

# Final Fantasy Origins Guide

by Joseph Witham

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Final Fantasy Origins Guide

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By Joseph Witham

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Email: josephcwitham@hotmail.com

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Web Site: <http://www.geocities.com/jwfaq>

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Contents

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I. Opening Copyright Notice

II. Introduction

III. Version History

IV. PlayStation Changes

\*\*\*Final Fantasy\*\*\*

V. Walkthrough

VI. Classes

VII. Items

1. Support Items

2. Key Items

VIII. Magic

1. White Magic

2. Black Magic

IX. Weapons

1. Swords

2. Axes

3. Staves

4. Hammers

5. Nunchaku

6. Knives

X. Armor

1. Body

2. Head

3. Arm

4. Shields

XI. Monsters

XII. Boss Strategies

XIII. Shops

XIV. Status Ailments

\*\*\*Final Fantasy II\*\*\*

XV. Walkthrough

XVI. Spells

1. White Magic

2. Black Magic

XVII. Items

1. Support Items

2. Battle Items

3. Key Items

XVIII. Weapons

1. Swords

2. Axes

3. Knives

- 4. Spears
- 5. Staves
- 6. Bows
- XIX. Armor
  - 1. Body
  - 2. Head
  - 3. Arm
  - 4. Shields

XX. Shops

XXI. Boss Strategies

XXII. Secrets

XXIII. Closing Copyright Notice

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I. OPENING COPYRIGHT NOTICE  
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=====  
II. INTRODUCTION  
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This guide includes a complete walkthrough for both Final Fantasy and Final  
Fantasy II, as well as a huge selection of supplementary appendices to help  
you get the most out of Final Fantasy Origins.

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III. VERSION HISTORY  
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1.5 - 4/16/2003

-Corrected a couple minor errors.

1.4 - 4/15/2003

-Everything in FF2 has been changed to fit the new release.

-The entire guide is now Final Fantasy Origins compatible.

1.3 - 4/13/2003

-Weapon, armor, and monster names for FF1 are now FFO compatible.

-The Final Fantasy portion of the FAQ is complete.

1.2 - 4/12/2003

-Item, spell, class and location names for FF1 are now FFO compatible.

1.1 - 4/9/2003

-I've begun changing item/spell/monster names to fit the new release.

1.0 - 3/17/2003

-Initial Release.

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IV. PLAYSTATION CHANGES  
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Final Fantasy:

- Graphics and sound have been upgraded to 16 bit quality. The graphics are based on the WonderSwan Color version of the game, with a few touch-ups, such as increased resolution and Mode 7 support.
- A brand new FMV has been added allowing the player to see a scene from the game in super-realistic graphics.
- New music for boss battles and churches have been added.
- The menu system is easier to navigate.
- You can choose either normal mode or easy mode. The easy mode makes the game extremely easy compared to its Famicom counterpart. Changes include cheaper shop prices better level-up statistics, and easier battles.
- The auto target feature prevents characters from attacking dead monsters.
- The Dash feature increases walking speed in towns and dungeons.
- As you progress through the game, you will unlock an Omake mode, which provides information on monsters, towns, and dungeons; it also allows you to view media from the game. You must complete the game on both easy and normal mode to unlock everything.

Final Fantasy II:

- Audio and visuals have been upgraded to 16 bit standards. Like Final Fantasy, the updates are based on the WonderSwan Color version of the game, with a few touch-ups.
- The game's system has been tweaked in order to make it easier. Spells and weapons are much more accurate, and status ailments are far less effective for enemies.
- Boss music has been added for each boss; however, the original boss music has been removed and replaced by a new one.
- Color palettes have been changed in favor of a more realistic look. For example, the Dreadnought is now metal instead of wooden.
- A brand new FMV has been added to enhance the visual experience.
- The battle system has been cleaned up; however, you can still attack yourself to gain HP and attack and cancel to gain skill levels.
- A Dash feature has been added to increase walking speed.
- The Auto Target feature prevents characters from attacking dead monsters.
- Item space has been upgraded from 32 from the original to 63.
- Items, equipment, and spells now have icons that tell what they are.
- As you progress through the game, you will unlock an Omake mode, which provides information on monsters, towns, and dungeons; it also allows you to view media from the game.

