

Final Fantasy Origins Walkthrough (EU)

by Demonkaze

Updated to v0.7 on Apr 12, 2003

Final Fantasy Origins Pal Verison
Written by B.Chard aka Demonkaze
Email: xxchardy2xx@hotmail.com
Version 0.7

Contents:

- I: Copyright Information
- II: Version/Updates
- III: Final Fantasy
- IV: Final Fantasy II
- V: Future updates
- VI: Credits and thanks

I. Copyright Information

This faq is copyright of 2003 B.Chard (aka Demonkaze).
Anyone who wishes to use the content used in this guide must first have permission from myself (xxchardy2xx@hotmail.com) and must not, change the contents in anyway, keep the faq as a whole not taking parts here and there and give me credit for the faq.

Everything in this faq is written by myself and must not be used without permission.

II. Version/Updates

0.35 <9/5/03> This is the first version of the faq. The Introduction, Classes, White Magic/Black Magic, Key Items and Items section's for Final Fantasy are complete. Most of the walkthrough is complete with only three or four more places to cover. Weapons, Armour, Bestiary and "My Final Stats" will be done in next the next update after i've finished the walkthrough. The Treasure Chest list will be completed after the walkthrough has been done too (should be next update). Seeing as all my attention has been on the first Final Fantasy not much for Final Fantasy II has been done. The Introdcution, Introduction to Mastery, White/Black Magic, Key Items and Items section are complete. I haven't started work on the walkthrough yet as i want to finish with Final Fantasy's walkthrough first. Again Bestiary, Treasure Chest List, Weapons, Armour, Secrets and "My Final Stats" sections will hopefully be complete by the next update.

0.7 <12/5/03> I've finished with the Final Fantasy section and have begun work the Final Fantasy II section. Walkthrough up to "Retaking Fynn". I think maybe after the next update that this faq will be 1.0

~~~~~  
~~~~~  
Contents:

- III(a): Introduction
 - III(b): Classes
 - III(c): White Magic
 - III(d): Black Magic
 - III(e): Key Items
 - III(f): Items
 - III(g): Weapons
 - III(h): Armour
 - III(i): **WALKTHROUGH**
 - III(j): Bestiary
 - III(k): Treasure Chest List
 - III(l): My Final Stats
 - III(m): Is That The End?
-

~~~~~  
~~~~~  
III(a) Introduction

A great darkness shrouded the world.
The wind died.
The sea raged.
The earth began to decay.

Only a prophecy kept hope alive in people's hearts:
"When darkness veils the world, four warriors of light shall come."

And after journeying far, four young warriors did at last appear.
In the hands of each rested a mysterious crystal...


~~~~~  
~~~~~  
III(b) Job Classes

Once you have watched the fmv exclusive to the playstation version of Final Fantasy you will come to the start screen. If you are using this faq from the beginning then you'll be clicking "new game." You'll be taken to a screen asking for your characters' names (your characters can now have longer names as opposed to the nes' four letters) and their jobs. Remember before you pick your jobs that you cannot change them at all throughout the course of the game however they can be advanced at one stage in the game.

Warrior-----advances to----->Knight

The warrior is one of the firm favourites for many people because of their decent HP and high attack and defense. The Warrior can equip a different variety of weapons which will help a lot in Final Fantasy. I would personally recommend at least one warrior in your party if this is your first time playing Final Fantasy. Be warned though that having a warrior will cost you a lot of gil (which can be hard to get in Final Fantasy)

Thief-----advances to----->Ninja

The thief is the quickest character in the game and also has high attack accuracy. Again the thief can be equipped a variety of different weapons and also advances to what i believe the best class in the game. The thief is

helpful when trying to escape battles because of his high agility. One downer on the thief is that he has lower attack power.

Monk-----advances to----->Master

The monk is probably the strongest class in the game, being best equipped with nothing. At higher levels the monk deals devastating damage and also has a nice amount of HP. Again if this is your first time playing Final Fantasy i recommend this class due to it being cheap and very effective.

Red Mage-----advances to----->Red Wizard

The red mage can use both white and black magic but not any of the advanced spells. It can equip decent amounts of weapons and armour and their attack power isnt too bad either. This is in my opinion is the most costly class in the game due to the fact you'll be buying both forms of magic and expensive weapons and armour.

White Mage-----advances to----->White Wizard

The white mage is a must have for all first time players to this game, its healing and protective spells will come in handy and are more effective than buying items that are not that good. The white mage however has low attack power and low HP, but good white magic spells.

Black Mage-----advances to----->Black Wizard

The black mage is good and bad in my opinion. Of course its the best black magic user in the game which makes up the good part of it. However the bad part being that because of the low attack power of the black mage you will find yourself casting magic all the time and when your MP is all gone the only thing it can do is attack, doing less damage than your white mage.

Knight-----advanced from----->Warrior

Your knight can now equip the high level weapons and armours like excalibur. He can also use the basic white magic spells, levels 1-3 meaning he can now cure in battle.

Ninja-----advanced from----->Thief

Ok now we're talking. The ninja in my opinion is the best job in the game. First of all he can now equip almost every weapon and armour in the game, he can use quite a few level 1-4 black magic spells and the attack power and HP has rised a lot as well. This is why every party should start of with at least one thief in their party.

Master-----advanced from----->Monk

This is probably the worst upgrade in the game. The master plays exactly the same as the monk just stronger and looks a bit different. But still the master/monk is a very valuable asset in every party.

Red Wizard-----advanced from----->Red Mage

They can still equip the same type of weapons and armours but now they can use most of the black and white magic spells.

White Wizard-----advanced from----->White Mage

Just like the Red Wizard the only thing that changes is the fact they can now use every white magic spell in the game. Holy is a very good spell

Black Wizard-----advanced from----->Black Mage

Once again just the like the other two mage classes the only differences are the fact that you can now use every black magic spell.

****III(c)White Magic****

Level 1

~~~~~

|        |              |                                |          |
|--------|--------------|--------------------------------|----------|
| Cure   | Single/Party | Restores HP by 16-32           | Cornelia |
| Dia    | All/Enemy    | 20-80 damage on undead enemies | Cornelia |
| Shield | Single/Party | Raises defence by 8            | Cornelia |
| Blink  | Self         | Raises evasion by 80           | Cornelia |

Level 2

~~~~~

Lamp	Single/Party	Cures Darkness	Pravocka
Silence	All/Enemy	Stops enemies using magic	Pravocka
NulBolt	All/Party	Reduces lightning damage by 50%	Pravocka
Invisi	Single/Party	Raises evasion by 40	Pravocka

Level 3

~~~~~

|         |              |                                 |         |
|---------|--------------|---------------------------------|---------|
| Cure2   | Single/Party | Restores HP by 33-66            | Elfheim |
| Dia2    | All/Enemy    | 40-160 damage on undead enemies | Elfheim |
| NulFire | Single/Party | Reduces fire damage by 50%      | Elfheim |
| Heal    | All/Party    | Restores party's HP by 12-24    | Elfheim |

Level 4

~~~~~

Esuna	Single/Party	Cures Poison	Elfheim
Fear	All/enemy	Drives enemies away in terror	Elfheim
NulIce	All/Party	Reduces ice damage by 50%	Elfheim
Vox	Single/Party	Cures Mute	Elfheim

Level 5

~~~~~

|       |              |                                 |         |
|-------|--------------|---------------------------------|---------|
| Cure3 | Single/Party | Restores HP by 66-132           | Melmond |
| Life  | Single/Party | Revives an ally from KO         | Melmond |
| Dia3  | All/Enemy    | 60-240 damage on undead enemies | Melmond |
| Heal2 | All/Party    | Restores party's HP by 24-48    | Melmond |

Level 6

~~~~~

Stona	Single/Party	Cures Stone	Crescent Lake
Warp2	--	Warps party out of a dungeon	Crescent Lake
Shld2	All/Party	Raises party's defence by 12	Crescent Lake
Invisi2	All/Party	Raises party's evasion by 40	Crescent Lake

Level 7

~~~~~

|        |              |                                 |       |
|--------|--------------|---------------------------------|-------|
| Cure4  | Single/Party | Fully restores HP               | Gaia  |
| Dia4   | All/Enemy    | 80-320 damage on undead enemies | Gaia  |
| NulMgc | All/Party    | Protects against instant death  | Onlak |

Heal3 All/Party Restores party's HP by 48-96 Onlak

Level 8

~~~~~

Life2	Single/Party	Revives and fully restores HP	Lufenia
Holy	All/Enemy	Damages enemies with holy light	Gaia
NulAll	Single/Party	Reduces all spell damages by 50%	Gaia
Dispel	Single/Enemy	Removes enemie's magical defence	Gaia

III(d)Black Magic

Level 1

~~~~~

|       |              |                                    |          |
|-------|--------------|------------------------------------|----------|
| Fire  | Single/Enemy | 10-40 fire damage on an enemy      | Cornelia |
| Sleep | All/Enemy    | Put all enemies to sleep           | Cornelia |
| Focus | Single/Enemy | Lowers enemie's evasion by 10      | Cornelia |
| Bolt  | Single/Enemy | 10-40 lightning damage on an enemy | Cornelia |

Level 2

~~~~~

Ice	Single/Enemy	20-80 ice damage on an enemy	Pravocka
Fog	All/Enemy	Blinds enemies	Pravocka
Steel	Single/Party	Increases attack by 14	Pravocka
Slow	All/Enemy	Slows enemies down	Pravocka

Level 3

~~~~~

|        |              |                                    |         |
|--------|--------------|------------------------------------|---------|
| Fire2  | All/Enemy    | 30-120 fire damage on enemies      | Elfheim |
| Bind   | Single/Enemy | Paralyse an enemy                  | Elfheim |
| Bolt2  | All/Enemy    | 30-120 lightning damage on enemies | Elfheim |
| Focus2 | All/Enemy    | Lowers all enemies evasion by 10   | Elfheim |

Level 4

~~~~~

Sleep2	Single/Enemy	Put one enemy to sleep	Elfheim
Haste	Single/Party	Doubles frequency of one ally's attacks	Elfheim
Muddle	All/Enemy	Causes enemies to aim for each other	Elfheim
Ice2	All/Enemy	40-160 ice damage on enemies	Elfheim

Level 5

~~~~~

|        |              |                               |         |
|--------|--------------|-------------------------------|---------|
| Fire3  | All/Enemy    | 50-200 fire damage on enemies | Melmond |
| Poison | All/enemy    | Instantly annihilates enemies | Melmond |
| Warp   | --           | Warps party out of a dungeon  | Melmond |
| Slow2  | Single/Enemy | Slows a enemy down            | Melmond |

Level 6

~~~~~

Bolt3	All/Enemy	60-240 lightning damage on enemies	Crescent Lake
Reaper	Single/Enemy	Instantly kills an enemie	Crescent Lake
Quake	All/Enemy	Produces an earthquake	Crescent Lake
Stun	Single/Enemy	Paralyses an enemy	Crescent Lake

Level 7

~~~~~

|       |              |                              |      |
|-------|--------------|------------------------------|------|
| Ice3  | All/Enemy    | 70-280 ice damage on enemies | Gaia |
| Break | Single/Enemy | Petrifies an enemy           | Gaia |

|       |              |                                     |       |
|-------|--------------|-------------------------------------|-------|
| Saber | Self         | Increase attack +16 and accuracy+10 | Onlak |
| Blind | Single/Enemy | Blinds an enemy                     | Onlak |

Level 8

~~~~~

Flare	All/Enemy	Ultimate black magic spell	Lufenia
Stop	All/Enemy	Stops enemie's movements	Gaia
Banish	All/Enemy	Sends enemies to another dimension	Gaia
Doom	Single/Enemy	Instantly kills an enemy	Gaia

****III(e)Key Items****

These are the key items you will need to find during the game, beware that there could be spoilers for you in the item's description.

Adamantite

Description: Give to the blacksmith for the Excalibur
Found: Flying Fortress

Oxyale

Description: Allows access to the submarine in Onlak
Found: Gaia

Jolt Tonic

Description: Awakes the Prince of the elves
Found: Matoya's Cave

Canoe

Description: Makes travel on rivers accessible
Found: Crescent Lake

Bell

Description: Makes the Mirage Tower appear
Found: Lufenia

Crown

Description: Using this on Astos will result in a boss battle
Found: Marsh Cave

Crystal Ball

Description: Give to Matoya in exchange for the Jolt Tonic
Found: Western Keep

Earth Rod

Description: Removes the boulder blocking progress in the Terra Cavern
Found: Sage's Cave

Bottled Faerie

Description: Set the faerie free in Gaia
Found: Dessert Caravan

Levistone

Description: Use in a desert to make the airship appear
Found: Ice Cave

Lute

Description: Removes the boulder blocking progress in the Temple Of Fiends
Found: Cornelia

Mystic Key

Description: Opens mysterious locked doors

Found: Elven castle

Rat Tail

Description: Give to Bahamut to upgrade your jobs

Found: Citadel Of Trials

Rosetta Stone

Description: Give to the scholar in Melmond to learn the lefenish language

Found: Sunken Shrine

Ship

Description: With this you can now travel across the sea

Found: Pravoca

Star Ruby

Description: Give to Titan to progress in Titan's Cave

Found: Terra Cavern

Nitro Powder

Description: Creates a canal

Found: Cornelia

Warp Cube

Description: Warps to the Flying Fortress in the Tower Of Mirage

Found: Waterfall Cavern

****III(f) Items****

These are the various items you can buy in shops to heal your characters HP and the like. Items are arranged in alphabetical order.

Antidote

Description: Recover from poison

Cottage

Description: Restores all HP/MP on the world map

Gold Needle

Description: Recover from Petrify

Potion

Description: Heals a small amount of HP

Sleeping Bag

Description: Restores small amount of HP on the world map

Tent

Description: Restores a lot of HP on the world map

****III(g) Weapons****

Swords

~~~~~

|               |                  |           |                                |    |
|---------------|------------------|-----------|--------------------------------|----|
| Rapier        | Cornelia         | 9 attack  | 10 gil                         |    |
| Broad Sword   | Pravoca          | 15 attack | 550 gil                        |    |
| Mythril Sword | Elfheim          | 23 attack | 4000 gil                       |    |
| Saber         | Elfheim          | 13 attack | 450 gil                        |    |
| Falcon        | Western Keep     | 15 attack | --                             |    |
| Wyrmslayer    | Mt. Duergar      | 19 attack | --                             |    |
| Excalibur     | Mt. Duergar      | 35 attack | --(must have adamantite)       |    |
| Coral Sword   | Terra Cavern     | 19 attack | --                             |    |
| Rune Blade    | Temple Of Chaos  | 19 attack | --                             |    |
| Werebane      | Temple Of Chaos  | 18 attack | --                             |    |
| Masamune      | Temple Of Chaos  | 56 attack | --(the best sword in the game) |    |
| Ice Brand     | Mt. Gulg         | 29 attack | --                             |    |
| Flame Sword   | Ice Cave         | 26 attack | --                             |    |
| Defender      | Waterfall Cavern | 30 attack | --                             |    |
| Vorpall Sword | Tower Of Mirage  | 28 attack | --                             |    |
| Sunblade      | Tower Of Mirage  | ?? attack | (need help with this one)      | -- |
| Venom Blade   | Flying Fortress  | ?? attack | (need help again)              | -- |
| Sasuke        | Flying Fortress  | ?? attack | (need help here too)           | -- |

## Hammers

~~~~~

Hammer	Cornelia	9 attack	10 gil	
Mythril Hammer	Crescent Lake	12 attack	2500 gil	
Thor's Hammer	Tower Of Mirage	18 attack	--	

Nunchucks

~~~~~

|                |          |           |         |  |
|----------------|----------|-----------|---------|--|
| Nunchucks      | Cornelia | 12 attack | 10 gil  |  |
| Iron Nunchucks | Elfheim  | 16 attack | 200 gil |  |

## Axes

~~~~

| | | | | |
|-------------|---------------|-----------|----------|--|
| Battle Axe | Pravoca | 17 attack | 550 gil | |
| Great Axe | Titan's Cave | 22 attack | -- | |
| Mythril Axe | Crescent Lake | 25 attack | 4500 gil | |

Light Axe Sunken Shrine 28 attack --

Staff's
~~~~~

Staff      Cornelia      7 attack      5 gil

Copper Staff      Elfheim      14 attack      200 gil

Power Staff      Western Keep      12 attack      --

Heal Staff      Citadel Of Trials      6 attack      --

Mage Staff      Sunken Shrine      12 attack      --

Spellbinder      Waterfall Cavern      15 attack      --

Knive's  
~~~~~

Knife Cornelia 5 attack 5 gil

Dagger Elfheim 7 attack 175 gil

Mythril Knife Mt. Duergar 800 gil

Cat Claw Gaia 22 attack 65000 gil

If i've missed any out just email me what i have missed out and i can put in and then give you credit for it.

