron Guard (Mage)** No.045
 HP: 280 STR: 40 DEF: 3 M.D: 14 GIL: 230 EXP: 710
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: - / -

 **Baron Soldier** No.020
 HP: 27 STR: 20 DEF: 0 M.D: 4 GIL: 54 EXP: 157
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: Confuse / -


 **Baron Warrior** No.035
 HP: 65 STR: 28 DEF: 2 M.D: 4 GIL: 100 EXP: 400
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: Confuse, Holy, Darkness / -


 **Basilisk (Insect)** No.024
 HP: 90 STR: 15 DEF: 2 M.D: 9 GIL: 30 EXP: 110
TREASURES: Gold Needle
WEAKNESS: -
RESISTANCE/ABSORB: Pig, Mini / -

 **Beamer (Mech)** No.135
 HP: 3,000 STR: 88 DEF: 4 M.D: 41 GIL: 890 EXP: 3,199
TREASURES: Tent, Rage of the Gods
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Behemoth** No.155
 HP: 23,000 STR: 154 DEF: 4 M.D: 254 GIL: 65,000 EXP: 57,000
TREASURES: Twist Headband, Power Armlet, Power Sash, Avenger
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -


 **Belphegor (Ghoul)** No.113
 HP: 2,200 STR: 108 DEF: 5 M.D: 12 GIL: 484 EXP: 4,088
TREASURES: Cursed Ring
WEAKNESS: Holy, Throw
RESISTANCE/ABSORB: Pig, Death, Mini / -

 **Black Flan (Pudding)** No.132
 HP: 1,357 STR: 116 DEF: 254 M.D: 0 GIL: 1,300 EXP: 3,044
TREASURES: Ether, Stardust, Lunar Curtain, Artemis Arrow
WEAKNESS: -
RESISTANCE/ABSORB: Confuse / -

 **Black Knight (Undead)** No.063
 HP: 360 STR: 64 DEF: 2 M.D: 19 GIL: 175 EXP: 840
TREASURES: Tent, Cottage
WEAKNESS: Fire, Holy
RESISTANCE/ABSORB: Death, Darkness / -

 **Black Lizard (Insect)** No.094
 HP: 792 STR: 64 DEF: 4 M.D: 15 GIL: 43 EXP: 1,298
TREASURES: Medusa Arrow
WEAKNESS: Ice
RESISTANCE/ABSORB: Pig, Mini / -

 **Blood Flower** No.072
 HP: 370 STR: 62 DEF: 2 M.D: 6 GIL: 32 EXP: 1,204
TREASURES: Diet Food, Mallet, Maiden's Kiss, Remedy
WEAKNESS: Fire
RESISTANCE/ABSORB: Darkness, Mini, Pig, Toad / -

 **Bloodbones (Undead)** No.033
 HP: 210 STR: 34 DEF: 3 M.D: 12 GIL: 169 EXP: 315
TREASURES: -
WEAKNESS: Fire, Holy
RESISTANCE/ABSORB: All conditions except Petrify / -


 **Bloody Bat** No.106
 HP: 439 STR: 56 DEF: 3 M.D: 16 GIL: 262 EXP: 1,977
TREASURES: Hi-Potion
WEAKNESS: Fire
RESISTANCE/ABSORB: Pig, Toad, Mini / Lightning

 **Bloody Eye** No.114
 HP: 2,400 STR: 100 DEF: 4 M.D: 38 GIL: 465 EXP: 3,444
TREASURES: Eye Drops, Phoenix Down, Alarm Clock, Gold Needle
WEAKNESS: Throw
RESISTANCE/ABSORB: Pig, Toad, Sleep, Mini, Berserk, Paralyze / -

 **Blue Dragon (Dragon)** No.152
 HP: 15,000 STR: 144 DEF: 4 M.D: 47 GIL: 40,200 EXP: 36,000
TREASURES: White Fang, Shuriken, Dragon's Whisker, Wyvern Lance
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / Fire, Lightning, Holy, Ice, Darkness, Throw

 **Bog Witch (Mage)** No.109
 HP: 2,960 STR: 98 DEF: 4 M.D: 0 GIL: 598 EXP: 3,441
TREASURES: Maiden's Kiss, Dry Ether, Soma Drop, Ribbon
WEAKNESS: -
RESISTANCE/ABSORB: Pig, Sleep, Mini, Paralyze / -

 **Bomb** No.027
 HP: 55 STR: 19 DEF: 2 M.D: 15 GIL: 76 EXP: 361
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: Poison, Mini, Pig, Toad / -

 **Bone Dragon (Dragon, Undead)** No.148
 HP: 12,000 STR: 142 DEF: 3 M.D: 254 GIL: 6,750 EXP: 14,000
TREASURES: Red Fang, Cursed Ring
WEAKNESS: Fire
RESISTANCE/ABSORB: All conditions except Petrify and Confuse / -





Brachioraidos (Dragon) No.188
 HP: 180,000 STR: 225 DEF: 5 M.D: 125 GIL: 65,000 EXP: 65,000
 TREASURES: Hero's Shield
 WEAKNESS: -
 RESISTANCE/ABSORB: All conditions / -

Brina No.205
 HP: 369 STR: 54 DEF: 1 M.D: 11 GIL: 500 EXP: 1,000
 TREASURES: -
 WEAKNESS: -
 RESISTANCE/ABSORB: All conditions / -

Cagnazzo No.215
 HP: 5,312 STR: 44 DEF: 2 M.D: 48 GIL: 4,000 EXP: 5,500
 TREASURES: -
 WEAKNESS: Ice
 RESISTANCE/ABSORB: All conditions / -

Cait Sith No.052
 HP: 342 STR: 50 DEF: 2 M.D: 16 GIL: 252 EXP: 820
 TREASURES: Unicorn Horn, Coeur's Whisker, Cat Claw
 WEAKNESS: Holy
 RESISTANCE/ABSORB: Mini, Toad / -

Calco No.204
 HP: 1,369 STR: 54 DEF: 0 M.D: 11 GIL: 500 EXP: 1,000
 TREASURES: -
 WEAKNESS: -
 RESISTANCE/ABSORB: - / -

Calcobrena No.206
 HP: 5,315 STR: 106 DEF: 2 M.D: 25 GIL: 5,000 EXP: 12,000
 TREASURES: -
 WEAKNESS: -
 RESISTANCE/ABSORB: All conditions / -

Captain No.036
 HP: 320 STR: 36 DEF: 2 M.D: 11 GIL: 152 EXP: 600
 TREASURES: -
 WEAKNESS: -
 RESISTANCE/ABSORB: - / -

Catoblepas (Insect) No.175
 HP: 30,556 STR: 168 DEF: 4 M.D: 54 GIL: 62,000 EXP: 62,000
 TREASURES: Gold Needle, Medusa Arrow, Aegis Shield, Gorgon Blade
 WEAKNESS: -
 RESISTANCE/ABSORB: Pig, Mini / -

Cave Bat No.058
 HP: 334 STR: 42 DEF: 3 M.D: 12 GIL: 151 EXP: 598
 TREASURES: Hi-Potion
 WEAKNESS: Holy, Throw
 RESISTANCE/ABSORB: Pig, Toad, Mini / Lightning

Cave Naga (Insect) No.056
 HP: 285 STR: 40 DEF: 3 M.D: 12 GIL: 201 EXP: 740
 TREASURES: Antidote, Unicorn Horn, Poison Arrow
 WEAKNESS: Holy
 RESISTANCE/ABSORB: - / -

Centaur Knight No.064
 HP: 380 STR: 58 DEF: 2 M.D: 18 GIL: 172 EXP: 860
 TREASURES: Tent, Cottage
 WEAKNESS: -
 RESISTANCE/ABSORB: Pig, Toad / -

Centaurion (Mech) No.136
 HP: 3,500 STR: 126 DEF: 5 M.D: 43 GIL: 1,220 EXP: 9,699
 TREASURES: Tent, Cottage
 WEAKNESS: -
 RESISTANCE/ABSORB: Pig, Toad, Mini / -

Chaotic Knight No.169
 HP: 21,019 STR: 152 DEF: 2 M.D: 45 GIL: 42,000 EXP: 50,000
 TREASURES: Remedy, Cottage, Assassin Dagger
 WEAKNESS: -
 RESISTANCE/ABSORB: Pig, Toad, Mini / -

Chimera No.093
 HP: 700 STR: 80 DEF: 3 M.D: 18 GIL: 228 EXP: 1,708
 TREASURES: Fire Arrow, Bomb Fragment, Bomb Arm, Red Fang
 WEAKNESS: -
 RESISTANCE/ABSORB: Pig, Toad, Sleep, Mini, Death, Paralyze / Fire, Lightning, Ice

Chimera Brain No.125
 HP: 3,400 STR: 114 DEF: 3 M.D: 38 GIL: 1,200 EXP: 28,000
 TREASURES: Fire Arrow, Bomb Fragment, Bomb Arm, Red Fang
 WEAKNESS: -
 RESISTANCE/ABSORB: Pig, Toad, Sleep, Mini, Death, Paralyze / Fire, Lightning, Ice

Chimerageist No.174
 HP: 24,415 STR: 164 DEF: 4 M.D: 55 GIL: 57,000 EXP: 58,000
 TREASURES: Red Fang, White Fang, Blue Fang, Cursed Ring
 WEAKNESS: -
 RESISTANCE/ABSORB: Pig, Toad, Sleep, Mini, Death, Paralyze / Fire, Lightning, Ice

Chrysalis No.081
 HP: 986 STR: 72 DEF: 3 M.D: 17 GIL: 39 EXP: 2,822
 TREASURES: Hi-Potion
 WEAKNESS: -
 RESISTANCE/ABSORB: Pig, Toad, Mini / -

Cindy (Mage) No.202
 HP: 4,599 STR: 36 DEF: 2 M.D: 11 GIL: 3,000 EXP: 2,500
 TREASURES: -
 WEAKNESS: -
 RESISTANCE/ABSORB: All conditions / -

Cockatrice No.031
 HP: 149 STR: 24 DEF: 1 M.D: 11 GIL: 82 EXP: 275
 TREASURES: Phoenix Down, Gold Needle, Cockatrice
 WEAKNESS: Throw
 RESISTANCE/ABSORB: Pig, Toad, Mini / -

Coeurl No.091
 HP: 593 STR: 72 DEF: 3 M.D: 17 GIL: 345 EXP: 2,759
 TREASURES: Unicorn Horn, Coeur's Whisker, Cat Claw
 WEAKNESS: -
 RESISTANCE/ABSORB: Mini, Toad / -

 **Coeurl Regina** **No.166**
 HP: 15,935 STR: 154 DEF: 4 M.D: 51 GIL: 33,000 EXP: 42,000
TREASURES: Unicorn Horn, Coeurl's Whisker, Cat Claw, Tabby Suit
WEAKNESS: -
RESISTANCE/ABSORB: Silence, Mini, Pig, Toad / -