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\*\*\*\*\*FINAL FANTASY\*\*\*\*\*  
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V. WALKTHROUGH  
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1. Cornelia  
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Press O and START together to view the overworld map. If you are on easy mode, press the O button to dash in towns and dungeons. Enter the town and go shopping for goods. Try to balance out your purchases, don't spend all your money on equipment and none on magic. You should buy at least one

Cure spell and one attack spell for your mages. Enter the castle and speak to the king on the top floor. When your characters are equipped and ready to fight, you should leave town and level up to at least level 3. Once you feel confident, head north to the ruined temple. Be wary on the way there, there are many strong monsters.

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## 2. Temple of Chaos

---

TREASURE: Leather Cap, Potion, Tent, Lute.

Walk clockwise around the perimeter of the temple and collect treasure. There are two locked doors, ignore them for now. When you enter the inner sanctum, heal your characters and prepare to fight Garland.

Garland

EXPERIENCE: 128

GIL: 250

WEAKNESS: --

STRATEGY: Warriors/Thieves/Monks should attack physically, White Mages should attack physically and heal when needed, Black and Red Mages should use Fire or Bolt spells.

After you defeat Garland you will briefly speak to Princess Sarah and then be automatically transported back to Cornelia Castle. Talk to Princess Sarah to receive the Lute. Cross the newly built bridge north of Cornelia.

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## 3. Matoya's Cave

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TREASURE: Potion x2, Antidote.

Travel north west from the bridge and enter the cave. Speak to Matoya and collect treasures found within her cave. Return to the bridge and travel east to the port town.

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## 4. Pravoca

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Defeat Bikke the Pirate's men to earn a ship. Buy new equipment and spells as desired. North east of Pravoca is a peninsula where extremely powerful enemies abide. Travel to this peninsula in order to rack up huge amounts of experience early in the game. You should be at least level 5 and have Dia and Fire spells for your mages. Now that you have your ship you can access a hidden puzzle game. To get it, get on your ship and hold down X and then press O 55 times to play. If you get 1st place you'll win 10000 Gil, 2nd place for 5000 Gil, and 3rd place for 2000 Gil. You can also win items for finishing it within certain times. When you're ready, sail south and land on the port and travel south to the town.

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## 5. Elfheim

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There are several new upper level spells and weapons available here. Talk to the Prince's steward in the Elven Castle. I recommend that you are at least level 8 before venturing into the Marsh Cave. Travel south west past the

mountains to the large hole when you are ready.

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## 6. Marsh Cave

---

TREASURE: 680 Gil, 620 Gil, 295 Gil, 385 Gil, Dagger, Broadsword, Cottage, Steel Plate, Copper Armlet, Crown.

Travel north to the stairs and collect treasure. Go back to the entrance and exit and heal if necessary. Travel south from the entrance, collect treasure on the way. You will eventually reach an area with several rooms. Enter the south west room with a treasure chest surrounded by statues. Fight the Pisco Demons to get the Crown. There is locked door south of this room, ignore it for now. Exit the Marsh Cave and travel north to the Western Keep.

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## 7. Western Keep

---

TREASURE: Crystal Eye, Jolt Tonic, Mystic Key.

There is one locked door in this castle, ignore it for now. If you have the Crown, fight Astos for the Crystal Eye.

Astos

EXPERIENCE: 2248

GIL: 2000

WEAKNESS: --

STRATEGY: Warriors/Thieves/Monks should attack physically, White Mages should attack physically and heal when needed, Black and Red Mages should use high level Black Magic spells.

Return to Matoya's Cave and give her the Crystal Eye for the Jolt Tonic. With the Jolt Tonic, return to the Elven Castle and talk to the Prince's steward to wake the Prince up. He'll give you the Mystic Key.

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## 8. Mystic Key Quest

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TREASURE: [Elven Castle]: Bronze Gloves, Mythril Hammer, 400 Gil, 330 Gil.  
[Cornelia Castle]: Cosier, Nitro Powder, Saber, Mythril Knife, Iron Shield.  
[Temple of Chaos]: Rune Blade, Gold Needle, Werebane.  
[Western Keep]: Falchion, Power Staff, Steel Gloves.  
[Marsh Cave]: Silver Armlet.