****III(h) Armour****

Armor
~~~~~

Clothes      Cornelia      1 defense/2 evade      10 gil

Chain Armor      Cornelia      15 defense/15 evade      80 gil

Leather Armor      Cornelia      4 defense/8 evade      50 gil

Iron Armor      Pravoca/Elfheim      24 defense/23 evade      800 gil

Copper Armllet      Elfheim      4 defense/1 evade      1000 gil

Gold Armllet      Marsh Cave/Melmond      15 defense/1 evade      5000 gil

Knight Armor      Melmond      34 defense/33 evade      45000 gil

Mythril Mail      Crescent Lake/Mt. Gulg      18 defense/8 evade      7500 gil

Flame Mail      Mt. Gulg      34 defense/10 evade      --

Ice Armor      Ice Cave      34 defense/10 evade      --

Ruby Armllet      Citadel Of Trials      24 defense/1 evade      --

Diamond Armllet      Sunken Shrine      34 defense/1 evade      --

Diamond Armor	Sunken Shrine	42 defense/10 evade	--
Dragon Mail	Tower Of Mirage	42 defense/10 evade	--
White Robe	Flying Fortress	24 defense/2 evade	--
Black Robe	Flying Fortress	24 defense/2 evade	--

#### Shields

~~~~~

| | | | |
|-------------------|----------------------------|---------------------|----------|
| Leather Shield | Pravoca | 2 defense/-- evade | 15 gil |
| Iron Shield | Elfheim | 4 defense/-- evade | 100 gil |
| Mythril Shield | Terra Cavern/Crescent Lake | 8 defense/-- evade | 2500 gil |
| Buckler | Crescent Lake | 2 defense/-- evade | 2500 gil |
| Flame Shield | Mt. Gulg | 12 defense/-- evade | -- |
| Ice Shield | Ice Cave | 12 defense/-- evade | -- |
| Diamond Shield | Sunken Shrine | 16 defense/-- evade | -- |
| Aegis Shield | Tower Of Mirage | 16 defense/-- evade | -- |
| Protection Mantle | Flying Fortress | 8 defense/2 evade | -- |

Arm

~~~

|                 |                      |                   |           |
|-----------------|----------------------|-------------------|-----------|
| Leather Glove   | Pravoca              | 1 defense/1 evade | 60 gil    |
| Copper Glove    | Elven Castle/Melmond | 2 defense/3 evade | 200 gil   |
| Iron Glove      | Western Keep/Melmond | 4 defense/5 evade | 750 gil   |
| Mythril Glove   | Crescent Lake        | 6 defense/3 evade | 2500 gil  |
| Gauntlets       | Citadel Of Trials    | 6 defense/3 evade | --        |
| Protection Ring | Gaia                 | 8 defense/1 evade | 20000 gil |
| Strength Glove  | Sunken Shrine        | 6 defense/3 evade | --        |
| Diamond Glove   | Sunken Shrine        | 8 defense/3 evade | --        |

#### Head

~~~~

| | | | |
|----------------|----------------------------|-------------------|----------|
| Leather Hat | Temple Of Chaos/Pravoca | 1 defense/1 evade | 80 gil |
| Helmet | Elfheim | 3 defense/3 evade | 100 gil |
| Great Helmet | Mt. Druegar/Melmond | 5 defense/5 evade | 450 gil |
| Mythril Helmet | Terra Cavern/Crescent Lake | 6 defense/3 evade | 2500 gil |
| Ribbon | Sunken Shrine | 1 defense/1 evade | -- |
| Diamond Helmet | Sunken Shrine | 8 defense/3 evade | -- |

If there is any i may have missed out email me the items and i will add them and give you credit for the help.

****III(i)Walkthrough****

Ok now its time to get started with one of the greatest games ever made. On this version i will explain what you need to do in each area and boss strategies.

****Note****

Final Fantasy has two difficulty modes, Easy and Normal. If this is your first time playing this game then i recommend you selecting Easy, but if you have at least finished this game once before then you should select Normal for a nice challenge.

****End Note****

Now after you've booted up the game you'll have to name the character and give them their jobs. It's really up to you what you choose, they all have their strengths and weaknesses. This is the party i chose:-

- Cios Warrior
- Kaze Monk
- Jerian Thief
- Celes White Mage

Now after you have made your choices you will be taken to the world map.

Cornelia
~~~~~

Your party will start the game on the field just outside a town and a castle. Open up your menu screen and get used to how things work. Also if you press Start and O on the field a world map will be displayed. The big red markers indicate towns and the small yellow markers indicate dungeons. If you looked at your menu screen you should've by now seen that your party starts with nothing at all, except some gil. When you're ready head into the town.

If you are playing the game on easy mode you will be able to dash by holding down the O button whilst walking. Now its time to go shopping, remember you have a limited amount of gil so be careful what you buy. If you have any mages at all make sure they have at least Cure and one attacking spell. I'm not going to recommend what black magic spell because i've never really beaten the game with a black mage in my party.

Now on to the equipment, by any warriors/red mages, if you can afford it the sword there, buy a black mage a knife and finally a white mage a mallet. After you have finished with weapons go to the armour shop and use the remaining gil on armour for your characters.

**\*\*Tip\*\***

I never bought anything for my monk, the nunchuks make him weaker and he cant

equip much armour anyway. I have beaten this game with my monk having nothing equipped and he turned out to be my best character doing insane amounts of damage.

**\*\*End Tip\*\***

You cant leave the town without speaking to one of the soldiers by the north or south exits. He will tell you that you must go see the king and you'll be automatically taken to the kings chambers. He tells you about is daughter that has been kidnapped and asks you to go and save her. Seeing as the characters dont speak in this game i guess we have no choice but to go and save her. Exit the castle and you will be back on the field screen.

In Final Fantasy your characters develop by gaining levels and they gain levels by gaining experience points(exp for short). If you dont take the time to level up your characters in the game then you will find yourself dying a lot in the random battles.

The only place we can go is north to an old temple there but dont go there just yet. Your characters are too weak so i advise you to level them up until they reach about level's 3 or 4 assuring you not much trouble in the next dungeon. You should fight just outside corneria town so that if you need healing you can use the inn there and if you get enough gil from your battles you can always go back and buy any remaining weapons/armour/spells you may want.

Now when you finally reach those levels its time to head to the next destination so start heading north. Be careful of the random battles here, you may face some tough battles. When you reach the old temple enter it.

\*\*\*\*\*

The Temple Of Chaos                                                 key items: Lute

~~~~~

When you first enter this place it may look either small or big to you depending on if you have played other Final Fantasy's. The dungeon may be small (to me anyway) but you get a lot of random battles here.

You have two choices upon entering, you can either go straight forward and head to the boss, takes no time at all, or you can walk around getting the treasures this places offers. It's entirely up to you but i tend to collect the items so that i can get 100% on the collections mode.

****Note****

In the menu screen if you click on "config" then "collections" you will be taken to the collections screen(duh). What you can do here is look at various things:-

Bestiary:- Here you can view information on the monsters you have defeated so far in the game. In order to get the monsters up you must first defeat at least one of them.

Items Collected:- This screen will tell you what treasures you have collected in a certain place, for example when you open at least one treasure chest "Temple Of Fiends" will appear and you can click on it to view what you have collected. This feature also lets you know how many more items there are left to collect in that place.

Art Gallery:- A nice little feature this and my favourite of the collections. In here you can view the original art collection produced by Yoshitaka Amano. Most of the pictures will be of the monsters you have fought at the moment but you will get other pictures as well.

?????:- Finally the last one you cant access yet because you must complete the game first. Also all the content in that section wont be available even after the forst completion. I wont tell you what this is you will have to finish the game first to find out.

****End Note****

From the entrance walk around the outsides of the temple clockwise and open the treasure chest in the corner of the rooms. You should recieve a leather hat, a Potion and a Tent. When you are collecting these items you will notice that two of the rooms you cant get in because they're locked meaning you need some sort of key.

Anyway after you have finsihed collecting the treasure chests enter the door straight forward from the entrance. You will see the princess there and someone else.

****Garland****

Exp: 128

Gil: 250

This is a pathetic excuse for a boss although it is the first one. Garland doesnt do much damage if you are around levels 3-4 and should not pose a threat at all. If you have Warriors/Thieves/Monks you should just keep using physical attacks on him. With White Mage's attack until one character may need healing and with the Black/Red Mage's use the Fire spell if you have it if not Bolt will work just as well.

With Garland defeated the Princess is free again and she will thank you. She will automatically take you back to Castle Cornelia's Throne room and give you the lute, this item will be very important later in the game. The king also thanks you and for your reward rebuilds the bridge to the north meaning you can now move to further parts of the field.

Before setting off on your journey you should go back into Cornelia and rest/ buy any other things you still need to. I recommend the Cure, Dia and Blink spells for your white mage. Again i dont know what to recommend much for the black/red mage because i hardly ever use them.

To Matoya's Cave

~~~~~

Back on the field screen you should be heading to the bridge. When you reach it the prologue of the game will now officialy finish giving you some information about the game. After that scene has finished open up your world map and you should see a little to the north west a yellow marker, that is where we're heading next.

Take time to level up a bit on the way as there are some new enemies worth more exp here. When you finally reach the destination you will see a cave so head in.

In Matoya's Cave you wont have any random battles and it's also very small. First things first head through the only door there and watch the scene. After go and speak to her again and she will mention that her crystal eye has gone. Now before you leave be sure to open the treasure chests there, be sure to check the collections screen to make sure you have them all and then exit.

\*\*\*\*\*

Pravoca key items: Ship

~~~~~

Once you're on the field open up the world map again. A little to the east is a red marker meaning its a town. Head back to near the bridge and head towards the red marker reaching your next town.

In Pravoca there is a town crisis, a pirate is doing what he pleases. If you have lost any HP and have no MP left for cure then use the inn there. Head to the left of the screen and you'll see a strange looking pirate, go have a word with him. This will prompt a battle

The Pirate leader has set a whole screen of pirates on you! Dont worry you can actually laugh your way through this battle because each of the pirates you should be able to kill in one hit. After they've been dealt with you will recieve a nice amount of gil and the Pirate leader will give you his Ship.

Now you should have a decent amount of gil so first things first, shopping. Try to buy the best possible equipment you can at this stage of the game. The monk should be saving you money because your not buying anything for him.

I was quite dissapointed with the level 2 white magic spells. Lamp only cures darkness which hardly does anything anyway, Silence is ok but you'll probably find yourself never using this spell, NulBolt is not too bad as it gives protection against lightning attacks and finally invisi which will raise on of your character's evasion by 40. I would reccomend you to buy NulBolt and Invisi.

Now the black magic is quite nice here. Ice is a always a good spell to have, Fog is quite useless, why would you want to waste time blinding enemies, Steel is another nice one raising attack by 14 and Slow will help in battles too. I would recommend Steel and Ice and coming back for Slow if you have enough money.

Now that you have finished shopping you should use the inn to rest/save and then head out of Pravoca.

****Side Quest/Secret****

Ok im sure you all know this easy yet very helpful side quest you can do. It's not really a side quest but thats the only word i can think for it. To the north east of Pravoca is a peninsula where powerful enemies lurk and by visiting this place now you can acquire insane amounts of exp and a nice stash of gil. These monsters are tough so you should be on at least level 5 before even tempting fighting up there. Also it is vital that your white mage's have Dia and that any black magic users have fire as it will help a lot in the battles.

****End Side Quest/Secret****

****Side Quest/Secret****

Another little thing you can do now is play a mini-game whilst on your ship. Once you get in your ship hold down the x button and then keep hitting the o button. A mini-game called "15 Puzzle" which is of course a puzzle mini-game. Whats the point of doing this you ask? Well depending on how quick you complete the puzzle you will recieve gil which varries from 100 gil all the way up to 10000 gil if you complete it in less than 2 minutes. This is very helpful for buying equipment and i strongly reccomend taking time to boost up your gil before heading to towns. This puzzle can also be completed and played as many times as you want. Unfortunately i'm not too good at this myself so i cant offer no help on doing it quickly, if anyone has any theory's of how to complete it quickly i will gladly accept them and give you credit.

****End Side Quest/Secret****

****Note****

You can only get in and out of your ship at other docks limiting movement in the sea.

****End Note****

Now once you're ready to continue with the game get into your ship and open up your world map and south of you, you should see a port followed by another red marker, that's where we're heading next. When you reach the port head directly south to reach Elfheim.

Elfheim

~~~~~

Elfheim has a town crisis too, someone has put the prince into a deep slumber and they want you, the light warrior's to help him. Head to Elfven castle and talk to the person watching over the Prince and he will give you some helpful information.

Now that you know the crisis it's time to go shopping once again. You should have a nice amount of gil if you did the Peninsula leveling or the ship puzzle. If you dont have much gil then you should go do one of those methods because theres a lot of nice and expensive things to buy here.

The best thing to do first would be to get any magic spells that are must haves. Cure2 is the first must have as it will cure more HP to a party member, Esuna's quite a good one to have if you find yourself getting poisoned a lot, Fear and Vox are pointless and a waste of gil in my opinion, Dia2 should be purchased as the Dia spells are helpful in this game and finally the Nul's should only be purchased if you have enough gil after buying the black magic spells and any equipment.

Fire2, Bolt2 and Ice2 should be purchased for any black magic users. Bind and Focus2 are not too bad but i wouldnt pay out gil for them, Sleep2 and Muddle again are not too bad but i wouldnt buy them and finally Haste should be purchased.

Now with the must have spells out the way you should upgrade your characters' equipment the best you can as the next area can be quite tricky. Again if you need gil do the puzzle again or fight some monsters for it. After the main equipment/spells have been bought buy any remaining spells you want if you have extra gil and rest/save at the inn.

On the field screen open up the world map and to the south west you should see the next yellow marker so head that way. The monsters on the way can be quite tricky if you havent taken the time to level them up. Finally you should come to a hole in the ground walk over to it to enter...

\*\*\*\*\*

Marsh Cave                      key items: Crown

~~~~~

There is two way's to go upon entrering Marsh Cave, North or South. South is the way to go to finish the dungeon however if you're like me and collect the items in the game head north first.