 **Cold Beast** **No.069**
 HP: 520 STR: 64 DEF: 3 M.D: 13 GIL: 276 EXP: 1,441
TREASURES: Ice Arrow, Antarctic Wind, Arctic Wind, White Fang
WEAKNESS: Fire
RESISTANCE/ABSORB: Mini, Toad / Ice


 **CPU** **No.221**
 HP: 30,000 STR: 174 DEF: 4 M.D: 38 GIL: 10,333 EXP: 50,000
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Crawler** **No.129**
 HP: 1,855 STR: 100 DEF: 4 M.D: 24 GIL: 538 EXP: 3,437
TREASURES: Hi-Potion
WEAKNESS: -
RESISTANCE/ABSORB: Pig, Toad, Mini / -

 **Crystal Dragon (Dragon)** **No.167**
 HP: 18,120 STR: 162 DEF: 4 M.D: 45 GIL: 34,000 EXP: 46,000
TREASURES: White Fang, Dragon Shield, Wyvern Lance, Crystal Ring
WEAKNESS: Throw
RESISTANCE/ABSORB: All conditions / -

 **Dark Bahamut (Dragon)** **No.231**
 HP: 60,000 STR: 160 DEF: 5 M.D: 52 GIL: 0 EXP: 64,000
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Dark Dragon (Dragon)** **No.200**
 HP: 3,927 STR: 80 DEF: 1 M.D: 254 GIL: 5,000 EXP: 6,000
TREASURES: -
WEAKNESS: Holy
RESISTANCE/ABSORB: All conditions / Holy

 **Dark Elf** **No.199**
 HP: 23,890 STR: 18 DEF: 0 M.D: 1 GIL: 4,000 EXP: 1,000
TREASURES: -
WEAKNESS: Holy
RESISTANCE/ABSORB: All conditions / -

 **Dark Grenade** **No.133**
 HP: 1,820 STR: 108 DEF: 4 M.D: 37 GIL: 630 EXP: 2,644
TREASURES: Bomb Fragment, Antarctic Wind, Bomb Core, Bomb
WEAKNESS: Throw
RESISTANCE/ABSORB: Poison, Mini, Pig, Toad / -

 **Dark Sage (Mage)** **No.145**
 HP: 5,100 STR: 80 DEF: 5 M.D: 41 GIL: 2,400 EXP: 17,003
TREASURES: Maiden's Kiss, Dry Ether, Soma Drop, Ribbon
WEAKNESS: -
RESISTANCE/ABSORB: Toad / -

 **Death Flower** **No.054**
 HP: 440 STR: 24 DEF: 2 M.D: 17 GIL: 210 EXP: 650
TREASURES: Diet Food, Mallet, Maiden's Kiss, Remedy
WEAKNESS: Fire
RESISTANCE/ABSORB: Darkness, Mini, Pig, Toad / -

 **Death Mech (Mech)** **No.226**
 HP: 50,000 STR: 135 DEF: 4 M.D: 54 GIL: 0 EXP: 32,000
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -


 **Death Puppet** **No.187**
 HP: 60,702 STR: 185 DEF: 6 M.D: 62 GIL: 63,000 EXP: 64,000
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: Poison, Silence, Mini, Death, Confuse, Curse, Blind, Pig, Toad, Berserk, Sleep / -


 **Death Shell** **No.048**
 HP: 380 STR: 42 DEF: 2 M.D: 19 GIL: 262 EXP: 1,030
TREASURES: Diet Food, Mallet, Maiden's Kiss, Remedy
WEAKNESS: Lightning
RESISTANCE/ABSORB: Pig, Mini / -

 **Defense Node** **No.219**
 HP: 3,000 STR: 116 DEF: 5 M.D: 11 GIL: 0 EXP: 0
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Demon Wall** **No.218**
 HP: 28,000 STR: 84 DEF: 3 M.D: 29 GIL: 8,000 EXP: 23,000
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Desert Sahagin (Insect)** **No.006**
 HP: 20 STR: 20 DEF: 0 M.D: 4 GIL: 17 EXP: 70
TREASURES: Antidote, Echo Herbs, Cross, Tent
WEAKNESS: Ice
RESISTANCE/ABSORB: - / -

 **Dinozombie (Dragon, Undead)** **No.149**
 HP: 12,000 STR: 132 DEF: 4 M.D: 254 GIL: 8,100 EXP: 15,000
TREASURES: Red Fang, Cursed Ring
WEAKNESS: Fire, Holy
RESISTANCE/ABSORB: All conditions except Petrify and Confuse / -

 **Doctor** **No.209**
 HP: 4,936 STR: 18 DEF: 0 M.D: 11 GIL: 2,000 EXP: 5,500
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Domovoi** **No.022**
 HP: 37 STR: 15 DEF: 0 M.D: 7 GIL: 48 EXP: 184
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: - / -



Dr. Lugae (Mech) No.211
 HP: 9,321 STR: 86 DEF: 1 M.D: 11 GIL: 4,000 EXP: 10,101
TREASURES: Dr. Lugae's Key
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

Draculady (Undead) No.055
 HP: 270 STR: 38 DEF: 2 M.D: 15 GIL: 195 EXP: 810
TREASURES: Vampire Fang, Kiss of Lilith
WEAKNESS: Fire, Holy
RESISTANCE/ABSORB: Death / Lightning

Drillmaster No.191
 HP: 10,000 STR: 150 DEF: 3 M.D: 254 GIL: 10,000 EXP: 20,000
TREASURES: -
WEAKNESS: Fire
RESISTANCE/ABSORB: All conditions / -

Dust Mousse (Pudding, Undead) No.172
 HP: 10,882 STR: 155 DEF: 254 M.D: 254 GIL: 40,000 EXP: 42,000
TREASURES: Dry Ether, Elixir, Fuma Shuriken, Soma Drop
WEAKNESS: Holy
RESISTANCE/ABSORB: Toad, Confuse / Darkness

Echidna (Insect, Undead) No.161
 HP: 9,130 STR: 142 DEF: 4 M.D: 33 GIL: 24,000 EXP: 34,000
TREASURES: X-Potion, Vampire Fang, Kiss of Lilith, Assassin Vest
WEAKNESS: -
RESISTANCE/ABSORB: Pig, Toad, Mini / -

Electrofish No.046
 HP: 284 STR: 40 DEF: 2 M.D: 13 GIL: 214 EXP: 640
TREASURES: Diet Food, Mallet, Maiden's Kiss, Remedy
WEAKNESS: Throw
RESISTANCE/ABSORB: Pig, Mini / Lightning

Eukaryote No.128
 HP: 1,700 STR: 116 DEF: 5 M.D: 44 GIL: 1,560 EXP: 6,999
TREASURES: Diet Food, Mallet, Maiden's Kiss, Remedy
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

Evil Bat No.120
 HP: 1,014 STR: 94 DEF: 3 M.D: 25 GIL: 355 EXP: 2,306
TREASURES: Hi-Potion
WEAKNESS: Fire, Throw
RESISTANCE/ABSORB: Pig, Toad, Mini / Lightning

Evil Doll No.088
 HP: 388 STR: 64 DEF: 3 M.D: 13 GIL: 269 EXP: 1,408
TREASURES: Decoy
WEAKNESS: -
RESISTANCE/ABSORB: - / -

Evil Dreamer No.110
 HP: 2,800 STR: 100 DEF: 3 M.D: 23 GIL: 362 EXP: 3,141
TREASURES: Cursed Ring
WEAKNESS: -
RESISTANCE/ABSORB: Poison, Petrify, Sleep, Slowing Petrify, Darkness, Death, Paralyze / Fire

Fiery Hound No.100
 HP: 1,221 STR: 68 DEF: 3 M.D: 22 GIL: 244 EXP: 1,708
TREASURES: Fire Arrow, Bomb Fragment, Bomb Arm, Red Fang
WEAKNESS: Ice
RESISTANCE/ABSORB: Mini, Toad / Fire

Fiery Knight No.090
 HP: 579 STR: 76 DEF: 4 M.D: 19 GIL: 300 EXP: 1,708
TREASURES: Fire Lance, Flame Sword, Flame Shield, Flame Mail
WEAKNESS: Ice
RESISTANCE/ABSORB: - / Fire

Flan Princess (Pudding) No.159
 HP: 20,000 STR: 154 DEF: 5 M.D: 22 GIL: 55,555 EXP: 10,000
TREASURES: Dry Ether, Elixir, Fuma Shuriken, Pink Tail
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

Floating Eyeball No.003
 HP: 20 STR: 20 DEF: 0 M.D: 0 GIL: 9 EXP: 42
TREASURES: Eye Drops, Phoenix Down, Alarm Clock, Gold Needle
WEAKNESS: Throw
RESISTANCE/ABSORB: All conditions / -

Flood Worm No.049
 HP: 638 STR: 42 DEF: 0 M.D: 22 GIL: 219 EXP: 690
TREASURES: Hi-Potion, Remedy, Silver Apple
WEAKNESS: Lightning
RESISTANCE/ABSORB: Darkness, Mini, Pig, Sleep / -

Flying Eyes No.007
 HP: 40 STR: 21 DEF: 3 M.D: 5 GIL: 18 EXP: 74
TREASURES: Eye Drops, Phoenix Down, Alarm Clock, Gold Needle
WEAKNESS: Throw
RESISTANCE/ABSORB: Darkness, Mini, Pig, Toad / -

Gargoyle (Insect) No.032
 HP: 160 STR: 28 DEF: 2 M.D: 12 GIL: 90 EXP: 315
TREASURES: -
WEAKNESS: Holy, Throw
RESISTANCE/ABSORB: Pig, Death, Mini / -

Gatlinger No.034
 HP: 115 STR: 28 DEF: 2 M.D: 8 GIL: 53 EXP: 335
TREASURES: Gold Needle
WEAKNESS: -
RESISTANCE/ABSORB: Mini, Toad / -


General No.021
 HP: 221 STR: 26 DEF: 2 M.D: 12 GIL: 80 EXP: 398
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: - / -

Ghost Knight (Ghoul) No.096
 HP: 1,050 STR: 76 DEF: 4 M.D: 19 GIL: 211 EXP: 2,559
TREASURES: Tent, Cottage
WEAKNESS: Holy
RESISTANCE/ABSORB: - / -

 **Ghoul (Undead)** No.039

HP: 222 STR: 32 DEF: 3 M.D: 11 GIL: 179 EXP: 505

TREASURES: -
WEAKNESS: Fire, Holy
RESISTANCE/ABSORB: Poison, Mini, Death, Paralyze, Pig, Toad, Sleep, Darkness / -

 **Giant Soldier (Mech, Giant)** No.140

HP: 10,000 STR: 128 DEF: 4 M.D: 38 GIL: 1,500 EXP: 31,000

TREASURES: Cottage, Ogrekiller, Poison Axe, Rune Axe
WEAKNESS: -
RESISTANCE/ABSORB: All conditions except Berserk and Curse / -

 **Giant Warrior (Giant)** No.151


HP: 14,000 STR: 122 DEF: 4 M.D: 39 GIL: 7,000 EXP: 18,500

TREASURES: Cottage, Ogrekiller, Poison Axe, Rune Axe
WEAKNESS: -
RESISTANCE/ABSORB: All conditions except Berserk / -