Open the locked door in the Elven Castle for treasure. Return to Cornelia Castle and open the locked doors for treasure. There is one very important item in the castle called Nitro Powder. Go to the Temple of Chaos and open the two locked doors for treasure. Travel to the Western Keep and open the locked door for treasure. Finally, go back to the Marsh Cave and travel as far south as possible to the locked door for treasure.

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## 9. Mt. Duergar

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TREASURE: 575 Gil x2, 450 Gil, Tent, Grand Helm, Wyrmslayer,

Mythril Knife, Mythril Mail, Cottage, Helmet.

Sail your ship west to reach Mt. Duergar. Explore the cave for its treasure. Give the dwarf in the southern area the Nitro Powder you got in Cornelia. The explosion will cause a new canal to form. You are now free to sail out of the Cornelian Bay.

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#### 10. Melmond

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Land on the port west of the Mt. Duergar to reach Melmond. You will notice that there are no item shops or churches. There are some great, yet very expensive, spells and armor. When you're ready, travel south to the Terra Cavern.

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#### 11. Terra Cavern

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TREASURE: 1975 Gil, 795 Gil, 5000 Gil, 880 Gil, 330 Gil, 575 Gil, 3400 Gil, 1020 Gil, Antidote, Potion x2, Tent, Coral Sword, Leather Shield, Sleeping Bag, Star Ruby.

Be wary of strong monsters as you collect treasure in the cave. When you reach B3F you will have to fight a Vampire.

#### Vampire

EXPERIENCE: 1200

GIL: 2000

WEAKNESS: Fire, Dia

STRATEGY: Warriors/Thieves/Monks should attack physically, White Mages should use Dia and heal when needed, Black and Red Mages should use Fire magic.

After defeating the Vampire you will receive a Star Ruby. If you try to travel any farther, your path will be blocked, so exit for now.

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#### 12. Titan's Cave

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TREASURE: [Titan's Cave]: 620 Gil, 420 Gil, Great Axe, Mythril Helm.  
[Sage's Cave]: Earth Rod.

Enter the cave north of the Terra Cavern. Speak to the Titan and give him the Star Ruby to move him out of your way. Exit the cave and enter Sage's Cave. Speak to the old man to receive the Earth Rod. Return to the Terra Cavern.

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#### 13. Terra Cavern

---

TREASURE: 3400 Gil, 1520 Gil, 1455 Gil, 5450 Gil, 1250 Gil, Staff, Tent, Mythril Shield.

Return to the room where you fought the Vampire and continue to the stone that was blocking your path. To move the stone, open the menu and access the Earth Rod. Collect treasure as you descend to B5F, where Lich awaits.

Lich

EXPERIENCE: 2200

GIL: 3000

WEAKNESS: Fire, Dia

STRATEGY: Warriors/Thieves/Monks should attack physically, White Mages should use Dia and heal when needed, Black and Red Mages should use Fire magic.

Relight the crystal and use the warp to exit the cavern.

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#### 14. Crescent Lake

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TREASURE: Canoe.

Sail your ship to the south east-most port and walk to Crescent Lake. Buy new equipment as needed. Follow the hidden path to the Circle of Sages. Talk to the Sages and you'll get a Canoe. You should be at least level 18 before moving on. Enter the lake to use the Canoe and row north to the volcano.

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#### 15. Mt. Gulg

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TREASURE: 1520 Gil ×2, 4150 Gil, 750 Gil, 795 Gil, 1455 Gil, 1975 Gil, 1760 Gil ×2, 2750 Gil, 880 Gil, 7350 Gil, 155 Gil, 10 Gil, 2000 Gil, 1250 Gil, Mythril Helm ×2, Great Axe, Mythril Gloves, Potion ×2, Tent, Antidote ×2, Mythril Axe, Mythril Shield, Gold Needle, Cottage, Staff, Ice Brand, Flame Shield, Flame Armor.