North route:-

When heading north head down the stairs into a large room. There is many doors

but where you open chests in some places will result in empty ones in other places. Collect the treasure in all the rooms there then head back to the entrance, exiting if you need to heal or save.

South route:-

Take this route after the north route if you're collecting the items. you will find some chests along the way before reaching an exit. You will now be in another large room so collect all the treasure before heading to the south west room containing statues and a treasure chest. Walking to the treasure chest will prompt a battle with some piscodemons.

This battle can be hard if your characters are at low levels however if you've been following this faq from the beginning then you should be ok. Upon winning the battle you will receive the Crown from the chest. Ignore the locked door to the south as you need a key to get in. Now with the crown in your hands its time to exit Marsh Cave.

Now that you have the crown we have to go and see the dark elf in the ruined castle north of here. If you get lost finding your way use the world map to help you.

Western Keep key items: Crystal Ball, Jolt Tonic and Mystic Key

~~~~~

Upon searching thr castle you will discover there is one locked door, again ignore it for the moment. You should have the crown on you which you got from Marsh Cave, if so head forward and use it to fight Astos.

\*\*Astos\*\*

Exp:2248

Gil: 2000

Again this battle shouldn't be too hard if you're at good enough levels. Warriors/Thieves/Monks should do the usual and just do physical attacks where as the White Mage's should heal when needed and finally let the Black and Red Mage's use their highest and strongest attacking spells on it.

Once you win the battle you will receive the crystal ball. Wasn't there someone who had lost a Crystal Ball? Right, time to head back to Matoya's Cave.

When you reach there speak to her and you will automatically give her the crystal ball and in return she will produce the Jolt Tonic use to wake people in a deep sleep. With this you can now wake the sleeping Prince at Elfheim so what are you waiting for? Get back to Elfheim.

When you get to Elven castle talk to the man standing by him to use Jolt Tonic and the Prince will magically wake up. In return for saving him he will give you the Mystic Key. Aah that's what we've been looking for, time to open up those locked doors.

\*\*\*\*\*

Using The Key                      key items: TNT

~~~~~

Side Quest

Well to be honest part of this quest is require to progress in the game. To get further in the game you have to go back to Castle Cornelia and open the

locked doors there. Inside one of the chests you will find the Nitro Powder.

However if you're like me and want to get 100% on the collections and wants the items then you have a lot of travelling to do.

Seeing as we're already in Elven castle we'll begin here. Open the locked doors in the castle to receive some items including the Mythrill Hammer for your White Mage and some more gil. Check your collections screen to make sure you have all the items here before leaving.

Whilst we're on this continent we may as well get the items here to save less travelling. First we're heading to Marsh Cave to open that locked door there. You should receive a Gold Ring which should complete the items for that place.

Next it's back to Western Keep in order to open the locked door there where you should receive three items including the Power Staff.

Get back in to the Ship and go to Castle Cornelia and open the locked doors there for even more treasure including the key item Nitro Powder which you need in order to progress further.

Final Place to go is back to the Temple Of Chaos and opened up the locked doors there to receive some nice weapons and a gold needle.

Upon completeing this sidequest you should discover that you have all the items for the following places:-

- Castle Cornelia
- Temple Of Chaos
- Elven Castle
- Matyoa's Cave
- Marsh Cave
- Western Keep

****End Side Quest****

Mt. Duergar and beyond

~~~~~

On the world map look for the yellow marker to the west of Corneria. That is Mt. Duergar and it is where we're headed next so get back in your ship and sail there once again.

Upon entering you will notice that there is no random encounters here and its very much like a town.

First thing's first is to once again collect all those items there to once again find some more weapons/armour. When you have done that you can check your collections screen again to discover you have now almost collected all the items for Mt. Duergar (The last ??? is the excalibur which you cant get right now).

Now go and speak to the dwarf in the southern most area and he will use the Nitro powder you picked up earlier to blow a hole creating a canal for which your Ship can now travel through. Finally you can explore a larger part of the game now.

\*\*\*\*\*

Melmond

~~~~~

Back in your ship sail through the newly formed canal and get off at the port to the west of Mt. Duergar. Upon entering Melmond you will discover that there are no Sanctuary or Item Shop in this place. However the nice equipment and magic more than make up for it.

Once again the main thing to do here is upgrade your equipment/magic. The equipment and magic here is quite expensive so if you dont have enough money i would advise you to do the puzzle until you have the recommend things or fight enemies for gil, either way its your decision (I tend to go for the puzzle because the random encounters annoy me during the game and its nice not to fight for a little while).

Again you should get the must have magic spells first as you will notice them more than new equipment, however make sure you do buy some equipment if your gil is limited (or make more gil). Cure3 should be your first purchase as its the next level of cure magic which is very helpful in this game. Life is another must have because now you no longer have to go to a sanctuary if you have a KO'd party member. Dia3 is basically the same as all the other Dia's except stronger, you should only buy this if you have a lot of money on you and finally for the white magic Heal2 is one which is entirely up to you, i purchased it but never used it much.

For black magic users the first must have is Fire3 as the elemental spells are always good to have in this game. Poison is not that helpful and so i recommend against it, Warp should be purchased to save you going through all that trouble getting out of dungeons and finally Slow2 is like Heal2, it's up to you.

After you have spent (a lot of) gil on magic go to the equipment shops to once again upgrade your characters' equipment. If you have a monk you will be loving it so much more because it is saving you a lot more money. If you have two warriors or a warrior and red mage then the equipment shops from now on are going to cost you a lot of money and so you will be spending a lot of time fighting monsters or doing the puzzle mini-game.

Now that your warriors are the best they can be involving equipment and spells you should talk to some of the people there to find out more about the Earth crystal. When you are ready to continue on (make sure you used an inn to rest/save) head on out to the field.

If you dont know where to go next check your world map. Our next destination is the yellow marker to the south of Melmond.

Terra Cavern key items: Star Ruby

~~~~~

The Terra Cavern is actually quite a large area and large area's equal lots of treasure chests. If you are trying to go for 100% you should spend a lot of time collecting the treasure chests here. So make sure to open the treasure chests as you work your way down to B3F. The Terra Cavern has a lot of strong monsters in it so make sure your HP is always at safe amounts before looking for treasure chests. Finally in one of the rooms in B3F you will find a treasure chest but before you can open it....

\*\*Vampire\*\*

Exp: 1200

Gil: 2000

You should know the drill by now letting warriors/thieves and monks perform physical attacks. Your white mage's are quite important in this battle, because Vampire is undead Dia3 (Dia2 if you didnt buy Dia3)will be very effective against it and of course heal when neccesary. Black and Red mage's should use your newly purchased Fire3.

For defeating Vampire you'll recieve the Star Ruby from the chest. You cant progress any farther in the Terra Cavern at the moment because of the path being blocked by a boulder. For now use Warp (you did buy it didnt you?) to exit the cave.

\*\*\*\*\*

Titan's Cave and The Sage's Cave                      key items: Earth Rod

~~~~~

Open the world map again and look for the yellow marker north of the Terra Cavern Upon entering you will see that there is a Titan blocking any progress through the cave however clicking the x button on him will result in your party giving Titan the Star Ruby which will make the Titan move out of the way.

Titan's Cave is very small, infact you see those stairs? Thats the exit to this cave however if you are collecting the items head down to open the four chests this cave has to offer. When you're done looting Titan of all his treasure's use the stairs to exit to the field.

When you exit, enter the cave near Titan's Cave (dont worry its the only other place you can get to from here so you wont get lost).

You will now find yourself in the Sage's Cave and the only thing you can do here is talk to the wise man living in the cave. He will ask you to restore light to the Terra Cavern and give you the Earth Rod. Now that you're done here head back through Titan's Cave and enter the Terra Cavern once again.

At the end of this section you should have all the items for the following places:-

Titan's Cave
Sage's Cave

Terra Cavern Revisited

~~~~~

Back once again in the Terra Cavern you need to head all the way back to the roomwhere you fought Vampire. Open up the menu screen and click on the Earth Rod to destroy the boulder there.

There is two more floors to head down now and the monsters difficulty increase slightly. If you are collecting the items then keep checking the collections screen to see if you have them all.

Once all the chests have been opened head down to the Crystal Room which is located on B5F. Finally you have reached your first Crystal Room and can restore the light to the crystal, but wait you knew it wasnt going to be that easy, right?

\*\*Lich\*\*  
Exp: 2200  
Gil: 3000

Follow the normal tactic of warriors/thieves and monks attacking and this time the jobs that come into play the most here are the mages. Let your white mages cast Dia3 on Lich (undead) and heal if anyone's HP get dangerously low. Black and red mages should use the Fire3 spell continually as it is another weakness of Lich's. Lich can be a problem and can deal out decent amounts of damage so keep a close eye on your HP.

With Lich defeated you can relight the Crystal Of Earth. Congratulations only three more to go now. To exit the cave use the warp located behind the Crystal.

At the end of this section you should have all the items for the following places:-

Terra Cavern

\*\*\*\*\*

Crescent Lake                      key items: Canoe

~~~~~

Open up the world map and look for the south east port followed by a red marker to the left of it. Sail your ship down to that port then get out and walk to Crescent Lake.

To the right of the entrance is a secret path leading to a circle of sages. Head there and after speaking to them you should have recieved the Canoe for Relighting the Earth Crystal. Another person also hints that Mt. Gulg is where the Fire Crystal is.

After you have finished business with the sages its time to go shopping once again. Warp2 cannot be used by your white mages until they have been upgraded, The only other spell worth getting is Invisi2. For black magic users Bolt3 and Quake should be bought.

Now once again try and get the best possible equipment for your characters using the puzzle trick to get any gil you may need (everything in Crescent Lake is quite expensive).

After you have finished shopping its time to relight the next crystal so exit the town and head into a river.

At the end of this section you should have all the items for the following places:-

Crescent Lake

Mt. Gulg

~~~~~

\*\*Note\*\*

The canoe can be used to travel though rivers and up streams. To get into it simply walk into a river. You can get in and out of the canoe where ever there is land or a river.

\*\*End Note\*\*

It can be quite tricky manuevering through the rivers around here but if you keep checking the world map then you'll find your way eventually, you should be heading for the yellow marker a little to the north.

When you enter Mt. Gulg you will notice that there is lava on the floor. The lava is good and bad, it stops random encounters but at the same time reduces characters' HP. It's quite a long dungeon and the monsters difficulty have increased a lot since the last dungeon but in the same time offer nice exp and a decent amount of gil.

If you thought that the Terra Cavern had a lot of treasure chests to find then you're going to be in a real shock here as there is a lot of treasure here (check the treasure section in the next update).

You should be heading south to reach the exits of most of the floors but be sure to open all the treasure chests along the way.

Finally you will get to a floor where you will start in the middle and there is many ways to go. I advise you to go all ways EXCEPT the south west one to open the treasure chests. When you think you have all the chests look at your collections screen to be sure.

Now once all this has been done head down the south east path to reach the Crystal Room. Restore all your characters' HP and then walk forward.

\*\*Marilith\*\*  
Exp: 2710  
Gil: 3000

The usual tactic applies again with warriors/thieves and monks hacking away with physical attacks. White mages should cast positive status effects on your characters (NulFire if you have) and heal when needed. Black/red mages should use their highest attacking spells, for some reason Marilith is not weak against Ice attacks.

With Marilith defeated you have restored another crystal and your well on to completing your journey successfully. Only two more left to go, half way through it now. To exit the volcano use the warp located behind the Crystal.

At the end of this section you should have all the items for the following places:-

Mt. Gulg

\*\*\*\*\*

The Ice Cave and the Airship                                          key items: Levistone and Airship  
~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~::~

It's now time to go to the Ice Cave and in order to do so you'll have to first take your ship near to the port north of the one you left it at. When you're near the port sail it to the west and into the river where you will now find yourself in the canoe. Use the world map to work your way through the mazy rivers to finally reach the Ice Cave so be sure to save before heading in because this place is a very tough dungeon.

Once again The Ice Cave has more than its fair share of treasure chests so be sure to check each room to collect them. First head along to the right until you reach some stairs.

In the next floor you'll see some one of the most hardest enemies in the game. The first being the Sorceress who can kill any character in one hit however good your defence may be. The next enemies are the Mages who can also cast some devastating spells, my best advice to you if you are unlucky enough to

find them is to just RUN!! With that said you want to be heading to the stairs in the bottom left and continue to take the stairs up.

In this floor you will see many holes surrounding treasure chests. The two on the sides are what you're after, the one in the middle cant be reached just yet. After you have collected the two treasure chests drop down any of the holes.

You'll appear in an empty room and as soon as you head down you will battle against some undead enemies, no problem if you have Dia3. After exiting the room you will see another room to the left however you must first travel over the icy floors which act the same as the lava in Gulug Volcano. When you enter the room you will be forced into battle against an IceDragon which can be quite tough. If you have the NulIce spell use it to help defend against this tough beast. Inside the room is two more treasure chests to open. After exit the room and head south and then west to enter another room full of treasure. Finally take the stairs to the east to exit this floor.

Just outside the room you start in is another treasure chest followed by some more rooms close by with treasure chests. Avoid the stairs for the moment as they are the exit and you havent got what you came here for yet. Go to the large room in the center and after opening the chests head down the hole.

Back to the floor with all the holes however you can now reach the final item in this place so walk towards the chest to fight a boss.

**\*\*Evil Eye\*\***  
Exp: 3225  
Gil: 3225

Let the warriors/thieves/monks hack away with physical attacks. Let the white mages use defence increasing spells and heal when needed and let the black/red mages use their strongest attack spells.

With Evil Eye defeated you can open the final Item containing the Levystone. Head back down the hole and proceed back to the stairs i told you not to use earlier.

Now that you have the Levystone you're probably wondering where do i use this? Well if you head to the southern desert of this continet, open up the menu screen and click on the Levystone an airship will rise out of the sand. Finally you can be free to travel where ever you want on the world map.

At the end of this section you should have all the items for the following places:-

Ice Cave

\*\*\*\*\*

Citadel Of Trials                    key items: Rat Tail  
~~~~~

Now that you have the airship you can go just about anywhere you want now so there is no real order in to finish the game. On my route we're heading to the Citadel Of Trials to get a very important item.

Open up your world map and look for the continent to the north with a huge desert and to the left of that desert is out next yellow marker. Fly to the yellow marker first so you know where it is then after find the closet parking space and walk to the castle.

Upon entering you will see a man who will tell you to sit on the throne to proceed. After speaking to him head to the door in the top left corner and sit on the throne.

This floor can be quite tricky as its a maze. The pillars here act as teleporters and stepping on one will take you to a different part.

First exit the door and head onto the only piller there. Now proceed to the other piller to proceed (only one choice here again). Finally you have to make a choice on this one the top or the bottom? To proceed farther its the bottom one.

Again only one piller here so go ahead and step on it. Once again you are presented with two pillers again top or bottom. Dont be fooled here, once again take the bottom piller. Follow the path down in the next section and step on the only piller. Another two piller room this time, center and corner so go ahead and step on the center one.