 **Gigantoad (Insect)** No.011


HP: 47 STR: 11 DEF: 2 M.D: 6 GIL: 24 EXP: 89

TREASURES: Maiden's Kiss
WEAKNESS: Ice
RESISTANCE/ABSORB: Toad / -

 **Gigas Gator** No.047


HP: 292 STR: 38 DEF: 2 M.D: 15 GIL: 218 EXP: 660

TREASURES: Leather Cap, Leather Garb, Hi-Potion, Silver Apple
WEAKNESS: Ice
RESISTANCE/ABSORB: Pig, Mini / -

 **Gigas Worm** No.223


HP: 55,000 STR: 155 DEF: 4 M.D: 44 GIL: 0 EXP: 32,000

TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Gilgamesh (Insect)** No.178


HP: 30,710 STR: 175 DEF: 6 M.D: 254 GIL: 62,500 EXP: 63,000

TREASURES: X-Potion, Bestiary, Lunar Curtain, Maximilian
WEAKNESS: Ice
RESISTANCE/ABSORB: All conditions / -

 **Gloomwing** No.082

HP: 1,580 STR: 100 DEF: 4 M.D: 254 GIL: 510 EXP: 2,837

TREASURES: Ether, Stardust, Lunar Curtain, Artemis Arrow
WEAKNESS: Throw
RESISTANCE/ABSORB: - / -

 **Goblin** No.001

HP: 6 STR: 19 DEF: 0 M.D: 0 GIL: 5 EXP: 28

TREASURES: Tent, Hourglass, Goblin (Summon Spell)
WEAKNESS: -
RESISTANCE/ABSORB: - / -

 **Goblin Captain** No.076

HP: 199 STR: 56 DEF: 0 M.D: 0 GIL: 45 EXP: 1,930

TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: - / -

 **Goblin Prince** No.160

HP: 8,929 STR: 132 DEF: 3 M.D: 1 GIL: 12,000 EXP: 22,000

TREASURES: X-Potion, Gold Hourglass, Goblin
WEAKNESS: Lightning
RESISTANCE/ABSORB: Pig, Toad, Mini / -

 **Golbez** No.207


HP: 23,001 STR: 86 DEF: 0 M.D: 0 GIL: 10,000 EXP: 15,000

TREASURES: -
WEAKNESS: Fire, Holy
RESISTANCE/ABSORB: All conditions / Fire and Holy

 **Gold Dragon (Dragon)** No.147

HP: 8,200 STR: 128 DEF: 54 M.D: 39 GIL: 23,000 EXP: 30,000

TREASURES: Rage of Zeus, Rage of the Gods, Blue Fang, Silver Apple
WEAKNESS: -
RESISTANCE/ABSORB: All conditions except Berserk and Curse / -

 **Golden Flan (Pudding)** No.171

HP: 12,384 STR: 155 DEF: 254 M.D: 245 GIL: 40,000 EXP: 42,000

TREASURES: Dry Ether, Stardust, Lunar Curtain, Golden Apple
WEAKNESS: -
RESISTANCE/ABSORB: Toad, Confuse / -

 **Golden Toad (Insect)** No.143


HP: 7,777 STR: 136 DEF: 254 M.D: 254 GIL: 65,000 EXP: 65,000

TREASURES: Gold Hourglass, Golden Apple, Megalixir
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Gorgon** No.083


HP: 2,550 STR: 134 DEF: 4 M.D: 40 GIL: 248 EXP: 3,003

TREASURES: Medusa Arrow, Gorgon Blade
WEAKNESS: -
RESISTANCE/ABSORB: - / -

 **Gray Bomb** No.029

HP: 111 STR: 36 DEF: 4 M.D: 25 GIL: 105 EXP: 445

TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: Poison, Mini, Pig, Toad / -

 **Great Malboro** No.142

HP: 12,180 STR: 132 DEF: 3 M.D: 254 GIL: 20,000 EXP: 22,000

TREASURES: Remedy, Bacchus's Cider, Soma Drop, Megalixir
WEAKNESS: -
RESISTANCE/ABSORB: Pig, Death, Mini / -

 **Green Dragon (Dragon)** No.103

HP: 2,200 STR: 88 DEF: 3 M.D: 18 GIL: 368 EXP: 4,759

TREASURES: Blue Fang, Siren, Silver Apple
WEAKNESS: -
RESISTANCE/ABSORB: Pig, Toad, Mini, Sleep / -

 **Gremlin (Mage)** No.065

HP: 410 STR: 56 DEF: 3 M.D: 15 GIL: 275 EXP: 1,221

TREASURES: Bell of Silence, Unicorn Horn, Hourglass, Ether
WEAKNESS: Fire
RESISTANCE/ABSORB: - / -





Grudge Puppet No.186
 HP: 18,929 STR: 160 DEF: 5 M.D: 45 GIL: 20,000 EXP: 32,000
 TREASURES: Decoy
 WEAKNESS: -
 RESISTANCE/ABSORB: Poison, Silence, Mini, Berserk, Sleep, Darkness, Pig, Toad, Confuse / -

Grudger No.099
 HP: 1,400 STR: 76 DEF: 4 M.D: 22 GIL: 149 EXP: 2,459
 TREASURES: Thunder Arrow, Rage of Zeus, Rage of the Gods, Blue Fang
 WEAKNESS: Holy
 RESISTANCE/ABSORB: - / Lightning

Hell Flapper No.080
 HP: 900 STR: 74 DEF: 4 M.D: 18 GIL: 312 EXP: 3,114
 TREASURES: Eye Drops, Phoenix Down, Alarm Clock, Gold Needle
 WEAKNESS: Throw
 RESISTANCE/ABSORB: Darkness, Mini, Pig, Toad / -

Hell Needle No.053
 HP: 398 STR: 40 DEF: 3 M.D: 12 GIL: 220 EXP: 700
 TREASURES: Gold Needle
 WEAKNESS: -
 RESISTANCE/ABSORB: Mini, Toad / -

Hell Turtle (Insect) No.070
 HP: 700 STR: 72 DEF: 4 M.D: 14 GIL: 224 EXP: 920
 TREASURES: Mythril Shield, Mythril Hammer, Hi-Potion, X-Potion
 WEAKNESS: Ice
 RESISTANCE/ABSORB: Pig, Mini / Fire

Helldiver No.002
 HP: 18 STR: 21 DEF: 0 M.D: 0 GIL: 5 EXP: 40
 TREASURES: Phoenix Down, Gold Needle, Cockatrice
 WEAKNESS: Throw
 RESISTANCE/ABSORB: Pig, Toad, Mini / -

Hundlegs No.008
 HP: 60 STR: 11 DEF: 3 M.D: 4 GIL: 20 EXP: 79
 TREASURES: Hi-Potion
 WEAKNESS: -
 RESISTANCE/ABSORB: Darkness, Mini, Pig, Toad / -

Hydra (Insect) No.044
 HP: 257 STR: 44 DEF: 2 M.D: 14 GIL: 209 EXP: 670
 TREASURES: Antidote, Unicorn Horn, Poison Arrow
 WEAKNESS: Lightning
 RESISTANCE/ABSORB: Pig, Mini / -

Ice Lizard (Insect) No.068
 HP: 480 STR: 62 DEF: 2 M.D: 14 GIL: 289 EXP: 1,331
 TREASURES: Ice Arrow, Antarctic Wind, Arctic Wind, White Fang
 WEAKNESS: Fire
 RESISTANCE/ABSORB: Pig, Mini / Ice

Ifrit No.236
 HP: 70,000 STR: 177 DEF: 5 M.D: 44 GIL: 45,000 EXP: 50,000
 TREASURES: -
 WEAKNESS: Ice
 RESISTANCE/ABSORB: All conditions / -

Insectus No.005
 HP: 28 STR: 20 DEF: 1 M.D: 4 GIL: 8 EXP: 49
 TREASURES: Hi-Potion
 WEAKNESS: -
 RESISTANCE/ABSORB: Pig, Toad, Mini / -

Iron Giant (Giant) No.176
 HP: 29,818 STR: 171 DEF: 3 M.D: 60 GIL: 63,000 EXP: 64,000
 TREASURES: Ogrekiller, Poison Axe, Rune Axe, Giant Axe
 WEAKNESS: -
 RESISTANCE/ABSORB: All conditions / -

Ironback No.085
 HP: 100 STR: 74 DEF: 4 M.D: 15 GIL: 233 EXP: 1,077
 TREASURES: Mythril Shield, Mythril Hammer, Hi-Potion, X-Potion
 WEAKNESS: -
 RESISTANCE/ABSORB: Mini, Toad / -

Killer Fish No.016
 HP: 65 STR: 11 DEF: 1 M.D: 7 GIL: 30 EXP: 119
 TREASURES: Hi-Potion
 WEAKNESS: Lightning
 RESISTANCE/ABSORB: Pig, Mini / -

King Behemoth No.177
 HP: 29,834 STR: 190 DEF: 5 M.D: 254 GIL: 63,500 EXP: 64,000
 TREASURES: Power Armlet, Power Sash, Avenger, Tiger Fang
 WEAKNESS: -
 RESISTANCE/ABSORB: All conditions / -

King Bomb No.164
 HP: 11,110 STR: 154 DEF: 2 M.D: 34 GIL: 32,000 EXP: 40,000
 TREASURES: Bomb Fragment, Bomb Arm, Bomb Core, Bomb
 WEAKNESS: -
 RESISTANCE/ABSORB: Poison, Mini, Pig, Toad / Fire

King Naga (Insect) No.122
 HP: 1,480 STR: 88 DEF: 3 M.D: 26 GIL: 238 EXP: 3,582
 TREASURES: Antidote, Unicorn Horn, Poison Arrow
 WEAKNESS: -
 RESISTANCE/ABSORB: - / -

Lamia (Insect) No.098
 HP: 1,200 STR: 72 DEF: 4 M.D: 16 GIL: 143 EXP: 2,059
 TREASURES: Lamia Harp, Ruby Ring, Light Curtain, Angel Arrow
 WEAKNESS: -
 RESISTANCE/ABSORB: Sleep, Paralyze / -

Lamia Matriarch (Insect) No.097
 HP: 1,100 STR: 74 DEF: 4 M.D: 31 GIL: 247 EXP: 2,859
 TREASURES: Lamia Harp, Ruby Ring, Light Curtain, Angel Arrow
 WEAKNESS: -
 RESISTANCE/ABSORB: Sleep, Paralyze / -

Lamia Queen (Insect) No.162
 HP: 10,330 STR: 144 DEF: 3 M.D: 32 GIL: 25,000 EXP: 35,000
 TREASURES: Dry Ether, Kiss of Lilith, Perseus Arrow
 WEAKNESS: -
 RESISTANCE/ABSORB: Pig, Toad, Paralyze, Mini, Sleep / -

Last Arm (Mech) No.139
 HP: 9,500 STR: 128 DEF: 5 M.D: 47 GIL: 338 EXP: 8,703
 TREASURES: Siren
 WEAKNESS: -
 RESISTANCE/ABSORB: All conditions / -