In this next section head straight to the right and go into the room. You'll see a treasure chest but before you can open it you'll be attacked by two Clay Golem's. After doing them over open the chest to get the Gauntlets (You cant equip these until after your upgrade but dont sell them!). Now head out the door and walk left a little then head down avoiding the piller directly south of the door you came out. Once again there will be two pillers, top and bottom. Once again its the bottom piller to progress farther in the trials. Take the stairs in the corner to go up to the next floor.

On the next floor head straight up to the room in the top right hand corner. When you walk forward you'll be attacked by two nightmare's so make sure your HP isnt too low. Open the chest there to get the healing staff (This a very useful item in the game, using it as an item in battle heals your party). Next follow the path left to come to three more treasure chests containing Ruby Armler, Ice Brand and Steel Gloves. Head down after to find yet more chests this time containing the Gauntlets (If you picked them up on the other floor the chest will be empty), a Cottage, 1455 gil and 7340 gil. After head right to find the final treasure chest of this place containing the important item we came here for, the Rat's Tail. After collecting this head towards the throne where you will be attacked by two Dragon Zombies. This battle is not hard if you have Fire and Harm spells. After the battle sit on the throne to be taken back to the first floor where you can now exit this place.

At the end of this place you should have all the items for the following places:-

Citadel Of Trials

The Dragon's Caves

~~~~~

First you need to make that long walk back to your airship so do that first. Upon arriving back at the airship open up the world map and to the left of where you are you should see lots of little islands with yellow markers. All these places are monster free and contain a lot of treasure chests. First enter the island at the top with two yellow markers.

The only way is down so head down there and use the stairs there. Enter the only door there and head up for a while to meet the great dragon king

Bahamut. Now that you have the Rat's Tail you have proved to Bahamut you're valor and strength and in return...

CLASS UPGRADE!!! Warriors have now changed into Knights, look at the class page for more information. Monk's are now Masters, White/Black/Red Mage's are now Wizzards and the Thief is now the Ninja.

You can now equip those Gauntlets you picked up earlier and the Ninja can a equip a whole range of items so equip it to the best you can. There is also magic you need to pick up but first lets finish collecting the items in these caves.

Dont worry about the other cave on this island all it has is some dragons who will talk to you. Next fly to the little island to the left of you which has one yellow marker and enter the hole. Enter the door you can see upon entering to find a chest with a tent in it. Head to the room below that to find two chests containing 575 gil and a Gold Needle. After collecting these head back out and fly to the island below the first island you entered, it should have one yellow marker on it.

If you head left from the entrance you should find a door with two dragons and three chests containing 10 gil, a Cottage and 500 gil. After collecting these head out of this cave. If you head to the smallest island with only one yellow marker you can speak to another dragon but there are no chests here. Enter the only island cave we havent been too now.

Head up from the entrance to find a room with chests containing 2000 gil, 1455 gil and 2750 gil. Exit the room and go into the only other room here where you will find another dragon and four chests containing 160 gil, 9500 gil, 2750 gil and 1520 gil. Thats it for these islands head out of this cave and get back into your Airship.

At the end of this section you should have all the items for the following places:-

Dragon's Cave

\*\*\*\*\*

Backtracking For Magic

~~~~~

Now its time to get your knight some of those vital level 1-3 white magic spells, your Ninja to get the best of the level 1-4 black magic spells and get any wizzards spells you couldnt get before.

First stop is Cornelia again (Now that you have the airship its best to use the inn here whenever you need to use one) and get some spells. Buy Cure1 and Blink from the shops here for any Knights you may have and buy any Ninja's Focus1.

Next stop is back to good ol' Elfheim so jump in your Airship and enter the town. For your Knight's you should be getting Cure2 and for Ninja's you should be getting Sleep2, Ice/Fire/Bolt2 and Haste. Now that you have magic sorted out its time to head to the Dessert Caravan.

The Dessert Caravan

key items: Bottled Faerie

~~~~~

Get into the Airship again and head to the north west continent. You should



see a large dessert so land your Airship nearby and walk to the right where you'll see a smaller patch of the dessert.

The only thing you can do here is buy the bottled Faerie for 40000 gil so i hope you have the money to spare. With that matter dealt with get back into the airship.

At the end of this section you should have all the items for the following places:-

Dessert Caravan

\*\*\*\*\*

Gaia                    key items: Oxyale

~~~~~

Open up your menu screen and double click on the Bottled Faerie to set it free. Now get into your Airship and open the world map. You want to head to the red marker in the top right corner of the world map.

Look around until you find the spring where the faerie you set free is now. For your reward it retrieves some Oxyale for you.

Now that we're finally at a new town its time to go shopping once more. Buy Cure4 and Dia4 for any white mages because they are some very helpful spells in the game. For black magic users you want Ice3.

With the spells out of the way head to the weapons and Armour shops. The only thing you want here is four Protect Ring as they stop instant death. Also remember to sell any items you dont need for extra gil. Now that we're finished with this place head on out and back to the Airship.

At the end of this section you should have all the items for the following places:-

Gaia

Onlak

~~~~~

Travel west to the other continent and find a landing space. From there walk to the red marker on the map to enter Onlak.

Once again its time to go shopping again. I dont think any white magic spells are worth getting here unless you have a lot of money, as for the black magic, you should get Saber.

Now head to the right of the town to find a gilr standing in front of a submarine where you can now enter the next dungeon.

\*\*\*\*\*

Sunken Shrine                    key items: Rosetta Stone

~~~~~

Theres two parts to this dungeon, if you head to the top floor you can bag loads of treasure and acquire a very important key item and at the bottom floor is the next fiend. You have to go both ways but i say get the treasure first so head left to get the treasure chest containing 9900 gil and then right to get another chest containing 2000 gil. After you get the right chest

continue to head up and take the stairs on the right side.

You should now be on 4F if you've been following this faq right. First head down until you're in the main part of the floor. Now keep heading up until you reach a room with a treasure chest containing a Diamond Armor. This is one of the best armor's in the game. Head down again until you reach the next room (largest one on this floor) which will have one chest containing 20 gil (couldnt stop laughing after opening this chest). Next head to the bottom left of this floor to enter another room with a chest containing a Light Axe (with this you can now cast Dia2 for free). From this room head right and enter the next room, the chest here contains a Mage's Staff which when used as an item will cast Fire2. Finally continue to head right and enter the final room for this floor, here the chest will contain 12350 gil. Exit the room and go up the stairs.

You're now in the floor where all the mermaids are and another good thing about this floor is that there is no random encounters so you can take your time collecting all the items. The items on this floor are 1760 gil, Diamond Armlet, 9000 gil, 2750 gil, 4150 gil, 10000 gil, 10 gil, Antidote, Diamond Shield, 5000 gil. Diamond Helm, Diamond Gloves and finally the Rosetta Stone. If you are collecting all the items up to this point you should have 20/32. Now that you have the Rosetta Stone you can use Warp or Warp2 if you have otherwise walk back to the third floor. Back on the third floor take the stairs to the left.

On the next floor there is no items so just head on up the stairs. This next floors not worth mentioning, obviously take the only stairs there. Again nothing on this floor so head to the bottom of it and take the stairs down.

Finally a floor that has some treasure chests in it, oh, and you cant get random encounters here again. Basically go around opening all the treasure chests, they contain 110 gil and 450 gil. Take the stairs down after to the 2F.

In this floor you can get random encounters again so be careful. The chests on this floor contain 8135 gil, 7690 gil, 5450 gil, 385 gil, Giants Gloves, Light Axe, 2750 gil, 7340 gil, 9900 gil and a Ribbon (this protects against everything). Now head to the top left of this floor to find the stairs down.

Finally the last floor of this dungeon, basically there is many rooms on this floor but they dont contain anything so just head to the top left of the floor again to reach the Crystal Room. Before approaching the orb in the room make sure everyone is at full HP, when you have done that then proceed forward.

****Kraken****

Exp: 4245

Gil: 5000

Let the Knights and Master's attack physicaly. If your Ninja has some MP then cast Bolt2 until all of your MP is gone then attack normally. If you dont have the Gauntlets equiped then have your white mage use them for the Bolt2 effect and of course heal when needed and let Black magic users use their highest Bolt spell. Incase you hadnt already figured out for yourself Kraken's weakness is Bolt.

With the water fiend Kraken defeated you have restored yet another crystal. Only one more to go now, we're almost at the end of our journey.

At the end of this section you should have all the items for the following places:-

Sunken Shrine

Waterfall Cavern key items: Warp Cube

~~~~~

First things first, head back into Onlak to use the inn. North of Onlak is a Waterfall that can actually be entered so get into your canoe and row on up there.

The Waterfall Cavern is a massive place but the good thing is that all the chests in this place can be found in one room, so you need to head to the south west area of this place. Inside the chests you will find Spellbinder, Ribbon, 13450 gil, 6400 gil, 5000 gil and a Defender. If you speak to the robot he will give you the Warp Cube.

Now return the way you came to exit the Waterfall Cavern.

At the end of this section you should have all the items for the following places:-

Waterfall Cavern

\*\*\*\*\*

Lufenia                      key items: Bell

~~~~~

The next thing you need to do is get back to your airship then head on over to Melmond.

Back in Melmond and go find unne who is in the top right corner of the town. When he notices you have the Rosetta Stone he will teach you how to speak Leufenish. Now that we can speak the language its time to go on and head there.

On the airship you will have to find Lufenia, it is the otherside of the Peninsula you encountered at the beginning of the game. When you park your Airship you will have quite some distance to travel.

Welcome to probably the best looking town in the game, Lufenia. Square have really improved this place in my opinion. Anyway first things first go to the right hand side of the town and speak to the people there, one of them will give you the Bell.

After getting the Bell you probably think that thats the only thing this place has to offer however dont worry this town holds some much greater things. On the north east corner of the town there is a gap in the wall which you can use to get to the outside however this does not take you back to the field screen, instead if you keep walking left you will reach two magic shops containing the two best spells in the game, be sure to get them before you leave Lufenia.

After you have finished with Lufenia travel back to the Airship.

At the end of this section you should have all the items for the following places:-

Lufenia

Tower Of Mirage

~~~~~

Back in the Airship head to the to the left of lufenia and walk to the centre of it.

**\*\*Note\*\***

In the desert you can find one of the rarest monsters in the game (If you are going for 100% then you'll want to keep searching for it) probably more rare than Death Machine. The Tyranosaurus is quite strong as well so be well prepered for it.

**\*\*End Note\*\***

You can actually get to the next floor straight away by going through the door however i think you're going to want to get all the items on the floor so head up into the room and open the chests there. They contain a Tent, Aegis Shield, 2750 gil, 18010 gil, Vorpall Sword, 800 gil, Healing Helm and 3400 gil. After collecting all the items exit iva the other door and take the stairs up.

On This next floor head around anti-clockwise until you see openings allowing you to get nearer to the room in the centre. Enter the room as soon as you can to find some more chests. They contain 8135 gil, 7900 gil, Thor's Hammer (best Hammer in the game), 12350 gil, 13000 gil, Cottage, 7600 gil, Sunblade,10000 gil and Dragon Mail. Now you should have all the items so exit out the door and head up the stairs in the north of this floor.

On the third and final floor of this dungeon all you have to do is walk around to the door at the south end of the floor. Before heading in though restore your characters' HP because through the door is a Blue Dragon. Simply attack to take down this easy fiend. With that out of the way step on the warp square to warp to the next dungeon.

At the end of this section you should have all the items for the following places:-

Tower Of Mirage

\*\*\*\*\*

Flying Fortress                      key items: Adamantite

~~~~~

For treasure hunters there are a lot of items to collect in this place so you should be prepered for a long dungeon. On the first floor you start in the middle of the floor and there is a room to the west, east and south with chests and to the north the warp to the next floor.

First head west and go inside the door. Open the chests here containing 7900 gil, 4150 gil, 9900 gil and a Potion. Next head south and open the chest there containing a Venom Blade. Next head east and open the chests there containing 180 gil, Healing helm, 6720 gil, Protect Ring and 5000 gil. Now head north to proceed to the next floor.

On the next floor the way to proceed on is straight south however you're going to want to collect more items again. There are many rooms in this place so we'll start with the north west room, so head there and open the chests containing a Cottage and a Mythril Helm. Next is the west room so head there and open the chests containing 880 gil and 13000 gil. Next is south west and the item there is infact the key item of this place, the Adamantite. With this item you can now forge one of the best swords in the game back at Mt. Duergar.

The next room is the south east and the chests there contain a Black Robe (best gear for black wizards) and a White Robe. Head to the east floor now for the chests containing a Diamond Shield and a Ribbon, Finally head to the north east room to open the final chest of this place containing Diamond Gloves. With all the chests opened on this floor head south to exit to the next floor.

This next floor is quite big but has lots of items. The room to the west has chests in it as do the north and east rooms. The south rooms have nothing in them so dont bother with them and the west/south west room is the exit of this floor. First head to the west room to open chests there containing 4150 gil, Gold Needle, 3400 gil and a Sasuke. Next room is the north one, the chests there contain 5450 gil, Potion, 9000 gil and another Protect Ring. Finally head to the last treasure room which is to the east and the chests contain 8135 gil, Protect Cloak9500 gil, Shirt, Gold Needle and 6400 gil. With the last chest opened thats another area's items collected. Now use the warp which is loacted under the west room.

No items or anything here but there is one hell of a puzzle to figure out. If you dont know where you're going you could end up walking forever. Walk left pass the first two squares and then keep heading down until you find the warp.

Finally the final floor of this area. There really is only one way up from where you start.

****Secret****

On the bridge leading up to the Crystal Room there is a very slight chance of you encountering one of the rarest monsters in the game. I'd suggest to make a memo save because if you dont want to meet him then you can load up. Also Death Machine is probably the hardest enemy in the game and can easily wipe out your party so make sure you're prepered if you face him. For stats on him look at the bestiary section.

****End Secret****

When you see the orb heal up and memo save if you like. Finally the last fiend is getting ready to fight you.

****Tiamat****

Exp: 5496

Gil: 6000

Knights, Ninja's and Masters have the boring job of attacking again. With your white wizard heal when needed and whatever else you do with them is enitrely up to you. Black magic user's should keep using Flare. Too make this easier have someone cast Haste.

Finally the last fiend is defeated and the final crystal relighted. Congratulations you have just bansihed the darkness and.... never mind its not over just yet.

At the end of this section you should have all the items for the following places:-

Flying Fortress

Final Preperations

~~~~~

This game is drawing to an end so its time we got fully prepered for the final dungeon. First things first head over to Gaia and seeing as you should have

bundles of gil buy any remaining spells you want. If you didnt get the spells in Lufenia make sure you do so now, they are vital spells.

Next head to Mt. Duergar and go see the blacksmith there. He will notice that you have the Adamantite and will forge the Excalibur for you which is the second best sword in the game.

Check your bestiary list, if you want to get all the entries then return to the places where you think they will appear (Or check my bestiary when its fully completed).

Also if you want to make sure you have all the items then again go back to the areas that need completing.

With all this out of the way head on over to Crescent Lake. Go back to the sage circle and speak with them to reveal something about the Temple Of Chaos, quickly get back there!

At the end of this section you should have all the items for all the places except for the last ????

\*\*\*\*\*

Temple Of Chaos 2000 Years Ago

~~~~~

Get back into your airship and head to the Temple of Chaos. Inside go back to the room where you fought Garland at the beginning of the game and talk to the bats. After you have finished with them examine the orb to be propelled back 200 years.

This is it the final dungeon so limit your MP for the end of the game. There are no chests or items on the first floor so take the south east steps up to the next floor. The next floor is quite simple just take the stairs up again.