Left Arm No.198
 HP: 444 STR: 58 DEF: 2 M.D: 0 GIL: 0 EXP: 10
 TREASURES: Cursed Ring
 WEAKNESS: Holy
 RESISTANCE/ABSORB: All conditions / -

Leshy (Ghoul) No.025
 HP: 130 STR: 18 DEF: 2 M.D: 10 GIL: 42 EXP: 157
 TREASURES: -
 WEAKNESS: -
 RESISTANCE/ABSORB: - / -

Leviathan No.241
 HP: 50,001 STR: 174 DEF: 5 M.D: 54 GIL: 0 EXP: 28,000
 TREASURES: -
 WEAKNESS: Lightning
 RESISTANCE/ABSORB: All conditions / -

Li'l Murderer No.150
 HP: 12,000 STR: 174 DEF: 3 M.D: 0 GIL: 10,700 EXP: 20,000
 TREASURES: Tent, Hourglass, Goblin
 WEAKNESS: Lightning
 RESISTANCE/ABSORB: -

Lilith (Insect, Undead) No.041
 HP: 466 STR: 46 DEF: 3 M.D: 13 GIL: 262 EXP: 2,703
 TREASURES: Kiss of Lilith, Silver Apple, Rod of Lilith
 WEAKNESS: Fire
 RESISTANCE/ABSORB: Death, Paralyze, Sleep / -

Lunar Asura No.247
 HP: 130,000 STR: 183 DEF: 3 M.D: 40 GIL: 65,000 EXP: 65,000
 TREASURES: Grimoire LA
 WEAKNESS: -
 RESISTANCE/ABSORB: All conditions / -

Lunar Bahamut No.244
 HP: 50,000 STR: 213 DEF: 2 M.D: 24 GIL: 65,000 EXP: 65,000
 TREASURES: Grimoire LB
 WEAKNESS: -
 RESISTANCE/ABSORB: All conditions / -

Lunar Dragon No.249
 HP: 105,000 STR: 180 DEF: 2 M.D: 44 GIL: 65,000 EXP: 65,000
 TREASURES: Grimoire LD
 WEAKNESS: -
 RESISTANCE/ABSORB: All conditions / Holy

Lunar Ifrit No.250
 HP: 110,000 STR: 198 DEF: 2 M.D: 35 GIL: 65,000 EXP: 65,000
 TREASURES: Grimoire LI
 WEAKNESS: Ice
 RESISTANCE/ABSORB: All conditions / -

Lunar Leviathan No.245
 HP: 135,000 STR: 205 DEF: 3 M.D: 51 GIL: 65,000 EXP: 65,000
 TREASURES: Grimoire LL
 WEAKNESS: Lightning
 RESISTANCE/ABSORB: All conditions / -

Lunar Odin No.246
 HP: 95,000 STR: 191 DEF: 2 M.D: 48 GIL: 65,000 EXP: 65,000
 TREASURES: Grimoire LO
 WEAKNESS: Lightning
 RESISTANCE/ABSORB: All conditions / -

Lunar Ramuh No.251
 HP: 90,000 STR: 178 DEF: 2 M.D: 48 GIL: 65,000 EXP: 65,000
 TREASURES: Grimoire LR
 WEAKNESS: -
 RESISTANCE/ABSORB: All conditions / Lightning

Lunar Shiva No.252
 HP: 100,000 STR: 173 DEF: 2 M.D: 55 GIL: 65,000 EXP: 65,000
 TREASURES: Grimoire LS
 WEAKNESS: Fire
 RESISTANCE/ABSORB: All conditions / Ice

Lunar Titan No.248
 HP: 120,000 STR: 196 DEF: 2 M.D: 37 GIL: 65,000 EXP: 65,000
 TREASURES: Grimoire LT
 WEAKNESS: -
 RESISTANCE/ABSORB: All conditions / -

Lunar Virus No.127
 HP: 980 STR: 102 DEF: 5 M.D: 43 GIL: 1,100 EXP: 3,237
 TREASURES: Ether, Stardust, Lunar Curtain, Artemis Arrow
 WEAKNESS: -
 RESISTANCE/ABSORB: Pig, Toad, Mini / -

Lunasaur (Dragon, Undead) No.227
 HP: 23,000 STR: 144 DEF: 4 M.D: 254 GIL: 0 EXP: 29,500
 TREASURES: -
 WEAKNESS: Fire
 RESISTANCE/ABSORB: All conditions / -

Mad Ogre (Giant, Mage) No.102
 HP: 2,000 STR: 86 DEF: 4 M.D: 254 GIL: 270 EXP: 2,359
 TREASURES: Bacchus's Cider, Twist Headband, Power Armlet, Giant's Gloves
 WEAKNESS: -
 RESISTANCE/ABSORB: Pig, Toad / -

Magic Dragon (Dragon) No.168
 HP: 20,830 STR: 160 DEF: 4 M.D: 48 GIL: 35,000 EXP: 47,000
 TREASURES: Blue Fang, Dragon's Whisker, Protect Ring, Rising Sun
 WEAKNESS: -
 RESISTANCE/ABSORB: Darkness, Pig, Toad, Death, Paralyze, Slowing Petrify, Silence, Mini, Petrify, Confuse, Curse / -

Magma Tortoise (Insect) No.078
 HP: 435 STR: 70 DEF: 3 M.D: 17 GIL: 234 EXP: 1,666
 TREASURES: Mythril Shield, Mythril Hammer, Hi-Potion, X-Potion
 WEAKNESS: Ice
 RESISTANCE/ABSORB: Pig, Mini / -





Malboro No.112
 HP: 4,200 STR: 112 DEF: 3 M.D: 23 GIL: 458 EXP: 5,641
TREASURES: Remedy, Bacchus's Cider, Yoichi Arrow, Soma Drop
WEAKNESS: -
RESISTANCE/ABSORB: Pig, Death, Mini / -

Mammon (Mage) No.111
 HP: 3,900 STR: 104 DEF: 3 M.D: 38 GIL: 525 EXP: 5,041
TREASURES: Diet Food, Mallet, Maiden's Kiss, Remedy
WEAKNESS: Fire
RESISTANCE/ABSORB: Pig, Toad, Mini / -

Master Flan (Mage) No.224
 HP: 35,000 STR: 130 DEF: 4 M.D: 38 GIL: 0 EXP: 32,000
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

Mech Dragon (Dragon) No.141
 HP: 18,000 STR: 138 DEF: 4 M.D: 38 GIL: 2,550 EXP: 41,400
TREASURES: Rage of the Gods, Gold Hourglass, Gold Hairpin, Golden Apple
WEAKNESS: -
RESISTANCE/ABSORB: All conditions except Berserk / -

Mech Soldier (Mech) No.137
 HP: 4,900 STR: 118 DEF: 3 M.D: 40 GIL: 985 EXP: 7,999
TREASURES: Thunder Arrow, Rage of Zeus, Rage of the Gods, Blue Fang
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

Medusa No.089
 HP: 490 STR: 64 DEF: 4 M.D: 14 GIL: 225 EXP: 1,208
TREASURES: Medusa Arrow, Gorgon Blade
WEAKNESS: -
RESISTANCE/ABSORB: - / -

Metamorphia (Mage) No.183
 HP: 21,231 STR: 161 DEF: 4 M.D: 38 GIL: 30,000 EXP: 30,000
TREASURES: Perseus Arrow
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

Mind Flayer No.057
 HP: 300 STR: 44 DEF: 3 M.D: 22 GIL: 232 EXP: 1,000
TREASURES: Hi-Potion, Unicorn Horn, Gold Hourglass, Mind Flayer
WEAKNESS: -
RESISTANCE/ABSORB: Poison, Paralyze, Death / -

Mindy (Mage) No.203
 HP: 2,590 STR: 30 DEF: 1 M.D: 0 GIL: 3,000 EXP: 2,500
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

Mini Satana (Mage) No.116
 HP: 3,480 STR: 102 DEF: 5 M.D: 43 GIL: 650 EXP: 6,388
TREASURES: Bell of Silence, Unicorn Horn, Hourglass, Ether
WEAKNESS: -
RESISTANCE/ABSORB: - / -

Miss Vamp (Mage, Undead) No.123
 HP: 2,375 STR: 88 DEF: 4 M.D: 24 GIL: 188 EXP: 3,582
TREASURES: Vampire Fang, Kiss of Lilith
WEAKNESS: Fire, Holy
RESISTANCE/ABSORB: - / -

Mist Dragon No.235
 HP: 465 STR: 16 DEF: 5 M.D: 31 GIL: 200 EXP: 700
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

Mist Eagle No.180
 HP: 10,290 STR: 152 DEF: 3 M.D: 22 GIL: 12,000 EXP: 12,000
TREASURES: Phoenix Down, Gold Needle, Cockatrice
WEAKNESS: Throw
RESISTANCE/ABSORB: All conditions / -

Mist Kraken No.181
 HP: 12,512 STR: 157 DEF: 3 M.D: 30 GIL: 18,000 EXP: 18,000
TREASURES: Unicorn Horn, Gold Hourglass, Mind Flayer
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

Mist Summoner (Mage) No.182
 HP: 15,920 STR: 155 DEF: 4 M.D: 36 GIL: 25,000 EXP: 25,000
TREASURES: Healing Staff, Rune Armet, Rune Staff, Grimoire
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

Mom Bomb No.195
 HP: 11,000 STR: 30 DEF: 1 M.D: 9 GIL: 1,200 EXP: 1,900
TREASURES: -
WEAKNESS: Darkness
RESISTANCE/ABSORB: All conditions / -

Mors No.074
 HP: 695 STR: 60 DEF: 4 M.D: 22 GIL: 253 EXP: 1,504
TREASURES: Hi-Potion
WEAKNESS: -
RESISTANCE/ABSORB: - / -


Mystery Egg No.084
 HP: 0 STR: 18 DEF: 18 M.D: 18 GIL: 0 EXP: 0
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: - / -


Mythril Golem (Giant) No.105
 HP: 2,900 STR: 92 DEF: 3 M.D: 20 GIL: 383 EXP: 3,659
TREASURES: Mythril Knife, Mythril Shield, Mythril Armor, Mythril Sword
WEAKNESS: -
RESISTANCE/ABSORB: Poison, Silence, Toad, Darkness, Mini, Death / -

Naga (Insect) No.087
 HP: 320 STR: 66 DEF: 4 M.D: 14 GIL: 150 EXP: 1,118
TREASURES: Antidote, Unicorn Horn, Poison Arrow
WEAKNESS: -
RESISTANCE/ABSORB: - / -


 **Octomammoth** No.193
 HP: 2,350 STR: 22 DEF: 0 M.D: 25 GIL: 500 EXP: 1,200
TREASURES: -
WEAKNESS: Lightning, Darkness
RESISTANCE/ABSORB: All conditions / -