Another quite simple floor although some nasty feinds dwell here. You need to enter the room in the centre of the floor but when you enter you will fight a Death Eye which is easy to kill. In the two chests you'll find 45000 gil and 65000 gil. After opening the chests proceed to the stone on the floor and use the Lute and then take the steps. In the next floor you need to get to the stairs in the north west so just work your way round. On the next floor you have to head left until you find some stairs in the north west. On this floor head round the building to the stairs in the south east and before the stairs you will fight Lich again. The first thing he normally does is Flare so be careful other than that apply the normal boss tactics.

On the next floor you have to get to the stairs opposite of you so just simply work your way around. There are also chests on this room to look out for. Before you can use the stairs though you will have a rematch with Marilith so simply attack it with your melee attackers.

On this next floor head through the doors leading to the south to reach yet another set of stairs but this time its Kraken's turn. Kraken does a lot more damage so make sure you keep an eye on him, as before applie the normal battle tactics on him. Afterwards take the stairs to the next floor.

This is now the floor to do with Wind. Many good items can be found here so be sure to look around.

Note

The very rare IronGolem can be found on this floor

End Note

If you're not intrested in items make sure you take the south east passage way because there lies the Masamune, the best weapon in the game. After you've finished with the items head to the east room stairs to meet another old friend. Tiamat is very similar to his other form except more powerful so apply the classic battle tactics to finally rid the world of all the fiends. Carry on to the stairs to enter the final floor of the game!!

As this is the very last floor there are no random encounters (i think) so the first thing to do here is make sure you are prepered. Make sure that your party has the Excalibur and Masamune equipped. Make sure all of your characters are at full health and then make a memo save. When you think you're ready head down to the centre of the room where a familliar face awaits.

Final Boss

~~~~~

\*\*Chaos\*\*

Exp: --

Gil: --

Ok this is it no holding back this is what we've been waiting for, the final challenge in a very challenging game. Let the Knight attack and only heal if the White mage happens to run out of MP. The Master should do what he does best, pummell away like crazy. The Ninja should first cast Haste on everyone then attack normally. The White Mage will be using Cure4, Invisi2 and other healing spells a lot, if you have Holy use that when you're not healing to damage Chaos a lot. Black Mage's should be using Flare throughout the whole battle. Red Mage's should also be attacking Physically.

Chaos has just about every spell there is including the nasty ones like Flare so watch out for when he casts it. He can also cast Haste so if he does immediately cast Dispel to remove it. Also there are four elemental attacks he can use which damage a lot including one that does instant death. Another thing worth noting is that Chaos has Cure4 meaning that you have a until he uses Cure4 to kill him otherwise you will repeat the whole process again. Keep your HP up at all times and good luck, man kind is resting on you.

After he is defeated Congratulatinos, you have just completed one of the hardest games ever made!!

-----  
-----

**\*\*III(j)Bestiary\*\***

This is the same Bestiary you get in the collections screen and thus means that everything is accurate and in the order they come in the collections. I'm missing one enemy if anyone could give me the details for it or where to find it i will give you proper credit.

Goblin

HP: 8

Attack: 4

Defense: 4

Mag.Defense: 16

Gil: 6

Exp: 6

Goblin Guard

HP: 16

Attack: 8

Defense: 6

Mag.Defense: 23

Gil: 18

Exp: 18

Wolf

HP: 20

Attack: 8

Defense: 0

Mag.Defense: 28

Gil: 6

Exp: 24

Crazy Horse

HP: 64

Attack: 10

Defense: 2

Mag.Defense: 40

Gil: 15

Exp: 63

Skeleton

HP: 10

Attack: 10

Defense: 0

Mag.Defense: 17

Weakness: Fire, Dia spells

Resistance: Ice, Death, Confusion, Paralysis

Gil: 3

Exp: 9

Black Widow

HP: 28

Attack: 10

Defense: 0

Mag.Defense: 28

Gil: 8

Exp: 30

Gigas Worm

HP: 56

Attack: 17

Defense: 8

Mag.Defense: 40

Weakness: Fire

Gil: 15

Exp: 63

Warg Wolf

HP: 72

Attack: 14

Defense: 0

Mag.Defense: 46

Gil: 22

Exp: 93



Werewolf

HP: 68

Attack: 14

Defense: 6

Mag.Defense: 45

Gil: 67

Exp: 135

Zombie

HP: 20

Attack: 10

Defense: 0

Mag.Defense: 25

Weakness: Fire, Dia spells

Resistance: Quake, Ice, Death, Confusion, Paralysis

Gil: 12

Exp: 24

Ghoul

HP: 48

Attack: 8

Defense: 6

Mag.Defense: 36

Weakness: Fire, Dia spells

Resistance: Ice, Death, Confusion, Paralysis

Gil: 50

Exp: 93

Garland

HP: 106

Attack: 15

Defense: 10

Mag.Defense: 64

Gil: 250

Exp: 130

Cobra

HP: 56

Attack: 6

Defense: 6

Mag.Defense: 46

Gil: 50

Exp: 123

Ogre

HP: 100

Attack: 18

Defense: 10

Mag.Defense: 65

Gil: 195

Exp: 195

Ogre Chieftain

HP: 132

Attack: 23

Defense: 14

Mag.Defense: 71

Gil: 300

Exp: 282

Lizard  
HP: 92  
Attack: 18  
Defense: 12  
Mag.Defense: 55  
Gil: 50  
Exp: 153

Pirate  
HP: 6  
Attack: 8  
Defense: 0  
Mag.Defense: 15  
Gil: 40  
Exp: 40

Sahagin  
HP: 28  
Attack: 10  
Defense: 4  
Mag.Defense: 28  
Weakness: Bolt  
Resistance: Quake, Fire  
Gil: 30  
Exp: 30

Sahagin Chief  
HP: 64  
Attack: 15  
Defense: 8  
Mag.Defense: 46  
Weakness: Bolt  
Resistance: Quake, Fire  
Gil: 105  
Exp: 105

Privateer  
HP: 50  
Attack: 14  
Defense: 6  
Mag.Defense: 37  
Resistance: Quake  
Gil: 120  
Exp: 60

Shark  
HP: 120  
Attack: 22  
Defense: 0  
Mag.Defense: 70  
Weakness: Bolt  
Resistance: Quake, Fire  
Gil: 66  
Exp: 267

Goggler  
HP: 10  
Attack: 4  
Defense: 0

Mag.Defense: 14  
Weakness: Bolt  
Resistance: Quake, Fire  
Gil: 10  
Exp: 42

Tarantula  
HP: 64  
Attack: 5  
Defense: 12  
Mag.Defense: 46  
Gil: 50  
Exp: 141

Ghast  
HP: 56  
Attack: 8  
Defense: 10  
Mag.Defense: 40  
Weakness: Fire, Dia spells  
Resistance: Ice, Death, Confusion, Paralysis  
Gil: 117  
Exp: 117

Scorpion  
HP: 84  
Attack: 22  
Defense: 10  
Mag.Defense: 55  
Gil: 70  
Exp: 225

Shadow  
HP: 50  
Attack: 10  
Defense: 0  
Mag.Defense: 37  
Weakness: Fire, Dia spells  
Resistance: Quake, Ice, Death, Confusion, Paralysis  
Gil: 45  
Exp: 90

Green Slime  
HP: 24  
Attack: 1  
Defense: 255  
Mag.Defense: 36  
Weakness: Ice, Fire  
Resistance: Quake, Bolt, Death, Confusion, Paralysis  
Gil: 20  
Exp: 84

Crawler  
HP: 84  
Attack: 1  
Defense: 8  
Mag.Defense: 51  
Gil: 200  
Exp: 186

Gray Ooze  
HP: 76  
Attack: 30  
Defense: 7  
Mag.Defense: 55  
Weakness: Bolt  
Resistance: Quake, Ice, Fire, Death, Confusion, Paralysis  
Gil: 70  
Exp: 255

Gargoyle  
HP: 80  
Attack: 12  
Defense: 8  
Mag.Defense: 53  
Resistance: Quake  
Gil: 80  
Exp: 132

Bloodbones  
HP: 144  
Attack: 26  
Defense: 12  
Mag.Defense: 76  
Weakness: Fire, Dia spells  
Gil: 378  
Exp: 378

Piscodemon  
HP: 84  
Attack: 30  
Defense: 16  
Mag.Defense: 98  
Resistance: Ice, Fire, Confusion, Paralysis  
Gil: 300  
Exp: 276

Astos  
HP: 168  
Attack: 26  
Defense: 40  
Mag.Defense: 170  
Gil: 2000  
Exp: 2250

Mummy  
HP: 80  
Attack: 30  
Defense: 20  
Mag.Defense: 60  
Weakness: Fire, Dia spells  
Resistance: Ice, Death, Confusion, Paralysis  
Gil: 300  
Exp: 300

Wraith  
HP: 86  
Attack: 22  
Defense: 4  
Mag.Defense: 52

Weakness: Fire, Dia spells

Resistance: Ice, Quake, Death, Confusion, Paralysis

Gil: 231

Exp: 231

Anaconda

HP: 80

Attack: 22

Defense: 10

Mag.Defense: 56

Gil: 50

Exp: 165

Hyenadon

HP: 120

Attack: 22

Defense: 4

Mag.Defense: 76

Gil: 72

Exp: 288

Lesser Tiger

HP: 132

Attack: 22

Defense: 8

Mag.Defense: 85

Gil: 108

Exp: 438

Minotaur

HP: 164

Attack: 22

Defense: 4

Mag.Defense: 95

Gil: 489

Exp: 489

Hill Gigas

HP: 240

Attack: 38

Defense: 12

Mag.Defense: 120

Gil: 879

Exp: 879

Gnoma

HP: 288

Attack: 66

Defense: 20

Mag.Defense: 130

Weakness: Fire

Resistance: Bolt, Quake, Ice, Death, Confusion, Paralysis

Gil: 768

Exp: 1536

Troll

HP: 184

Attack: 24

Defense: 12

Mag.Defense: 100

Weakness: Fire

Gil: 621

Exp: 621

Wight

HP: 52

Attack: 20

Defense: 12

Mag.Defense: 45

Weakness: Fire, Dia spells

Resistance: Ice, Death, Confusion, Paralysis

Gil: 150

Exp: 150

????

HP:??

Attack:??

Defense:??

Mag.Defense:??

Gil:??

Exp:??

Cockatrice

HP: 50

Attack: 1

Defense: 4

Mag.Defense: 47

Resistance: Quake

Gil: 200

Exp: 186

Vampire

HP: 156

Attack: 76

Defense: 24

Mag.Defense: 75

Weakness: Fire, Dia spells

Resistance: Quake, Ice, Death, Confusion, Paralysis

Gil: 2000

Exp: 1200

Ogre Mage

HP: 144

Attack: 23

Defense: 10

Mag.Defense: 80

Resistance: Quake

Gil: 723

Exp: 723

Sphinx

HP: 228

Attack: 23

Defense: 12

Mag.Defense: 115

Resistance: Quake

Gil: 1160

Exp: 1160

Lich

HP: 800  
Attack: 40  
Defense: 40  
Mag.Defense: 120  
Weakness: Fire, Dia spells  
Resistance: Ice, Death, Confusion, Paralysis  
Gil: 3000  
Exp: 2200

Centipede  
HP: 222  
Attack: 39  
Defense: 20  
Mag.Defense: 116  
Gil: 300  
Exp: 1194

Piranha  
HP: 92  
Attack: 22  
Defense: 0  
Mag.Defense: 68  
Weakness: Bolt  
Resistance: Quake, Fire  
Gil: 20  
Exp: 240

Red Piranha  
HP: 172  
Attack: 37  
Defense: 20  
Mag.Defense: 83  
Gil: 46  
Exp: 546

Crocodile  
HP: 184  
Attack: 42  
Defense: 16  
Mag.Defense: 103  
Weakness: Bolt  
Resistance: Quake, Fire  
Gil: 900  
Exp: 816

White Croc  
HP: 288  
Attack: 56  
Defense: 20  
Mag.Defense: 143  
Weakness: Bolt  
Resistance: Quake, Fire  
Gil: 2000  
Exp: 1890

Ochu  
HP: 208  
Attack: 20  
Defense: 24  
Mag.Defense: 116

Weakness: Bolt  
Resistance: Quake, Fire  
Gil: 102  
Exp: 1224

Neochu  
HP: 344  
Attack: 35  
Defense: 32  
Mag.Defense: 170  
Gil: 500  
Exp: 3189

Hydra  
HP: 212  
Attack: 30  
Defense: 14  
Mag.Defense: 116  
Gil: 150  
Exp: 915

Horned Devil  
HP: 94  
Attack: 10  
Defense: 32  
Mag.Defense: 127  
Resistance: Quake, Fire, Ice  
Gil: 387  
Exp: 387

Pyrolisk  
HP: 44  
Attack: 20  
Defense: 4  
Mag.Defense: 45  
Weakness: Ice  
Resistance: Quake, Fire  
Gil: 500  
Exp: 423

Pyros  
HP: 276  
Attack: 50  
Defense: 20  
Mag.Defense: 130  
Weakness: Ice  
Resistance: Quake, Fire, Death, Confusion, Paralysis  
Gil: 800  
Exp: 1620

Fire Hydra  
HP: 182  
Attack: 20  
Defense: 14  
Mag.Defense: 103  
Weakness: Ice  
Resistance: Fire  
Gil: 400  
Exp: 1215



Lava Worm  
HP: 280  
Attack: 50  
Defense: 31  
Mag.Defense: 143  
Weakness: Ice  
Resistance: Quake, Fire  
Gil: 400  
Exp: 1671

Hellhound  
HP: 192  
Attack: 30  
Defense: 8  
Mag.Defense: 103  
Weakness: Ice  
Gil: 600  
Exp: 1182

Fire Lizard  
HP: 296  
Attack: 31  
Defense: 18  
Mag.Defense: 143  
Weakness: Ice  
Resistance: Fire  
Gil: 1200  
Exp: 2472

Fire Gigas  
HP: 300  
Attack: 73  
Defense: 20  
Mag.Defense: 135  
Weakness: Ice  
Resistance: Fire  
Gil: 1506  
Exp: 1506

Red Dragon  
HP: 248  
Attack: 75  
Defense: 30  
Mag.Defense: 200  
Resistance: Fire  
Gil: 4000  
Exp: 2904

Marilith  
HP: 1200  
Attack: 40  
Defense: 50  
Mag.Defense: 183  
Weakness: Paralysis  
Resistance: Bolt, Ice, Fire  
Gil: 3000  
Exp: 2475

White Dragon  
HP: 200

Attack: 53  
Defense: 8  
Mag.Defense: 196  
Weakness: Bolt, Fire  
Resistance: Ice, Quake  
Gil: 2000  
Exp: 1701

Winter Wolf  
HP: 92  
Attack: 25  
Defense: 0  
Mag.Defense: 55  
Weakness: Fire  
Resistance: Ice  
Gil: 200  
Exp: 402

Mind Flare  
HP: 112  
Attack: 1  
Defense: 12  
Mag.Defense: 187  
Gil: 999  
Exp: 822

Ice Gigas  
HP: 336  
Attack: 60  
Defense: 16  
Mag.Defense: 150  
Weakness: Fire  
Resistance: Ice  
Gil: 1752  
Exp: 1752

Specter  
HP: 114  
Attack: 40  
Defense: 12  
Mag.Defense: 67  
Weakness: Fire, Dia spells  
Resistance: Quake, Ice, Death, Confusion, Paralysis  
Gil: 432  
Exp: 432

Remora  
HP: 320  
Attack: 73  
Defense: 24  
Mag.Defense: 185  
Resistance: Ice, Fire  
Gil: 1000  
Exp: 2244

Dark Wizard  
HP: 105  
Attack: 26  
Defense: 40  
Mag.Defense: 170

Gil: 1095  
Exp: 1095

Evil Eye  
HP: 162  
Attack: 30  
Defense: 30  
Mag.Defense: 92  
Resistance: Quake  
Gil: 3225  
Exp: 3225

Desert Baretta  
HP: 352  
Attack: 98  
Defense: 48  
Mag.Defense: 156  
Gil: 1  
Exp: 2610

Sabretooth  
HP: 200  
Attack: 24  
Defense: 8  
Mag.Defense: 106  
Gil: 500  
Exp: 843

Wyvern  
HP: 212  
Attack: 30  
Defense: 12  
Mag.Defense: 115  
Resistance: Quake  
Gil: 50  
Exp: 1173

Wurm  
HP: 260  
Attack: 40  
Defense: 22  
Mag.Defense: 131  
Resistance: Quake  
Gil: 502  
Exp: 1218

Manticore  
HP: 164  
Attack: 22  
Defense: 8  
Mag.Defense: 95  
Resistance: Quake  
Gil: 650  
Exp: 1317

Baretta  
HP: 256  
Attack: 60  
Defense: 38  
Mag.Defense: 130

Gil: 300  
Exp: 1428

Basilisk  
HP: 196  
Attack: 30  
Defense: 20  
Mag.Defense: 91  
Gil: 658  
Exp: 1977

Allosaurus  
HP: 480  
Attack: 65  
Defense: 10  
Mag.Defense: 200  
Gil: 502  
Exp: 3387

Weretiger  
HP: 160  
Attack: 30  
Defense: 16  
Mag.Defense: 93  
Gil: 780  
Exp: 780

Sand Worm  
HP: 200  
Attack: 46  
Defense: 14  
Mag.Defense: 103  
Resistance: Quake  
Gil: 900  
Exp: 2683

Necrotaur  
HP: 224  
Attack: 40  
Defense: 14  
Mag.Defense: 116  
Weakness: Fire, Dia spells  
Resistance: Ice, Death, Confusion, Paralysis  
Gil: 1050  
Exp: 1050

King Mummy  
HP: 188  
Attack: 43  
Defense: 24  
Mag.Defense: 95  
Weakness: Fire, Dia spells  
Resistance: Ice, Death, Confusion, Paralysis  
Gil: 1000  
Exp: 984

Medusa  
HP: 68  
Attack: 20  
Defense: 10

Mag.Defense: 55

Gil: 699

Exp: 699

Rakshasa

HP: 110

Attack: 20

Defense: 30

Mag.Defense: 62

Resistance: Quake, Bolt, Ice, Fire, Death, Confusion, Paralysis

Gil: 800

Exp: 603

Clay Golem

HP: 176

Attack: 64

Defense: 7

Mag.Defense: 93

Resistance: Quake, Ice, Fire, Death, Confusion, Paralysis

Gil: 800

Exp: 1257

Nightmare

HP: 200

Attack: 30

Defense: 24

Mag.Defense: 100

Weakness: Ice

Resistance: Quake, Fire, Death, Confusion, Paralysis

Gil: 700

Exp: 1272

Dragon Zombie

HP: 268

Attack: 56

Defense: 30

Mag.Defense: 135

Weakness: Fire, Dia spells

Resistance: Quake, Ice, Death, Confusion, Paralysis

Gil: 999

Exp: 2331

Sahagin Prince

HP: 204

Attack: 47

Defense: 20

Mag.Defense: 101

Weakness: Bolt

Resistance: Quake, Fire

Gil: 882

Exp: 882

White Shark

HP: 244

Attack: 50

Defense: 8

Mag.Defense: 170

Weakness: Bolt

Resistance: Quake, Fire

Gil: 600

Exp: 2361

Deep Eye

HP: 304

Attack: 30

Defense: 16

Mag.Defense: 156

Weakness: Bolt

Resistance: Quake, Fire

Gil: 3591

Exp: 3591

Sea Snake

HP: 224

Attack: 35

Defense: 12

Mag.Defense: 116

Weakness: Bolt

Resistance: Quake, Fire

Gil: 600

Exp: 957

Sea Scorpion

HP: 148

Attack: 25

Defense: 18

Mag.Defense: 85

Weakness: Bolt

Resistance: Quake, Fire

Gil: 300

Exp: 639

Sea Troll

HP: 216

Attack: 40

Defense: 20

Mag.Defense: 110

Weakness: Bolt

Resistance: Quake

Gil: 852

Exp: 852

Ghost

HP: 180

Attack: 93

Defense: 30

Mag.Defense: 85

Weakness: Fire, Dia spells

Resistance: Ice, Death, Quake, Confusion, Paralysis

Gil: 990

Exp: 990

Aquos

HP: 300

Attack: 69

Defense: 20

Mag.Defense: 130

Weakness: Ice

Resistance: Quake, Fire, Death, Confusion, Paralysis

Gil: 800

Exp: 1962

Water Naga

HP: 356

Attack: 9

Defense: 8

Mag.Defense: 116

Weakness: Bolt

Resistance: Quake, Fire

Gil: 2355

Exp: 2355

Kraken

HP: 1600

Attack: 50

Defense: 60

Mag.Defense: 160

Weakness: Bolt

Resistance: Quake, Fire

Gil: 5000

Exp: 4245

Tyranosaurus (rare)

HP: 600

Attack: 115

Defense: 10

Mag.Defense: 200

Gil: 600

Exp: 7200

Black Knight

HP: 260

Attack: 44

Defense: 38

Mag.Defense: 135

Gil: 1800

Exp: 1263

Chimera

HP: 300

Attack: 30

Defense: 20

Mag.Defense: 130

Weakness: Ice

Resistance: Quake, Fire

Gil: 2500

Exp: 2064

Guardian

HP: 200

Attack: 25

Defense: 40

Mag.Defense: 110

Weakness: Bolt

Resistance: Death, Confusion, Paralysis

Gil: 400

Exp: 1224

Blue Dragon

HP: 454

Attack: 92  
Defense: 20  
Mag.Defense: 200  
Resistance: Quake, Bolt  
Gil: 2000  
Exp: 3274

Green Dragon  
HP: 352  
Attack: 72  
Defense: 16  
Mag.Defense: 200  
Weakness: Ice  
Resistance: Quake  
Gil: 5000  
Exp: 4068

Stone Golem  
HP: 200  
Attack: 70  
Defense: 16  
Mag.Defense: 110  
Resistance: Quake, Bolt, Ice, Fire, Death, Confusion, Paralysis  
Gil: 1000  
Exp: 2385

Aeros  
HP: 358  
Attack: 53  
Defense: 4  
Mag.Defense: 130  
Resistance: Quake, Death, Confusion, Paralysis  
Gil: 807  
Exp: 1614

Spirit Naga  
HP: 420  
Attack: 7  
Defense: 16  
Mag.Defense: 143  
Gil: 4000  
Exp: 3489

Doom Knight  
HP: 190  
Attack: 55  
Defense: 32  
Mag.Defense: 173  
Resistance: Death, Confusion, Paralysis  
Gil: 3000  
Exp: 2700

Earth Medusa  
HP: 96  
Attack: 11  
Defense: 12  
Mag.Defense: 70  
Weakness: Fire  
Resistance: Quake, Ice  
Gil: 1218



Exp: 1218

Dark Flan

HP: 156

Attack: 49

Defense: 255

Mag.Defense: 85

Weakness: Fire

Resistance: Quake, Bolt, Ice, Death, Confusion, Paralysis

Gil: 900

Exp: 1101

Soldier

HP: 400

Attack: 102

Defense: 48

Mag.Defense: 160

Weakness: Bolt

Resistance: Quake, Ice, Fire, Death, Confusion, Paralysis

Gil: 2000

Exp: 4000

Vampire Lord

HP: 300

Attack: 90

Defense: 28

Mag.Defense: 84

Weakness: Fire, Dia spells

Resistance: Quake, Ice, Death, Confusion, Paralysis

Gil: 3000

Exp: 2385

Dark Warrior

HP: 200

Attack: 40

Defense: 38

Mag.Defense: 186

Gil: 3420

Exp: 3420

Death Machine/Warmech (Rare and extremely powerful)

HP: 2000

Attack: 128

Defense: 82

Mag.Defense: 200

Resistance: Quake, Ice, Fire, Bolt, Death, Confusion, Paralysis

Gil: 32000

Exp: 32000

Tiamat

HP: 2000

Attack: 49

Defense: 80

Mag.Defense: 200

Weakness: Stone

Resistance: Quake, Bolt, Ice, Fire

Gil: 6000

Exp: 5496

Rhyos

HP: 350  
Attack: 40  
Defense: 18  
Mag.Defense: 143  
Weakness: Ice  
Resistance: Quake, Fire  
Gil: 5000  
Exp: 4584

Death Eye  
HP: 360  
Attack: 120  
Defense: 60  
Mag.Defense: 160  
Weakness: Fire, Dia spells  
Resistance: Quake, Ice, Death, Confusion, Paralysis  
Gil: 1  
Exp: 1

Purple Worm  
HP: 448  
Attack: 65  
Defense: 10  
Mag.Defense: 220  
Resistance: Quake  
Gil: 1000  
Exp: 4344

Iron Golem (very rare)  
HP: 304  
Attack: 93  
Defense: 100  
Mag.Defense: 143  
Resistance: Quake, Ice, Fire, Bolt, Death, Confusion, Paralysis  
Gil: 3000  
Exp: 6717

Lich (2nd fight)  
HP: 1000  
Attack: 50  
Defense: 50  
Mag.Defense: 140  
Weakness: Fire, Dia spells  
Resistance: Ice, Death, Confusion, Paralysis  
Gil: 1  
Exp: 2000

Marilith (2nd fight)  
HP: 1400  
Attack: 60  
Defense: 60  
Mag.Defense: 183  
Resistance: Bolt, Ice, Fire  
Gil: 1  
Exp: 2000

Kraken (2nd fight)  
HP: 1800  
Attack: 70  
Defense: 70

Mag.Defense: 200  
Resistance: Quake, Fire  
Gil: 1  
Exp: 2000

Tiamat (2nd fight)  
HP: 2200  
Attack: 75  
Defense: 90  
Mag.Defense: 200  
Resistance: Quake, Bolt, Ice, Fire  
Gil: 1  
Exp: 2000

**\*\*Chaos\*\***  
HP: 4000  
Attack: 100  
Defense: 100  
Mag.Defense: 200  
Resistance: Resistant to all attributes  
Gil: 0  
Exp: 0

-----  
-----

**\*\*III(k)Treasure Chest List\*\***

Castle Cornelia           7  
~~~~~

Mythril Knife
Saber
Crosier
Iron Shield
Lute
Steel Plate
Nitro Powder

Temple Of Chaos 6
~~~~~

Potion  
Gold Needle  
Tent  
Werebane  
Rune Blade  
Leather Cap

Matoya's Cave           4  
~~~~~

Potion
Potion
Antidote
Jolt Tonic

Elven Castle 5
~~~~~

330 gil  
400 gil

Mythril Hammer  
Bronze Gloves  
Mystic Key

Mt. Duergar 11

~~~~~

450 gil
575 gil
575 gil
Tent
Cottage
Mythril Knife
Wyrmslayer
Helmet
Grand Helm
Mythril Mail
Excalibur

Western Keep 4

~~~~~

Power Staff  
Falchion  
Steel Gloves  
Crystal Eye

Marsh Cave 13

~~~~~

295 gil
385 gil
620 gil
680 gil
680 gil
Cottage
Dagger
Dagger
Dagger
Broadsword
Steel Plate
Copper Armlet
Crown
????

Titan's Cave 4

~~~~~

450 gil  
620 gil  
Great Axe  
Mythril Helm

Terra Cavern 24

~~~~~

795 gil
575 gil
880 gil
1020 gil
330 gil
1455 gil
1520 gil

1975 gil
3400 gil
5000 gil
5450 gil
1250 gil
3400 gil
Potion
Antidote
Tent
Coral Sword
Sleeping Bag
Potion
Staff
Leather Shield
Tent
Star Ruby
????

Sage's Cave 1

~~~~~  
Earth Rod

Crescent Lake        1

~~~~~  
Canoe

Mt. Gulg 33

~~~~~  
1520 gil  
4150 gil  
750 gil  
795 gil  
1455 gil  
1520 gil  
1975 gil  
1760 gil  
2750 gil  
1760 gil  
880 gil  
7350 gil  
155 gil  
10 gil  
2000 gil  
1250 gil  
Mythril Helm  
Great Axe  
Mythril Gloves  
Mythril Helm  
Potion  
Tent  
Antidote  
Mythril Axe  
Mythril Shield  
Potion  
Gold Needle  
Antidote  
Cottage  
Staff  
Ice Brand  
Flame Shield

Flame Mail

Ice Cavern 16

~~~~~

180 gil
5000 gil
5454 gil
7900 gil
9500 gil
9900 gil
10000 gil
12350 gil
Potion
Sleeping Bag
Flame Sword
Shirt
Ice Armor
Ice Shield
Mythril Gloves
Levistone

Desert Caravan 1

~~~~~

Bottled Faerie

Gaia 1

~~~~~

Oxyale

Dragon's Cave 13

~~~~~

10 gil  
160 gil  
500 gil  
575 gil  
1455 gil  
1520 gil  
2000 gil  
2750 gil  
2750 gil  
9500 gil  
Gold Needle  
Tent  
Cottage

Citadel Of Trials 9

~~~~~

1455 gil
7340 gil
Cottage
Healing Staff
Ice Brand
Steel Gloves
Gauntlets
Ruby Armlet
Rat's Tail

Sunken Shrine 32

~~~~~

10 gil

20 gil  
110 gil  
385 gil  
450 gil  
1760 gil  
2000 gil  
2750 gil  
2750 gil  
4150 gil  
5000 gil  
5450 gil  
7340 gil  
7690 gil  
8135 gil  
9000 gil  
9900 gil  
9900 gil  
10000 gil  
12350 gil  
Antidote  
Mage's Staff  
Light Axe  
Light Axe  
Ribbon  
Diamond Helm  
Diamond Armor  
Diamond Shield  
Giant's Gloves  
DiamondGloves  
DiamondArmlet  
Rosetta Stone

Lufenia 1

~~~~~

Bell

Tower Of Mirage 18

~~~~~

800 gil  
2750 gil  
3400 gil  
7600 gil  
7900 gil  
8135 gil  
10000 gil  
12350 gil  
13000 gil  
18010 gil  
Tent  
Cottage  
Thor's Hammer  
Vorpal Sword  
Sunblade  
Healing Helm  
Dragon Mail  
Aegis Shield

Waterfall Cavern 7

~~~~~

5000 gil

6400 gil
13450 gil
Spellbinder
Defender
Ribbon
Warp Cube

Flying Fortress 34

~~~~~

180 gil  
880 gil  
3400 gil  
4150 gil  
4150 gil  
5000 gil  
5450 gil  
6400 gil  
6720 gil  
7900 gil  
8135 gil  
9000 gil  
9500 gil  
9900 gil  
13000 gil  
Potion  
Potion  
Gold Needle  
Gold Needle  
Cottage  
Venom Blade  
Sasuke  
Ribbon  
Healing Helm  
Mythril Helm  
Shirt  
Protect Cloak  
Black Robe  
White Robe  
Diamond Shield  
DiamondGloves  
Protect Ring  
Protect Ring  
Adamantite

Temple Of Chaos Past 7

~~~~~

26000 gil
45000 gil
65000 gil
Sasuke
Masamune
Protection Bracelet
Protection Mantle

If anyone has the list for Marsh Cave and could correct me on anything i would give you credit for it.