 **Odin** No.240
 HP: 20,001 STR: 116 DEF: 5 M.D: 38 GIL: 0 EXP: 18,000
TREASURES: -
WEAKNESS: Lightning
RESISTANCE/ABSORB: All conditions / -

 **Ogopogo** No.230
 HP: 50,000 STR: 150 DEF: 4 M.D: 40 GIL: 0 EXP: 61,000
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Ogre (Giant)** No.059
 HP: 865 STR: 60 DEF: 2 M.D: 12 GIL: 240 EXP: 800
TREASURES: Bacchus's Cider, Twist Headband, Power Armlet, Giant's Gloves
WEAKNESS: Holy
RESISTANCE/ABSORB: Pig, Toad / -

 **Palace Guard** No.165
 HP: 10,633 STR: 151 DEF: 4 M.D: 44 GIL: 28,000 EXP: 38,000
TREASURES: X-Potion, Fuma Shuriken, Minerva's Plate, Golden Apple
WEAKNESS: -
RESISTANCE/ABSORB: Pig, Toad / -

 **Plague** No.228
 HP: 33,333 STR: 146 DEF: 5 M.D: 38 GIL: 550 EXP: 31,108
TREASURES: -
WEAKNESS: Throw
RESISTANCE/ABSORB: All conditions / -


 **Platinum Toad (Insect)** No.185
 HP: 11,111 STR: 150 DEF: 60 M.D: 254 GIL: 65,000 EXP: 65,000
TREASURES: Megalixir
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Prokaryote** No.130
 HP: 2,600 STR: 120 DEF: 5 M.D: 54 GIL: 1,850 EXP: 7,999
TREASURES: Stardust, Lunar Curtain
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Proto Phase (Mech)** No.179
 HP: 31,415 STR: 169 DEF: 3 M.D: 24 GIL: 62,000 EXP: 62,000
TREASURES: Light Curtain, X-Potion, Lunar Curtain, Glass Mask
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -


 **Puppet** No.061
 HP: 256 STR: 56 DEF: 3 M.D: 16 GIL: 180 EXP: 800
TREASURES: Decoy
WEAKNESS: Fire
RESISTANCE/ABSORB: - / -


 **Puppeteer (Mage)** No.067
 HP: 473 STR: 56 DEF: 3 M.D: 17 GIL: 195 EXP: 1,000
TREASURES: Healing Staff, Rune Armlet, Rune Staff, Grimoire
WEAKNESS: -
RESISTANCE/ABSORB: Pig, Toad / -


 **Purple Bavarois (Pudding)** No.060
 HP: 105 STR: 52 DEF: 254 M.D: 9 GIL: 50 EXP: 750
TREASURES: Hi-Potion
WEAKNESS: Fire
RESISTANCE/ABSORB: Confuse / -

 **Ramuh** No.239
 HP: 60,000 STR: 170 DEF: 5 M.D: 54 GIL: 45,000 EXP: 50,000
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Red Dragon (Dragon)** No.153
 HP: 15,000 STR: 162 DEF: 4 M.D: 39 GIL: 65,000 EXP: 41,500
TREASURES: Red Fang, Dragon Gloves, Wyvern Lance, Crystal Ring
WEAKNESS: Ice
RESISTANCE/ABSORB: All conditions / Fire


 **Red Mousse (Pudding)** No.010
 HP: 35 STR: 15 DEF: 254 M.D: 7 GIL: 36 EXP: 134
TREASURES: Hi-Potion
WEAKNESS: Fire
RESISTANCE/ABSORB: Confuse / -

 **Revenant (Undead)** No.040
 HP: 250 STR: 36 DEF: 1 M.D: 12 GIL: 186 EXP: 575
TREASURES: -
WEAKNESS: Fire, Holy
RESISTANCE/ABSORB: Poison, Mini, Death, Paralyze, Pig, Toad, Sleep, Darkness / -

 **Right Arm** No.197
 HP: 444 STR: 58 DEF: 2 M.D: 0 GIL: 0 EXP: 10
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Roc** No.073
 HP: 500 STR: 66 DEF: 3 M.D: 18 GIL: 150 EXP: 1,404
TREASURES: Feathered Cap, Hi-Potion, Cottage, Silver Apple
WEAKNESS: Throw
RESISTANCE/ABSORB: Pig, Toad, Mini / -

 **Roc Baby** No.071
 HP: 50 STR: 60 DEF: 2 M.D: 9 GIL: 81 EXP: 1,004
TREASURES: Phoenix Down, Gold Needle, Cockatrice
WEAKNESS: Throw
RESISTANCE/ABSORB: Pig, Toad, Mini / -

 **Rubicante** No.217
 HP: 34,000 STR: 80 DEF: 3 M.D: 37 GIL: 7,000 EXP: 18,000
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -





Sahagin (Insect) No.015

HP: 64 STR: 18 DEF: 2 M.D: 7 GIL: 38 EXP: 136

TREASURES: -
WEAKNESS: Lightning
RESISTANCE/ABSORB: -/-

Sahagin Prince (Insect) No.163

HP: 12,902 STR: 160 DEF: 4 M.D: 26 GIL: 28,000 EXP: 40,000

TREASURES: X-Potion, Cottage, Bestiary, Battle Gear
WEAKNESS: Lightning
RESISTANCE/ABSORB: Ice / -

Sand Worm No.009

HP: 75 STR: 16 DEF: 2 M.D: 7 GIL: 22 EXP: 82

TREASURES: Hi-Potion, Remedy, Silver Apple
WEAKNESS: -
RESISTANCE/ABSORB: Darkness, Mini, Pig, Sleep / -

Sandy (Mage) No.201

HP: 2,591 STR: 30 DEF: 1 M.D: 11 GIL: 3,000 EXP: 2,500

TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

Scarmiglione No.213

HP: 3,500 STR: 19 DEF: 2 M.D: 0 GIL: 2,000 EXP: 3,200

TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

Scarmiglione (Undead) No.214

HP: 3,523 STR: 46 DEF: 1 M.D: 22 GIL: 2,500 EXP: 3,600

TREASURES: -
WEAKNESS: Fire, Holy, Throw
RESISTANCE/ABSORB: All conditions / Ice

Screamer (Mech, Giant) No.121

HP: 1,400 STR: 90 DEF: 4 M.D: 22 GIL: 205 EXP: 3,082

TREASURES: Thunder Arrow, Rage of Zeus, Rage of the Gods, Blue Fang
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

Searcher (Mech) No.138

HP: 5,500 STR: 138 DEF: 4 M.D: 52 GIL: 900 EXP: 15,004

TREASURES: Siren
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

Security Eye (Mech) No.101

HP: 1,425 STR: 112 DEF: 0 M.D: 254 GIL: 380 EXP: 2,008

TREASURES: Siren
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

Selene Guardian No.144

HP: 4,000 STR: 122 DEF: 3 M.D: 254 GIL: 3,500 EXP: 13,000

TREASURES: Artemis Arrow, Lunar Curtain, Minerva's Plate, Artemis's Bow
WEAKNESS: -
RESISTANCE/ABSORB: Pig, Toad / -

Shadow Dragon No.208

HP: 1 STR: 86 DEF: 4 M.D: 0 GIL: 1,000 EXP: 1

TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

Shiva No.237

HP: 64,000 STR: 172 DEF: 5 M.D: 52 GIL: 45,000 EXP: 50,000

TREASURES: -
WEAKNESS: Fire
RESISTANCE/ABSORB: All conditions / -

Silver Dragon (Dragon) No.146

HP: 7,500 STR: 124 DEF: 4 M.D: 44 GIL: 19,000 EXP: 25,000

TREASURES: Stardust, Light Curtain, Lunar Curtain, Silver Apple
WEAKNESS: -
RESISTANCE/ABSORB: Darkness, Pig, Petrify, Paralyze, Slowing Petrify, Silence, Toad, Death, Curse / -

Skeleton (Undead) No.030

HP: 135 STR: 26 DEF: 2 M.D: 8 GIL: 126 EXP: 238

TREASURES: -
WEAKNESS: Fire, Holy
RESISTANCE/ABSORB: All conditions except Petrify and Berserk / -

Skuldier (Undead) No.107

HP: 740 STR: 74 DEF: 3 M.D: 18 GIL: 116 EXP: 1,577

TREASURES: -
WEAKNESS: Fire, Holy
RESISTANCE/ABSORB: All conditions except Petrify and Float / -

Skullnant (Undead) No.042

HP: 200 STR: 42 DEF: 1 M.D: 5 GIL: 100 EXP: 50

TREASURES: -
WEAKNESS: Fire, Holy
RESISTANCE/ABSORB: All conditions except Petrify / -

Soldier Monk No.189

HP: 6,000 STR: 140 DEF: 3 M.D: 254 GIL: 5,000 EXP: 15,000

TREASURES: -
WEAKNESS: Fire
RESISTANCE/ABSORB: All conditions / -

Soldieress No.066

HP: 425 STR: 60 DEF: 3 M.D: 15 GIL: 200 EXP: 1,050

TREASURES: Tent, Cottage
WEAKNESS: -
RESISTANCE/ABSORB: Pig, Toad / -

Sorcerer (Mage) No.095

HP: 1,000 STR: 82 DEF: 4 M.D: 22 GIL: 272 EXP: 2,359

TREASURES: Healing Staff, Rune Armet, Rune Staff, Grimoire
WEAKNESS: -
RESISTANCE/ABSORB: Pig, Toad / -

Sorceress (Mage) No.062

HP: 350 STR: 50 DEF: 2 M.D: 12 GIL: 329 EXP: 1,551

TREASURES: Rod, Silver Armet, Ether, Dry Ether
WEAKNESS: -
RESISTANCE/ABSORB: Toad / -

 **Soul (Ghoul)** **No.038**
 HP: 200 STR: 28 DEF: 3 M.D: 10 GIL: 165 EXP: 460
TREASURES: Cursed Ring
WEAKNESS: Holy
RESISTANCE/ABSORB: Poison, Petrify, Sleep, Slowing Petrify, Darkness, Death, Paralyze / Fire

 **Specter (Ghoul)** **No.184**
 HP: 23,511 STR: 158 DEF: 4 M.D: 44 GIL: 0 EXP: 0
TREASURES: Phoenix Down
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Spirit (Ghoul)** **No.028**
 HP: 86 STR: 24 DEF: 1 M.D: 9 GIL: 122 EXP: 278
TREASURES: Cursed Ring
WEAKNESS: Holy
RESISTANCE/ABSORB: Poison, Petrify, Sleep, Slowing Petrify, Darkness, Death, Paralyze / Fire

 **Splasher** **No.043**
 HP: 180 STR: 30 DEF: 3 M.D: 10 GIL: 145 EXP: 430
TREASURES: Hi-Potion
WEAKNESS: Lightning
RESISTANCE/ABSORB: Pig, Toad, Mini / -

 **Steel Golem (Giant)** **No.075**
 HP: 1,950 STR: 86 DEF: 4 M.D: 21 GIL: 445 EXP: 703
TREASURES: Gaia Hammer, Giant's Gloves
WEAKNESS: Ice
RESISTANCE/ABSORB: Poison, Silence, Toad, Darkness, Mini, Death / -