III(l)My Final Stats

Ok these are my stats when i completed the game (whilst doing the faq).

| | | |
|--------|--------------|--------|
| Cios | Knight | Lvl 39 |
| Kaze | Master | Lvl 39 |
| Jerian | Ninja | Lvl 39 |
| Celes | White Wizard | Lvl 39 |

9999999 gil

Masamune acquired
 Excalibur acquired
 91% Bestiary
 Life 2 bought

Time: 17:45

III(m)Is That The End?

Now that you've done all this is it time to put Final Fantasy to rest? No it isnt. Upon completing the game once you will unlock the ???? option in the collections screen.

The ???? is in fact the "Photo Gallery" and what it does is let you view the CG image's you saw in the credits of the game. So you're thinking great i've got this so that is the end however it isnt. If you completed the game on easy mode you will have the first eight of the CG images and if you completed it on normal mode then you will have the last eight of the CG images totalling sixteen images in total. Now what this means that if you want to fully complete Final Fantasy and get 100% on the game you have to play through the game on both easy and normal difficulty settings. The way you do this is load up your clear data and then select the opposite difficulty to the one you just completed.

Another thing is that i dont think you can max out the Art Gallery without playing through the game twice. So if you've completed it the fun hasnt stopped.

 ~~~~~  
 ~~~~~  
 ~~~~~FINAL FANTASY (tm) II~~~~~  
 ~~~~~  
 ~~~~~

Contents:

- IV(a): Introduction
- IV(b): Introduction to Mastery
- IV(c): White Magic
- IV(d): Black Magic

IV(e) : Key Items  
IV(f) : Items  
IV(g) : Weapons  
IV(h) : Armor  
IV(i) : \*\*WALKTHROUGH\*\*  
IV(j) : Bestiary  
IV(k) : Treasure Chest List  
IV(l) : Keywords  
IV(m) : Secrets  
IV(n) : My Final Stats  
IV(o) : Is This The End?

---

\*\*IV(a) Introduction\*\*

In a distant land...

The peace long enjoyed by the people came to a crashing end.  
The emperor of Palmecea summoned fiends from another dimension...  
And the empire launched its campaign for world conquest.

In response, a rebel force arose in the kingdom of Fynn.

In the ensuing clash between rebel and empire, Castle Fynn was taken.  
The rebels were forced to retreat to the remote town of Altair.

Admist the chaos, four youths also fled the occupied Fynn.  
They were childhood friends, now orphaned and homeless...

And they suddenly found themselves running for their lives.

---

---

\*\*IV(b) Introduction to Mastery\*\*

Final Fantasy II is probably the most different game out of all the  
Final Fantasy's. Instead of exp or a sphere grid Final Fantasy is based on  
Mastery.

What that means is you level up your stats individually, this includes Weapons  
and Magic. How this works is during a battle you will gain different points on  
the wayyou fight. For example if you lose a lot of HP in a battle then at  
the end of the battle your max HP will wise etc.

Weapons:-

The levels on your weapons determine attack accuracy and power. You can equip  
two weapons at the same time on any character and both will gain points or  
you could have a shield equipped with it. If thats the case then be sure to put  
your weapon on your characters' primary hands.

Shields:-

The same method applies, equipping shields will help to improve Evasion.

Magic:-

You cant buy higher level spells in this game instead you get the base level  
spell for example Cure and then get mastery points for it. So say if you get

your Cure to level 4 then when you use in battle the spell will be Cure 4. This means you can have spells like Cure 9 and Haste 12. On the menu screen this is how it will look.

Cure 2-x

Cure is the spell, 2 is the level it has attained and the x stands for number of % you have on that level.

So how does MP work on this game? It's actually quite simple the MP cost is the same as the level of spell. So that means that Cure 1 would only cost 1 MP and Cure 9 would cost 9 MP.

You can also gain % on your magic out of battles for example using cure outside battle will still result in a % rise.

Development of Characters:-

The way you get more HP and stronger attacks in the game depends on what your characters do in battle and how often they do it. Also a good thing to note is that while some stats may increase others may decrease due to it.

Intelligence will decrease when Strength increases

Endurance decreases when Intelligence increases

Strength decreases when Spirit increases.

The following is how to raise stats and what they mean and do.

|                     |                    |                                              |
|---------------------|--------------------|----------------------------------------------|
| Attacking in battle | Strength           | Higher hit rate                              |
| Loss of HP          | Endurance          | Higher max HP                                |
| White Magic use     | Spirit             | Increase of power for white magic            |
| Black Magic use     | Intelligence       | Increase of power for black magic            |
| Loss of MP          | Magic              | Higher max MP                                |
| Weapon Attacks      | Accuracy           | More number of attacks                       |
| Being targeted      | Evasion<br>Agility | Dodge physical attacks more and strike first |
| Being hit by magic  | Magic Defense      | Dodge special attacks more                   |

With this way of levelling there is many tricks you can pull of to level stats easier (see secrets section).

-----  
-----

**\*\*IV(c)White Magic\*\***

|        |                                |          |
|--------|--------------------------------|----------|
| Cure   | Restores HP                    | Altair   |
| Life   | Revives a character from KO    | Salamand |
| Basuna | Cures temporary status effects | Bafsk    |
| Esuna  | Cures permanent status effects | Bafsk    |

|         |                                                    |               |
|---------|----------------------------------------------------|---------------|
| Barrier | Puts up a barrier against opponements attacks      | Mysidia       |
| Blink   | Creates a clone to increase evasion                | Poft          |
| Shield  | Raises defence with a shield                       | Poft          |
| Shell   | Raises magical defence                             | Poft          |
| Wall    | Creates a magic wall against black magic           | Mysidia       |
| Dispel  | Destroys an enemy's barrier                        | Fynn          |
| Mini    | Inflicts mini status on enemies                    | Fynn          |
| Silence | Stops enemies using magic                          | Bafsk         |
| Faze    | Decreases enemies MP                               | Salamand      |
| Fog     | Inflicts Amnesia status on enemies                 | Fynn          |
| Slow    | Reduces enemies' number of attacks                 | Fynn          |
| Swap    | Switch HP and MP with target                       | Mysidia       |
| Fear    | Makes enemy party run away                         | Bafsk         |
| Warp    | Send target to another dimension or exit dungeon   | Salamand      |
| Holy    | Damages enemies with holy light                    | Mysidia       |
| Ultima  | Ultimate spell that does max damage to all enemies | Mysidia Tower |

-----  
 -----

**\*\*IV(d)Black Magic\*\***

|        |                                               |                 |
|--------|-----------------------------------------------|-----------------|
| Fire   | Fire damage on enemies                        | Altair          |
| Bolt   | Bolt damage on enemies                        | Altair          |
| Ice    | Ice damage on enemies                         | Altair          |
| Poison | Poison damage on enemies                      | Tropical Island |
| Drain  | Absorb targets HP                             | Mysidia Cave    |
| Osiose | Absorb targets MP                             | Mysidia Cave    |
| Flare  | Nuclear fusion damages enemies                | Jade            |
| Sleep  | Put enemies to sleep                          | Tropical Island |
| Stun   | Paralyse enemies                              | Deist Cavern    |
| Stop   | Stops enemies taking part in battle           | Deist Cavern    |
| Muddle | Confuse enemies making them target themselves | Win in battle   |
| Blind  | Inflicts darkness on enemies                  | Tropical Island |

|         |                                    |              |
|---------|------------------------------------|--------------|
| Curse   | Inflicst curse on enemies          | Castle Deist |
| Toad    | Turns target into a toad           | Castle Fynn  |
| Break   | Inflicts stone on enemies          | Castle Fynn  |
| Doom    | Instantly kills enemies            | Castle Fynn  |
| Banish  | Sends enemies to another dimension | Salamand     |
| Berserk | Raises strength temporarily        | Jade         |
| Haste   | Increase number of attacks         | Jade         |
| Aura    | Raises characters' strength        | Castle Fynn  |

-----  
 -----

#### \*\*IV(e)Key Items\*\*

In the following section you can find all the key items in the game and a description of them.

##### Black Mask

Description: Place it on the statue in Mysidia Cave

Found: Tropical Island

##### Canoe

Description: A Gift from Mindu allowing you to travel in rivers

Found: Altair

##### Crystal Rod

Description: Opens the entrance to Mysidia Tower

Found: Mysidia Cave

##### Egil's Torch

Description: Carries the Sunfire in Castle Kas'ion

Found: Castle Kas'ion

##### Flying Dragon

Allows you to travel to whirlwind

Found: Castle Fynn

##### Dragon Egg

Description: Place in Desit Cave to hatch it

Found: Castle Deist

##### Goddess Bell

Description: Allows entry into Castle Kas'ion

Found: Ice Cavern

##### Mythril

Description: Allows blacksmith to make mythril equipment

Found: Semmit Falls

##### Pass

Description: Show guard at entrance to the Dreadnought

Found: Bafsk Cave

Pendant

Description: Use to view the flying dragon in Castle Fynn's mirror

Found: Deist Cavern

Ring

Description: Memento of Scott. Allows you to view the world map

Found: Fynn Pub

Snowcraft

Description: The only vehicle that can be used to travel through the snow

Found: Semmit Falls

Sunfire

Description: So powerful it could destroy even the largest of engines

Found: Castle Kas'ion

White Mask

Description: Place on the statue in Mysidia Cave

Found: Fynn Basement

-----  
-----

**\*\*IV(f) Items\*\***

Antidote

Description: Recover from poison status

Bacchus Wine

Description: Increase attack power of one ally

Confuse Tusk

Description: Casts Muddle16 in battle

Cottage

Description: Restores party's HP and MP whilst on the field screen

Earth Drum

Description: Casts Quake10 in battle

Echo Screen

Description: Recover from silence status

Elixir

Description: Restores all HP and MP to one ally

Ether

Description: Restore a small amount of MP

Eye Drop

Description: Recover from blind status

Garlic

Description: Damage to undead enemies

Gold Needle

Description: Recover from stone status

Hard Shell

Description: Casts Shell16 in battle

Hell Fire

Description: Casts Fire5 in battle

Hermes

Description: Casts Haste8 in battle

Hi Potion

Description: Restores average HP

Holy Water

Description: Recover from curse status

Hourglass

Description: Casts Stop8 in battle

Maiden's Kiss

Description: Recover from toad status

Magician's Soul

Description: Increase magic

Mythril Mirror

Description: Casts Wall16 in battle

Phoenix Down

Description: Recover from KO status

Potion

Description: Restores light HP

Silence Chime

Description: Casts Silence16 in battle

South Wind

Description: Casts Blizzard16 in battle

Spider Web

Description: Casts Slow9 in battle

Unicorn Horn

Description: Casts Basuna16 in battle

-----  
-----

**\*\*IV (g) Weapons\*\***

<Will be updated in next update>

-----  
-----

**\*\*IV (h) Armor\*\***

<Will be updated in next update>

-----  
-----  
**\*\*IV(i)WALKTHROUGH\*\***

It's Just about time to get started on the other game Final Fantasy Origins has to offer, Final Fantasy II. If you have been playing through Final Fantasy before playing this then clear your head of everything Final Fantasy because of Final Fantasy II has a lot of new things.

This game also features two difficulty modes, like Final Fantasy only choose Easy if this is your first time otherwise play through on Normal mode.

After starting up the game and clicking on new game you can change the characters names however in this faq i will be referring to the characters by their default names.

With all that out of the way lets get started.

\*\*\*\*\*

Altair

~~~~~

The game will start with your party running from the Empire however they will catch up anyway and you'll fight a battle. These enemies are too hard for your party at this point in the game and you will lose no matter what.

After lossing the battle you'll awake in Altair, the rebels base. When leaving the room you'll meet up with Maria and Gus however they dont know what has become of Leon. After this short chat you'll walk into the throne room and talk to Hilda. Before leaving the throne room talk to Hilda again to learn the keyword "Wild Rose".

****Note****

This game uses a unique system called the World Memory System. There are certain things you can do with this system.

Memorize:- When having a conversation a word in red may appear. This means that the word can be memorized. To do this select Memorize then click on the word you wish to remember that. You can also view the words in the main menu (or check the keywords section of this faq).

Ask:- What this lets you do is ask people the keywords you have memorized for more information on that word.

Item:- This lets you use items you have picked up in the game (key items) to proceed farther in the game

****End Note****

Now that we have the password for Phynn head out of the throne room and open the only chest here for a potion. Before venturing out to the outside world buy at least one Cure spell for whoever you want. With all this done exit to the field screen.

To Fynn and Gatreia

~~~~~





Now that we have the canoe we can head across the lake to the right and enter the next town, Paloom. Inside the new town is new equipment however seeing as you wont be here for long dont buy anything, there will be two more towns very soon. When you enter Paloom you can see a person will offer to take you on the fairy for 32 gil, you can take the ferry if you have gil to spare otherwise open up your world map and walk there to save gil.

Upon reaching the next town, Poft you will realise that this place is almost identical to Paloom involving equipment however there is something else you can do here. If you enter the pub you will find Cid and his assistant. They have the airship and will fly to one of four places for you, however this does require gil. Here is what he offers:-

Bafsk 100 gil  
Salamand 200 gil  
Semitt Falls 300 gil  
Kas'ion 400 gil

As you can see you can skip walking to Salamand and fly there in an instant however seeing as you're going to need your gil i'd suggest walking but its entirely up to you.

On the world map to the north west of Poft you can see another red marker, that is Salamand and our destination so either walk or take the airship there.

\*\*\*\*\*

Salamand  
~~~~~

Finally we have reached our destination, Salamand. Upon entering go shopping for new equipment/spells. Salamand has some great spells so be careful with the gil you have on you. When you have finished business with shopping head to the east house and enter to speak with Josef. At this current he wont tell you much but we now know that Semitt Falls is our next destination.

When you're ready head out of the town. If you bought new spells be sure to level them up a bit. Theres two options you have now, go back to Poft and take the airship ride to Semitt Falls or you can walk there. I would suggest walking there to save what little gil you have left. To get there by walking open up your world map and you should see a yellow marker to the south east of Salamand.