 **Stone Golem (Giant)** **No.104**
 HP: 2,560 STR: 84 DEF: 4 M.D: 254 GIL: 238 EXP: 2,908
TREASURES: Hi-Potion, X-Potion, Medusa Arrow
WEAKNESS: Ice
RESISTANCE/ABSORB: Poison, Silence, Toad, Death, Darkness, Mini, Petrify / -

 **Storm Dragon (Dragon)** **No.222**
 HP: 40,000 STR: 139 DEF: 4 M.D: 33 GIL: 0 EXP: 32,000
TREASURES: -
WEAKNESS: Ice
RESISTANCE/ABSORB: All conditions / Fire

 **Stratoavis** **No.170**
 HP: 24,458 STR: 184 DEF: 2 M.D: 55 GIL: 50,000 EXP: 55,000
TREASURES: Phoenix Down, Cottage, Silver Apple, Chocobo Suit
WEAKNESS: Throw
RESISTANCE/ABSORB: Pig, Toad, Mini / -

 **Summoner (Mage)** **No.117**
 HP: 3,600 STR: 104 DEF: 5 M.D: 39 GIL: 475 EXP: 3,688
TREASURES: Healing Staff, Rune Armlet, Rune Staff, Grimoire
WEAKNESS: -
RESISTANCE/ABSORB: Pig, Toad / -

 **Supermonk** **No.190**
 HP: 8,000 STR: 145 DEF: 3 M.D: 254 GIL: 8,000 EXP: 18,000
TREASURES: -
WEAKNESS: Fire
RESISTANCE/ABSORB: All conditions / -

 **Sword Rat** **No.004**
 HP: 30 STR: 21 DEF: 0 M.D: 11 GIL: 13 EXP: 66
TREASURES: Gold Needle
WEAKNESS: -
RESISTANCE/ABSORB: Mini, Toad / -

 **Tarantula** **No.134**
 HP: 2,315 STR: 110 DEF: 5 M.D: 37 GIL: 598 EXP: 2,744
TREASURES: Spider's Silk, Gaia Drum, Siren
WEAKNESS: Throw
RESISTANCE/ABSORB: -

 **Thunder Dragon (Dragon)** **No.119**
 HP: 7,600 STR: 124 DEF: 4 M.D: 254 GIL: 900 EXP: 7,777
TREASURES: Rage of the Gods, Gold Hourglass, Gold Hairpin, Golden Apple
WEAKNESS: Throw
RESISTANCE/ABSORB: All conditions except Poison and Berserk / Lightning

 **Tiny Mage (Mage)** **No.017**
 HP: 69 STR: 19 DEF: 2 M.D: 38 GIL: 63 EXP: 132
TREASURES: Rod, Silver Armlet, Ether, Dry Ether
WEAKNESS: -
RESISTANCE/ABSORB: Pig, Toad / -

 **Tiny Toad (Insect, Mage)** **No.108**
 HP: 600 STR: 19 DEF: 5 M.D: 37 GIL: 335 EXP: 1,841
TREASURES: Maiden's Kiss
WEAKNESS: Ice
RESISTANCE/ABSORB: Pig, Toad, Mini / -

 **Titan** **No.238**
 HP: 75,000 STR: 180 DEF: 5 M.D: 48 GIL: 45,000 EXP: 50,000
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Toadgre (Insect)** **No.014**
 HP: 59 STR: 11 DEF: 1 M.D: 7 GIL: 34 EXP: 127
TREASURES: Maiden's Kiss
WEAKNESS: Ice
RESISTANCE/ABSORB: Toad / -

 **Trap Door** **No.126**
 HP: 5,000 STR: 88 DEF: 3 M.D: 38 GIL: 4,500 EXP: 30,000
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Treant** **No.051**
 HP: 335 STR: 52 DEF: 1 M.D: 15 GIL: 148 EXP: 687
TREASURES: Diet Food, Mallet, Maiden's Kiss, Remedy
WEAKNESS: Fire
RESISTANCE/ABSORB: Pig, Toad, Mini / -

 **T-Rex (Insect)** **No.225**
 HP: 60,000 STR: 148 DEF: 3 M.D: 54 GIL: 0 EXP: 32,000
TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -






 **Twin Snake** No.050


HP: 108 STR: 46 DEF: 0 M.D: 22 GIL: 222 EXP: 720

TREASURES: Antidote, Unicorn Horn, Poison Arrow
WEAKNESS: Ice, Holy
RESISTANCE/ABSORB: Pig, Mini / -

 **Undergrounder** No.079

HP: 655 STR: 76 DEF: 5 M.D: 29 GIL: 342 EXP: 2,714

TREASURES: Spider's Silk, Gaia Drum, Siren
WEAKNESS: -
RESISTANCE/ABSORB: Darkness, Mini, Pig, Toad / -

 **Vile Shell** No.013


HP: 58 STR: 11 DEF: 1 M.D: 8 GIL: 28 EXP: 101

TREASURES: Diet Food, Mallet, Maiden's Kiss, Remedy
WEAKNESS: Lightning
RESISTANCE/ABSORB: Pig, Mini / -

 **Warrior** No.115

HP: 2,900 STR: 104 DEF: 4 M.D: 26 GIL: 575 EXP: 4,288

TREASURES: Tent, Cottage
WEAKNESS: -
RESISTANCE/ABSORB: - / -

 **Water Bug** No.018


HP: 125 STR: 16 DEF: 3 M.D: 11 GIL: 79 EXP: 225

TREASURES: Antidote, Echo Herbs, Cross, Tent
WEAKNESS: Lightning
RESISTANCE/ABSORB: - / -

 **White Dragon (Dragon)** No.229

HP: 32,700 STR: 156 DEF: 5 M.D: 48 GIL: 0 EXP: 55,000

TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / Fire, Lightning, Ice

 **White Mousse (Pudding)** No.086

HP: 298 STR: 66 DEF: 254 M.D: 12 GIL: 384 EXP: 1,808

TREASURES: Hi-Potion
WEAKNESS: Ice
RESISTANCE/ABSORB: Confuse / -

 **Wicked Mask (Mech)** No.156

HP: 37,000 STR: 128 DEF: 4 M.D: 19 GIL: 65,000 EXP: 50,000

TREASURES: Light Curtain, X-Potion, Elixir, Glass Mask
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Worst Malboro** No.173


HP: 18,428 STR: 155 DEF: 2 M.D: 23 GIL: 54,000 EXP: 50,000

TREASURES: Remedy, Soma Drop, Ribbon
WEAKNESS: Fire
RESISTANCE/ABSORB: Poison, Silence, Mini, Darkness, Pig, Death / -

 **Yellow Dragon (Dragon)** No.124

HP: 3,100 STR: 108 DEF: 4 M.D: 37 GIL: 1,500 EXP: 28,000

TREASURES: Blue Fang, Siren, Silver Apple
WEAKNESS: -
RESISTANCE/ABSORB: Pig, Toad, Mini, Sleep / Lightning

 **Yellow Jelly (Pudding)** No.023

HP: 55 STR: 16 DEF: 254 M.D: 12 GIL: 33 EXP: 144

TREASURES: Hi-Potion
WEAKNESS: Lightning
RESISTANCE/ABSORB: Confuse / -

 **Zemus** No.232

HP: 65,000 STR: 116 DEF: 0 M.D: 0 GIL: 0 EXP: 0

TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Zemus's Breath** No.158


HP: 40,000 STR: 154 DEF: 0 M.D: 254 GIL: 50,000 EXP: 60,000

TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Zemus's Mind** No.157


HP: 20,000 STR: 130 DEF: 254 M.D: 0 GIL: 50,000 EXP: 65,000

TREASURES: -
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / -

 **Zeromus** No.233

HP: 65,498 STR: 116 DEF: 0 M.D: 0 GIL: 0 EXP: 0

TREASURES: Dark Matter
WEAKNESS: -
RESISTANCE/ABSORB: All conditions / Fire, Ice, Lightning, Holy

 **Zeromus** No.234

HP: ? STR: ? DEF: ? M.D: ? GIL: ? EXP: ?

TREASURES: ?
WEAKNESS: ?
RESISTANCE/ABSORB: ?

 **Zeromus EG** No.253

HP: ? STR: ? DEF: ? M.D: ? GIL: ? EXP: ?

TREASURES: ?
WEAKNESS: ?
RESISTANCE/ABSORB: ?

 **Zombie (Undead)** No.012

HP: 52 STR: 13 DEF: 2 M.D: 9 GIL: 31 EXP: 112

TREASURES: -
WEAKNESS: Fire, Holy
RESISTANCE/ABSORB: Poison, Mini, Death, Paralyze, Pig, Toad, Sleep, Darkness / -

 **Zu** No.037

HP: 941 STR: 32 DEF: 0 M.D: 0 GIL: 489 EXP: 432

TREASURES: Feather Cap, Hi-Potion, Cottage, Silver Apple
WEAKNESS: Throw
RESISTANCE/ABSORB: Pig, Toad, Mini / -

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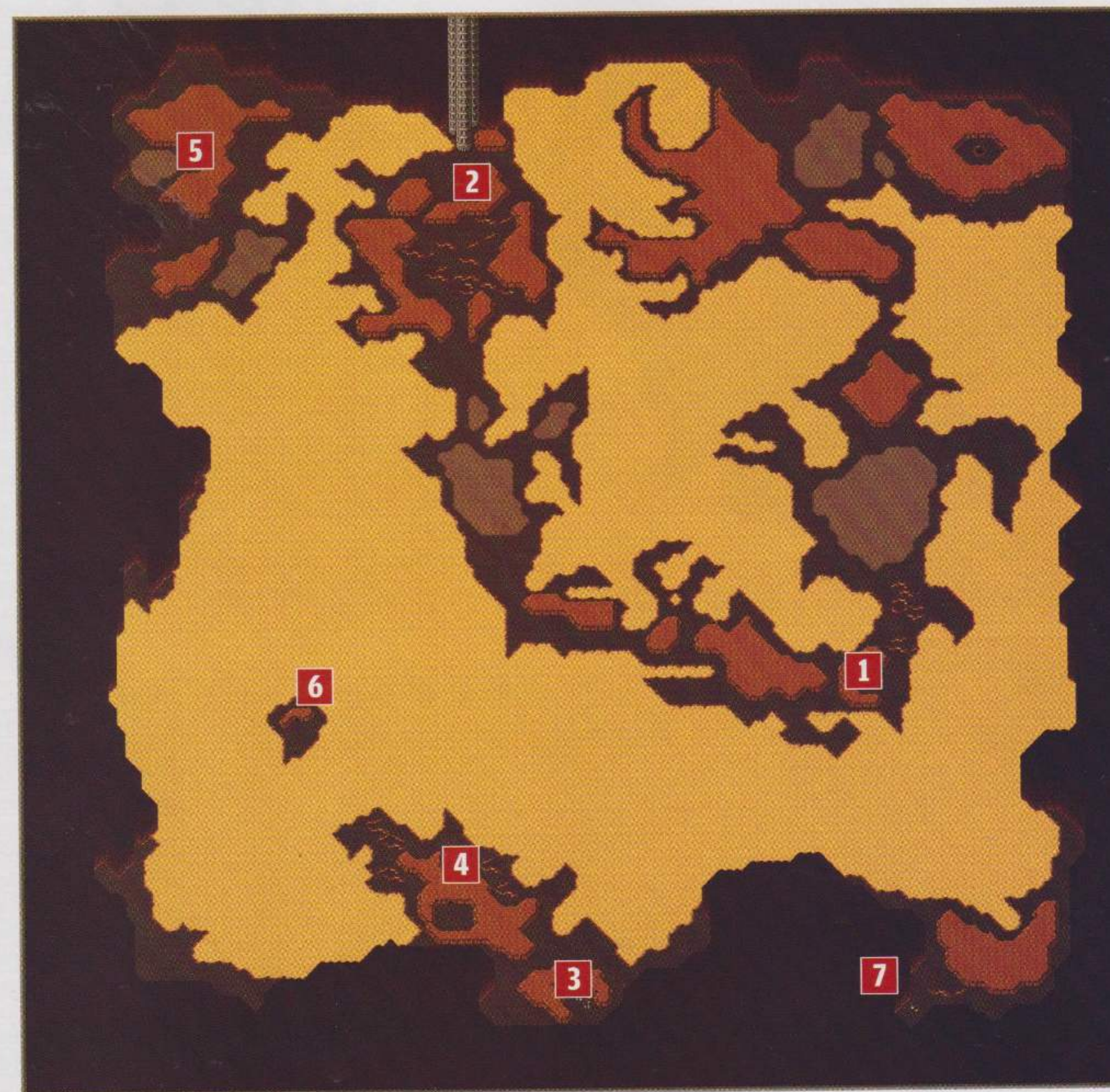
THE Three Worlds