Semitt Falls key items: Mythril
~~~~~

This is the first dungeon in the game and because of this there is some items to collect.

Upon entering you will notice that the enemies have got a little stronger but it shouldnt be too hard if you've been taking the time to level your characters. In the first floor you start in the north east and you have to make your way down to the south west stairs. Walking to the west from the entrance you will notice a statue however you can't do nothing with it yet. On this floor the chests contain 10 gil and 200 gil. Be sure to open the chests before heading down the stairs.

The second floor is larger than the first and theres three chests to find. You appear in the south west and you want to reach the four doors in the north

east. The chests can be found in the north west, north and south east parts of the floor. Inside you will find a Potion, Potion and Eyedrops. When you have finished with the items walk to where the four doors are. Only one of these doors is the right one, the other three take you to empty room's with enemies in. The right door is the one to the west. When you enter the right door head down the stairs to the next floor.

On this next floor you start of in the north east and you need to reach the doors in the north west. The first chest can be found by walking south of where you enter and for the other chest you have to cross the bridge. The chests on this floor contain 1 gil and 50 gil. When you reach the doors right door to head through again is the west one. In the next room head east and down the stairs.

Easy floor this one really, you start in the south west and the exit is in the south east and all you have to do really is head round the floor clockwise. Only one chest to open here and that contains a Fire spell.

Final floor of this dungeon and there is again only one chest to open. The chest contains a Warp spell. You start the floor in the south west and all you need to do really is head north a little and you will see two doors, one on the east wall and one on the west, head through the west door to enter a room with a waterfall. Here is where the Mythril lies but before you can obtain it...

**\*\*Sergeant\*\***

HP:140

This boss can hit hard so be careful. Have Mindu cast any defense spells on the party and with every one else do what they do best either attack or use spells.

With the battle over you have obtained the Mythril you came here for so use Mindu's Exit spell to exit Semitt Falls.

\*\*\*\*\*

Altair and Bafsk

~~~~~

With the Mythril in your possession head back to Altair and talk to Hilda. She will tell you to give it to the blacksmith so go to the weapons shop and use the Mythril. Now that you can purchase Mythril equipment i suggest you do that so make sure you have enough gil. If you dont head outside and make some gil as this equipment will be very handy for the next place in the game.

Talking to Hilda and saying the Dreadnought password will advance the story. Seems like theres something in Bafsk that can be done, then lets head on over to there.

Now would be a good time to spend some more time leveling up your stats, its always good to frequently level up your stats to avoid getting stuck later in the game.

With this said head to Bafsk. To get there open up your world map and to the south east of Salamand should be another red marker, thats Bafsk. Upon entering you will see that Bafsk is occupied by the empire. You now need to find someone dressed like a soldier who is in fact a rebel. Head to the south part of town and give the man there the "Dreadnought" keyword and he will move giving you access to the cave there.

Bafsk Cave key items: Pass

~~~~~

This place is just like doing Semitt Falls all over again, most of the monsters are just the same difficulty.

You start the Cave in the south east and the exit of this floor is located in the south west area. There are two chests to open on this floor which contain a Long Sword and a Longbow. After opening the chests head to the exit of the floor.

This next floor is fairly simple as well, you start the floor in the south and the exit to the outside world is in the north west. There is only one way to go really but when you reach the exit head east and enter the door there. Inside is a chest containing the key item Pass.

With that out the way head outside and the Dreadnought will fly away, maybe next time? Now that we're finished with this place step on the warp to be taken back to Bafsk.

At the end of this section you should have all the items for the following places:-

Bafsk Cave

\*\*\*\*\*

Altair and Salamand revisited                    key items: Snowcraft

~~~~~

Before heading back to Bafsk go to Poft and give Cid the keyword "Airship" and he will tell you about the Sunfire. Head back to Altair after and give Hilda the bad news. Go visit the king after and give him the "Sunfire" password and he will give you the "Goddess's Bell" keyword. Finally say this to Hilda to find out that our next destination is Salamand. At this point Mindu leaves the party.

Head whichever way you like to Salamand and when you reach there go back to Josef's house and give him the "Goddess's Bell" keyword to find out where it is. But seeing as you have to go through thick snow you'll need a Snowcraft and he joins you. Looks like its back to Semmitt Falls.

When you reach there head to the blue stone you saw earlier and examine the wall to the right of it to find a chest containing the Snowcraft. Now that you have this exit and open up the world map, our next destination is the yellow marker in the snow so head to where the snow starts.

Walking onto the snow will change into the Snowcraft so then head east until you reach the marker.

At the end of this section you should have all the items for the following places:-

Semmitt Falls

Snow Cavern key items: Goddess's Bell

~~~~~

The Snow Cavern is quite large and there are items to collect also the enemies

have finally got a little stronger.

On the first floor you start in the south east and you need to make your way to the stairs in the south west so simply head round anti-clockwise. The chests on this floor contain 100 gil and 150 gil.

On this next floor you start close to the centre and the only way is to take the stairs down. On the next floor if you're after the items first head to the west and open the chest containing a Southern Wind and then head east then north to find some stairs leading back up. Back on the second floor open the chests containing an Antidote, Mythril Mace and a Battle Axe. After you have the items go back down the stairs to the third floor. On this floor head as south as you can then keep heading west until you find the stairs leading down.

On the next floor you start in the south west and the way down is in the north east. Before heading to the stairs be sure to open the chests here containing a Potion, Ice Scroll, Mythril Spear and another Potion. Do not be fooled by the doors on this floor they only lead to empty rooms.

The Final floor has two parts to it. For the first part you start in the north east and you need to get to the door in the south east but before you do open the two chests containing a Mythril Shield and an Ancient Saber. Heading through the door you'll appear in a room with beavers in it, speak to the main beaver and say to him "Goddess's Bell" and he will tell you to walk through the east wall. Finally grab the chest in this last part containing a Silver Plate and then talk to the monster.

**\*\*Adamantoise\*\***

HP: 450

This battle shouldn't be that hard if you have a level two or three ice spell. If you dont then just use the Southern Wind you obtained here (if you did).

After the boss grab the Goddess's Bell and then take the door to be back on the first floor. Before heading back to the stairs heal up because someone is waiting for you.

**\*\*Borghen\*\***

HP: 240

This battle is pathetic i cant believe they even made him a boss. Simply attack with your weapons to quickly dispose of him.

Before you move at all take time to unequip everything Josef has because he'll be leaving in a few seconds. After you've done that head down the stairs to see Josef's departure.

At the end of this section you should have all the items for the following places:-

Snow Cavern

\*\*\*\*\*

Altair and Castle Kas'ion                      key items: Egil's Torch, Sunfire

~~~~~

With the Goddess's Bell in your possession head back to Altair and go speak with Hilda who will tell you that Gordon has already started searching in Castle Kas'ion and she wants your party to assist.

Head to Poft and take the airship to Castle Kas'ion and then enter the Castle. Upon entering you will see the Sunfire however you need something to carry it so walk to the door and use the Goddess's Bell to open the door and a little way inside you will find Gordon. He will decide to join you and as you can see he is very weak. If you want to use him then go out and level him up however i normally kill him and leave him like that (yes, he is that bad). If you choose the latter then unequip him now to get his items etc. The only chest on this floor is a Cure scroll (which you cant reach yet).

On this next floor all you have to do really is get to the otherside of the wall where you started (north side of the wall not south). Again theres only one chest here which contains 300 gil.

The thrid floor you start centre/north and you need to make it to the north east. First head south then west and open the chest there containing a Gold Shield. Then from there head east and then north to reach the stairs.

On the fourth floor you need to get to the stairs on the east side. Going through one of the doors will take you to various chests containing a mace (cant remember what one it was), Mythril Axe and a Mythril Sword. Now head to the stairs to the fifth floor.

The door in the nort east of this floor contains treasure chests as does the centre of the room. They contain Echoscreen, Antidote, Eyedrops and a Golden Mail. When you have the items head to the stairs leading down in the south west. Back on the fourth floor enter the door and before you can open the chest you're attacked.

****Shrieker****

HP: 540

You should have high magic spells and high weapon skills by now so you can either attack normally or use some high leveled spells. Remember though that if you dont have high weapon skills then dont bother attacking as you wont do much damage.

With Shrieker defeated you can get to Egil's Torch which can carry the Sunfire. Use warp to exit Castle Kas'ion then enter it again and use Egil's Torch on the fire in the middle to obtain the Sunfire. When you leave Castle Kas'ion you'll see Cid's airship being captured by the Dreadnought.

At the end of this section you should have all the items for the following places:-

Castle Kas'ion

Chocobo's Forest

~~~~~

This is the first game that the Chocobo's appeared on and yes you can get one. Also its absoulty free. From Castle Kas'ion walk south into the little patch in the forest and you'll enter Chocobo's Forest.

There is only one thing you can do here and thats walk up to the only chocobo there and examine it and it will say that you've caught a chocobo.

The chocobo can travel faster than man and whilst on one you can avoid random encounters so now head back to Altair and report the incident you just saw.

Mindu will fill you in on whats been going on and it seems like you've got to go rescue Cid and Hilda as well as blow that hugh airship up. You will also find out that its landed to the north of Fynn, its time to hit the empire where it hurts.

\*\*\*\*\*

#### Dreadnought

~~~~~

This can be quite tricky to find so first things first open up your world map. Now switch to the zoomed in version of the map and click Fynn on the side and then move the map up and you should see a desert, thats where the Dreadnought is. So travel back to Chocobo's Forest and catch a chocobo. From the forest head south then south east to reach the Dreadnought. If you are comfortable of your stats then head on in, if not take time to level them up a bit.

When you enter you will notice just how big this airship is and that there are a lot of soldiers walking about, whatever you do DO NOT speak to them otherwise you will battle them. When you enter talk to the soldier blocking the entrance and hand over the pass to get him to move out the way. On this floor be sure to get the chest containing 400 gil then head to the stairs in the centre and you can find a chest there containing a Sleep Sword (have to walk through the wall). Head back up and take the stairs in the north east to the next floor.

On this next floor you should open the chests containing a Shade Bow and Thief Gauntlets then head to the cell and free Cid and Hilda. Talk to them and Cid will leave with Hilda and Cid will tell you to throw the Sunfire into the engine. Also to the east of the room you can find two potions. After you have the items head back to the first floor and take the other stairs in the south east.

On this floor just head round to the door at the far side then take the stairs in that room. On the third floor there are four chests in the north east which contain a Trident, Main Gauche, Ice Shield and Titan's Helm. Then head up the stairs in the centre of the room. On the next floor head over to the stairs and then in the next room take the stairs again. You'll eventually arrive in the engine room so walk over to it and use the Sunfire, Mission Accomplished!

At the end of this section you should have all the items for the following places:

Dreadnought

Altair and the Boat Ride key items: Ship

~~~~~

You are automatically taken back to Altair and first you should go see the king who is almost out of time. He asks you to go to Deist to find a Flying Dragon so i guess thats our next destination then (we're also lucky to lose Gordon).

When you are ready head on over to Paloom and talk to the woman in the ferryman's place and she will offer you a ride to Deist. Whilst on the Ship you notice that she is in fact a pirate and you are ambushed. This is an easy fight because the pirates have hardly any HP. When you defeat them Leila will join the party and give you the Ship.

Now its time to head to Desit so open up the world map and Deist is the red marker on the small island to the east of Bafsk.

\*\*\*\*\*

Castle Deist and Desit Cave                      key items: Pendant, Dragon Egg

~~~~~

In Castle Deist you cant get random encounters so thats the first good thing about this place, the second is that theres loads of items to collect too. So start of by collecting all the items and then follow where the young boy went. Eventually you'll meet up with the boy and his mother and you'll be told about the dragon. Exit the castle and head on over to the Cave just behind the castle.

When you enter the first floor open the chest containing 30 gil and then head down the stairs in the north east. There is only one thing to do here and thats check the corpse for the Pendant. Now that you have that head back to Castle Deist.

Go back to where the woman is and enter the room where the Dragon is. Say the password to it and it will give you the Dragon Egg and ask you to put in the spring at the bottom of Deist Cave. Also if you say "Dragoon" to it you will find out that a dragoon has gone searching for the ultimate spell.

Anyway head back to Deist Cave and take the stairs in the south west stairs. Follow the path on the next floor and open the chests there then use Warp to go back to the first floor. this time take the south east stairs down.

The chests on the next floor contain some nice things and are not that hard to get to. To get to the next floor take the stairs in the west/south west part of the floor.

On this next floor dont head east across the bridge because doing so will result in it collapsing and taking you to the previous floor. Head north and around the outside of the floor untill you get to the stairs not forgetting to open the chests along the way.

On the final floor when you get to the four doors take the 2nd door from the left and inside there is a enemy which when talking to prompts a boss.

****Chimeira****

HP:

This battle is not too hard if you didn't find the random encounters in this dungeon hard. I would say the best thing to do in this battle is simply attack and maybe use shell to protect from some attacks.

Now that you have reached the spring put the egg in there to finish off this place. Now use Warp to exit the cave and head back to Bafsk to rest up.

At the end of this section you should have all the items for the following places:-

Deist Cave

Altair and Hilda

~~~~~

After you've finished with Deist and rested well in Bafsk head back to Altair and after talking to people around the base you'll find out that the Hilda has been acting strange. Head to where the king's sick bed is and inside



you'll find Hilda who will request to speak to Firion on his own. After the others have left Firion will notice that its not the real Hilda and the other three party members will come running in.

**\*\*Lamia Queen\*\***

HP:

Depending on how well you've leveled up your stats. If they're quite high then this battle could be over in a matter of a minute however if you havent you could find this battle tough. She confuses your party a lot as well as sleep so be ready with the status curing spells if it happens. The only thing you can really do is attack with weapons because magic dont do a lot here.

After the battle a guard will come and announce that there is a tournament being held at the Palmecian Colliseum and that the prize is the real Hilda. Just when things couldnt get worse Gordon says that he wants to come along and joins in Leilia's place. I killed Gordon off straight away but if you want to buy him equipment its up to you. When you're ready head back to Kas'ion and head to Chocobo's Forest and grab a chocobo. Then head south into the large desert there and then go to the yellow marker on the world map there.

\*\*\*\*\*

Colliseum

~~~~~

From where you start walk forward and finally you will see the Emperor sitting on his throne. When you walk nearer he says you will have to fight to win back Hilda and thus starts another boss.

****Behemoth****

HP:

Again spells wont do much damage here so you're going to be relying on your weapons again. If you have a unarmed fighter they will be making short work of this battle. Behemoth can deal out some damage so if it gets that bad be ready with the healing spells.

The cheap coward throws you in jail after your impressive victory but not for too long because Pavel comes and lets you out of your cell. After you exit your cell head to the door in the north east of the floor then head up the stairs.

On the next floor you will have to travel through the path to the cells and in the third one the real Hilda can be found. Finally our prayers (or might just be mine) have been answered, Gordon will leave with Hilda and you get to have the three of you back together. Head back down the path and to the stairs in the west of the room. Leave the colliseum and head all the way back to Altair

At the end of this section you should have all the items for the following places:-

Colliseum

The Retaking of Fynn

~~~~~

When you reach Altair you will find out that its time to retake Fynn and that everyone is gatthered at a small campsite a little south of Fynn. Rest at the inn and then take some time to level up your stats again, by now your HP should

be around 800 or more.

---

**\*\*V Future Updates\*\***

I'm hoping that the next update will be in about three days max and by then it should be version 1.0. I will be working on probably all of the sections that need doing in the next couple of days.

---

**\*\*VI Credits And Thanks\*\***

Thanks to-

Squaresoft for re-releasing these excellent games and making them look a bit better to look at, its nice to have the remade versions on a console instead of the wsc.

Myself for putting in all this effort to produce this faq.

AgriasOaks for letting me check his Omake guide for any missing monsters/ treasure chests i have missed.

All of the readers for taking time to read and use it. I hope it helped you out.

If anyone wants to ask me any questions or make any suggestions on this faq then email me (xxchardy2xx@hotmail.com). Also if theres a faq that you want to see and think i could do a good one for it let me know.

2003 copyright demonkaze

later..

This document is copyright Demonkaze and hosted by VGM with permission.