In this section you'll find maps for each of the three Overworld areas in FINAL FANTASY IV, with each town, dungeon, and castle labeled. Refer to the page numbers shown here for full coverage of each location.

The Overworld



The Underworld



The Overworld

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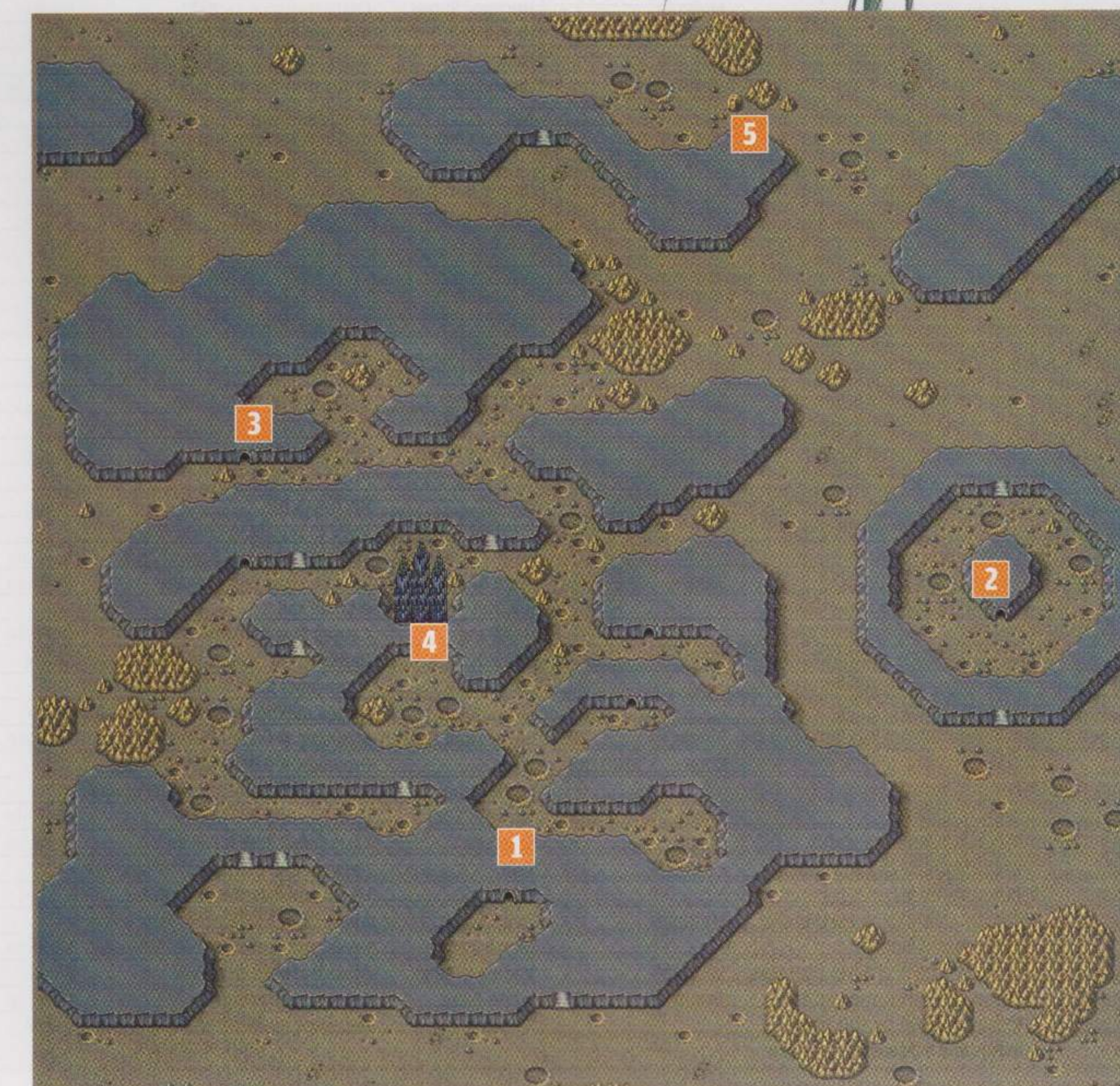
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The Moon



DATA FOR

Items & Spells

Here you'll find a chart of all usable and key items in the game, as well as every spell your party members can learn and cast. For details on weapons and armor, please refer to the appendix, which begins on page 88.

CHART TERMS

- ACCURACY:** The odds that a spell's effect will succeed

ATTACK: The raw Attack power of a spell

ATTRIBUTE: The elemental type of damage dealt by the spell
- CASTER:** Characters in your party who can learn this spell

EFFECT: A description of what happens when used or cast

MP: The cost in Magic Points when cast
- NAME:** The name of the spell or item

TARGET: The targeting range of the spell (single or multiple targets)

ITEM				NAME	EFFECT	TARGET	PRICE
Adamantite	A rare ore	-	-	Gysahl Greens	Calls Fat Chocobo	-	500
Alarm Clock	Removes Sleep status	Multiple	-	Gysahl Whistle	Calls Fat Chocobo from anywhere	-	20,000
Antarctic Wind	Causes Ice damage	Multiple	-	Hermes' Shoes	Casts Haste on target	Single	-
Antidote	Removes Poison status	Single	40	Hi-Potion	Recovers more HP than Potion	Single	150
Arctic Wind	Stronger version of Antarctic Wind	Multiple	-	Honey	Used in puzzle in Lunar Ruins	-	-
Bacchus's Cider	Casts Berserk on target	Single	-	Hourglass	Stops time for enemies	Multiple	-
Baron Key	Unlocks doors in Baron	-	-	Key	Used in puzzle in Lunar Ruins	-	-
Bell of Silence	Causes Silence in enemies	Multiple	-	Kiss of Lilith	Absorbs MP from target	Single	-
Bestiary	Shows target's HP, MP, Weakness	Multiple	980	Light Curtain	Casts Reflect on user	Single	-
Bld-Skd Lance	Used in puzzle in Lunar Ruins	-	-	Luca's Necklace	Necklace with magical power	-	-
Blue Fang	Causes Lightning damage	Multiple	-	Lunar Curtain	Casts Reflect and Protect on user	Single	-
Bomb	Rydia learns Bomb	-	-	Magazine	-	-	-
Bomb Arm	Stronger version of Bomb Fragment	Multiple	-	Magma Rock	An ordinary-looking stone	-	-
Bomb Core	Suicide attack to target	Single	-	Maiden's Kiss	Removes Toad status	Single	600
Bomb Fragment	Causes Fire damage	Multiple	-	Mallet	Removes Mini status	Single	800
Bomb Ring	Item you were asked to deliver	-	-	Megalixir	Fully recovers all party members' HP and MP	-	-
Cockatrice	Rydia learns Cockatrice	-	-	Membership Pass	Pass to enter an exclusive place	-	10,000
Coeur's Whisker	May instantly kill target	Single	-	Mind Flayer	Rydia learns Mind Flayer	-	-
Cottage	Enhanced version of Tent	-	500	Muddy Water	Used in puzzle in Lunar Ruins	-	-
Cross	Removes Curse status	Single	100	Phoenix Down	Removes KO status	Single	100
Crystal	Exposes Zeromus to harm	Multiple	-	Pink Tail	Princess Flan's tail	-	-
Dark Crystal	A mystic jewel	-	-	Potion	Recovers HP	Single	300
Dark Matter	Can be stolen from Zeromus	-	-	Purified Water	Used in puzzle in Lunar Ruins	-	-
Decoy	Casts Blink on user	Single	-	Rage of the Gods	Stronger version of Rage of Zeus	Multiple	-
Diet Food	Removes Pig status	Single	100	Rage of Zeus	Causes Lightning damage	Multiple	-
Doll	Used in puzzle in Lunar Ruins	-	-	Rat Tail	A small tail	-	-
Dr. Lugae's Key	Unlocks a door in Babel Tower	-	-	Red Fang	Causes Fire damage	Multiple	-
Dry Ether	Recovers more MP than Ether	Single	50,000	Remedy	Removes all conditions except KO	Single	5,000
Dwarven Bread	Allows you to view area map	-	100	Sand Ruby	A rare jewel that can cure desert fever	-	-
Earth Crystal	A mystic jewel	-	-	Silver Apple	Raises maximum HP by 50 points	-	-
Echo Herbs	Removes Silence status	Single	50	Silver Hourglass	Stronger version of Hourglass	Multiple	-
Elixir	Recovers HP and MP completely	Single	100,000	Siren	Provokes a battle with enemies	-	-
Emergency Exit	Warps out of dungeons	-	-	Soma Drop	Raises maximum MP by 10 points	-	-
Ether	Recovers MP	Single	10,000	Spider's Silk	Lowers enemies' agility	Multiple	-
Eye Drops	Removes Darkness status	Single	30	Stardust	Casts Comet spell on all foes	Multiple	-
Firewood	Used in puzzle in Lunar Ruins	-	-	Tent	Recovers all members' HP and MP	-	100
Frying Pan	Awakens Yang	-	-	Torch	Used in puzzle in Lunar Ruins	-	-
Gaia Drum	Causes a damaging earthquake	Multiple	-	Twin Harp	Allows you to transmit your voice	-	-
Goblin	Rydia learns Goblin	-	-	Unicorn Horn	Removes Berserk, Paralyze, Sleep, and Curse status	Multiple	-
Gold Hourglass	Stronger version of Silver Hourglass	Multiple	-	Vampire Fang	Absorbs HP from target	Single	-
Gold Needle	Removes Petrification status	Single	400	White Fang	Causes Ice damage	Multiple	-
Golden Apple	Raises max HP by 100 points	-	-	X-Potion	Recovers more HP than Hi-Potion	Single	-
Grimoire	Summons a powerful creature	-	-				

WHITE MAGIC							
NAME	EFFECT	ATTRIBUTE	MP	ACCURACY	ATTACK	TARGET	CASTER
Berserk	Causes Berserk status	-	18	50%	-	Single	Rosa, Tellah, FuSoYa, Porom
Blink	Creates illusion of oneself to confuse the enemy	-	8	50%	-	Single	Rosa, Tellah, FuSoYa, Porom
Confuse	Causes Confusion	-	10	65%	-	Single	Rosa, Tellah, FuSoYa, Porom
Cura	Restores HP	-	9	100%	-	Sgl/Mlt	Cecil, Rosa, Tellah, FuSoYa, Porom
Curaga	Restores HP	-	18	100%	-	Sgl/Mlt	Rosa, Tellah, FuSoYa, Porom
Curaja	Restores HP	-	40	100%	-	Sgl/Mlt	Rosa, Tellah, FuSoYa, Porom
Cure	Restores HP	-	3	100%	-	Sgl/Mlt	Cecil, Rosa, Rydia, Tellah, FuSoYa, Porom
Dispel	Dispels magic effects	-	12	70%	-	Single	Rosa, Tellah, FuSoYa, Porom
Esuna	Cures all status conditions except KO	-	20	80%	-	Single	Cecil, Rosa, Tellah, FuSoYa, Porom
Float	Levitates target	-	8	100%	-	Sgl/Mlt	Rosa, Tellah, FuSoYa, Porom
Full-Life	Revives and restores full HP to a single target	-	52	80%	-	Single	Rosa, Tellah, FuSoYa, Porom
Haste	Hastens the passing of time	-	25	50%	-	Single	Rosa, Tellah, FuSoYa, Porom
Hold	Causes Paralysis	-	5	85%	-	Single	Rosa, Rydia, Tellah, FuSoYa, Porom
Holy	Causes Holy damage	Holy	46	99%	170	Single	Rosa, FuSoYa, Porom
Life	Revives target	-	8	75%	-	Single	Rosa, Tellah, FuSoYa, Porom
Mini	Transforms target to Mini or restores state	-	6	50%	-	Single	Rosa, Tellah, FuSoYa, Porom
Protect	Reduces physical damage received	-	9	66%	-	Sgl/Mlt	Rosa, Tellah, FuSoYa, Porom
Reflect	Reflects magic cast at target	-	30	75%	-	Single	Rosa, Tellah, FuSoYa, Porom
Scan	Determines target's HP, MP, and weakness	-	1	99%	-	Single	Cecil, Rosa, Rydia, Tellah, FuSoYa, Porom
Shell	Reduces magical damage received	-	10	66%	-	Sgl/Mlt	Rosa, Tellah, FuSoYa, Porom
Sight	Opens minimap	-	2	-	-	-	Cecil, Rosa, Rydia, Tellah, FuSoYa, Porom
Silence	Causes Silence	-	6	90%	-	Sgl/Mlt	Rosa, Tellah, FuSoYa, Porom
Slow	Slows the passing of time	-	14	70%	-	Sgl/Mlt	Rosa, Tellah, FuSoYa, Porom
Teleport	Warps party out of dungeon or out of battle	-	10	100%	-	-	Cecil, Rosa, Tellah, FuSoYa, Porom

BLACK MAGIC							
NAME	EFFECT	ATTRIBUTE	MP	ACCURACY	ATTACK	TARGET	CASTER
Bio	Releases a virus that causes damage	-	20	100%	64	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Blizzaga	Causes Ice damage	Ice	30	100%	128	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Blizzara	Causes Ice damage	Ice	15	100%	32	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Blizzard	Causes Ice damage	Ice	5	100%	8	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Break	Causes Petrification	-	15	30%	-	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Death	Causes Death	-	35	60%	-	Single	Rydia, FuSoYa, Palom
Drain	Absorbs HP	Absorb	18	100%	10	Single	Rydia, Tellah, FuSoYa, Palom
Fira	Causes Fire damage	Fire	15	100%	32	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Firaga	Causes Fire damage	Fire	30	100%	128	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Fire	Causes Fire damage	Fire	5	100%	8	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Flare	Causes damage by combustion	-	50	100%	200	Single	Rydia, FuSoYa, Palom
Meteor	Calls forth a meteor that causes damage	Holy	99	100%	255	Multiple	Rydia, Tellah, FuSoYa, Palom
Osmose	Absorbs MP	Absorb	0	100%	8	Single	Rydia, Tellah, FuSoYa, Palom
Pig	Transforms target to Pig or restores state	-	1	10%	-	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Poison	Causes Poison damage	-	2	90%	-	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Quake	Causes an earthquake that causes damage	-	30	100%	100	Multiple	Rydia, FuSoYa, Palom
Sleep	Causes Sleep	-	12	50%	-	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Stop	Causes time to stop, halting target's actions	-	15	80%	-	Single	Rydia, Tellah, FuSoYa, Palom
Thundaga	Causes Lightning damage	Lightning	30	100%	128	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Thundara	Causes Lightning damage	Lightning	15	100%	32	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Thunder	Causes Lightning damage	Lightning	5	100%	8	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Toad	Transforms target to Frog or restores state	-	7	50%	-	Sgl/Mlt	Rydia, Tellah, FuSoYa, Palom
Tornado	Creates a tornado that causes heavy damage	-	25	75%	-	Single	Rydia, Tellah, FuSoYa, Palom
Warp	Warps party back to previous floor	-	4	100%	-	Single	Rydia, Tellah, FuSoYa, Palom

SUMMON MAGIC							
NAME	EFFECT	ATTRIBUTE	MP	ACCURACY	ATTACK	TARGET	CASTER
Asura	Summons Asura	-	50	-	-	Multiple	Rydia
Bahamut	Summons Bahamut	-	60	-	-	Multiple	Rydia
Bomb	Summons Bomb	-	10	-	-	Single	Rydia
Chocobo	Summons Chocobo	-	7	-	-	Single	Rydia
Cockatrice	Summons Cockatrice	-	15	-	-	Single	Rydia
Dragon	Summons Dragon	-	20	-	-	Multiple	Rydia
Goblin	Summons Goblin	-	1	-	-	Single	Rydia
Ifrit	Summons Ifrit	-	30	-	-	Multiple	Rydia
Leviathan	Summons Leviathan	-	50	-	-	Multiple	Rydia
Mind Flayer	Summons Mind Flayer	-	18	-	-	Single	Rydia
Odin	Summons Odin	-	45	-	-	Multiple	Rydia
Ramuh	Summons Ramuh	-	30	-	-	Multiple	Rydia
Shiva	Summons Shiva	-	30	-	-	Multiple	Rydia
Sylph	Summons Sylph	-	25	-	-	Single	Rydia
Titan	Summons Titan	-	40	-	-	Multiple	Rydia

TWIN MAGIC							
NAME	EFFECT	ATTRIBUTE	MP	ACCURACY	ATTACK	TARGET	CASTER
Comet	A weaker version of Meteor	-	20	100%	60	Multiple	Palom and Porom
Pyro	A weaker version of Flare	-	10	100%	40	Multiple	Palom and Porom

NINJUTSU							
NAME	EFFECT	ATTRIBUTE	MP	ACCURACY	ATTACK	TARGET	CASTER
Blitz	Releases lightning through Ninjutsu	Lightning	25	100%	80	Multiple	Edge
Flame	Releases fire through Ninjutsu	Fire	15	100%	40	Multiple	Edge
Flood	Creates a tsunami through Ninjutsu	Ice	20	100%	60	Multiple	Edge
Image	Creates illusion of oneself to confuse the enemy	-	6	99%	-	Single	Edge
Pin	Pins target and temporarily prevents it from performing any action	-	5	75%	-	Single	Edge
Smoke	Creates a veil of smoke to help allies flee from battle	-	10	100%	-	Multiple	Edge

OTHER MAGIC							
NAME	EFFECT	ATTRIBUTE	MP	ACCURACY	ATTACK	TARGET	CASTER
Asura (Curaga)	Casts Curaga on all characters	-	50	100%	80	Multiple	Rydia
Asura (Life)	Casts Life on all characters	-	50	100%	-	Multiple	Rydia
Asura (Protect)	Casts Protect on all characters	-	50	66%	-	Multiple	Rydia
Basuna	Use Mythril Staff as item	-	-	75%	-	Single	Cecil, Rosa, Rydia, Tellah, FuSoYa, Porom
Bolt of Judgment	Ramuh causes damage by Lightning	Lightning	30	100%	40	Multiple	Rydia
Chocobo Kick	Chocobo kicks the target	-	7	100%	20	Single	Rydia
Dancing Dagger	Use Dancing Dagger as item	-	-	90%	20	Single	Rydia, Edge, Palom, Kain, Edward
Diamond Dust	Shiva causes blizzard that causes damage	Ice	30	100%	40	Multiple	Rydia
Double Meteor	Causes serious damage to all enemies	Holy	-	100%	255	Multiple	FuSoYa & GobeZ, Palom & Porom*
Gaia's Wrath	Titan causes damage by earthquake	-	40	100%	80	Multiple	Rydia
Goblin Punch	Goblin punches the target	-	1	50%	4	Single	Rydia
Heal	Use Healing Staff as item	-	-	100%	6	Multiple	Cecil, Rosa, Rydia, Tellah, FuSoYa, Porom
Hellfire	Ifrit causes damage by Fire	Fire	30	100%	40	Multiple	Rydia
Magic Arrow	Use Rod as item	-	-	90%	14	Single	Rydia, Tellah, FuSoYa, Palom
Mega Flare	Bahamut causes serious damage to all enemies	-	60	100%	240	Multiple	Rydia
Mind Blast	Mind Flayer causes Paralysis	-	18	100%	48	Single	Rydia
Mist Breath	Dragon causes damage by breath	-	20	100%	-	Multiple	Rydia
Petrifying Beak	Cockatrice causes Petrification	-	15	50%	-	Single	Rydia
Poisona	Use Staff as item	-	-	75%	-	Single	Cecil, Rosa, Rydia, Tellah, FuSoYa, Porom
Self-Destruct	Bomb explodes/causes damage to the target	-	10	100%	-	Single	Rydia
Tsunami	Leviathan causes damage by flood	-	50	100%	140	Multiple	Rydia
Whisperwind	Sylph drains enemy HP to restore the party	-	25	100%	60	Single	Rydia
Zantetsuken	Odin causes sudden death if it hits	-	45	-	-	Multiple	Rydia

* Palom and Porom need to equip Twin Stars to cast Double Meteor.