Walking on the lava reduces each character's HP, but it eliminates all random battles at the same time. This dungeon is full to the brim with treasure. Just head generally south and be sure to check each room on your way down. You will eventually meet up with Marilith, the fiend of fire.

Marilith

EXPERIENCE: 2712

GIL: 3000

WEAKNESS: --

STRATEGY: Warriors/Thieves/Monks should attack physically, White Mages should attack physically and heal when needed, Black and Red Mages should use high level magic. Watch out for Marilith's high level Fire spells.

Use the warp to exit the volcano. Return to your ship and sail to the bay just north of Crescent Lake. Navigate your canoe to the eastern cave.

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#### 16. Ice Cavern

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TREASURE: 7900 Gil, 9900 Gil, 5450 Gil, 5000 Gil, 180 Gil, 12350 Gil, 10000 Gil, Flame Sword, Ice Armor, Shirt, Mythril Gloves, Potion, Sleeping Bag, Ice Shield, Levistone.

Follow the general path and you'll eventually find your way to a chest containing the Levistone. You'll have to fight an Evil Eye before you can get it. Once you have the Levistone exit the cave and sail back to Crescent Lake. From there, navigate the southern river into the desert

area. Use the Levystone to get an airship!

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### 17. Citadel of Trials

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TREASURE: 1455 Gil, 7340 Gil, Gauntlets, Healing Staff, Steel Gloves, Ruby Armllet, Ice Brand, Cottage, Rat's Tail.

Fly your airship north to the continent with the huge desert and land on the west peninsula. Try to find a close parking space anywhere on grassy areas. Enter the castle and talk to the old man. Enter the north west room and walk on the throne to warp into the castle. Use your intuition to find your way through the warp maze. You'll eventually reach another throne room with a chest containing a Rat's Tail. Step onto the throne to warp back to the entrance.

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### 18. Dragon Caves

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TREASURE: 1455 Gil, 2000 Gil, 2750 Gil, 1520 Gil, 2750 Gil, 9500 Gil, 160 Gil, 500 Gil, 10 Gil, 575 Gil, Cottage, Tent, Gold Needle.

Head to the long strip of islands off the coast of Citadel of Trials. In each of the islands are treasures and friendly dragons. There are no enemies in the caves. Be sure to explore each cave for treasure. You'll eventually reach the mighty dragon king, Bahamut. Give him the Rat's Tail and he'll upgrade your classes. Now that your characters have been upgraded a whole slew of new spells and equipment will be available to them, so revisit each town to see what you've been missing.

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### 19. Caravan

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TREASURE: Bottled Faerie.

On the north west continent you'll see a desert. Within this desert is a small patch of desert surrounded by grass. Enter this patch and buy the Bottled Faerie for 50000 Gil (40000 on Easy Mode). Once you buy the Bottled Faerie a new set of items will become available for you to buy.

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### 20. Gaia

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TREASURE: Oxyale.

Fly your airship into the mountain range above the huge desert and enter the town. Buy whatever supplies you need. Travel up the northern path to a spring. Open the menu and access the Bottled Faerie to release a fairy. She will give you Oxyale for freeing her.

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### 21. Onlak

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Travel to the continent west of Gaia and enter the town located there. There are a few new spells, but the town's overall inventory is lacking. Walk to

the east most area of the town and talk to the girl next to the submarine to enter the next dungeon.

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## 22. Sunken Shrine

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TREASURE: 2000 Gil, 9900 Gil x2, 110 Gil, 450 Gil, 8135 Gil, 7690 Gil, 385 Gil, 5450 Gil, 2250 Gil, 7340 Gil, 20 Gil, 12350 Gil, 1760 Gil, 9000 Gil, 2750 Gil, 4150 Gil, 5000 Gil, 10000 Gil, 10 Gil, Giant's Gloves, Light Axe x2, Ribbon, Diamond Armor, Mage's Staff, Diamond Armllet, Antidote, Diamond Shield, Diamond Gloves, Rosetta Stone, Diamond Helm.

There are two paths in the first room, one to the left and one to the right. The left paths leads to the boss and the right leads to a huge amount of treasure and one very important plot item. You will end up having to take both paths. Save time by taking the right path first, and be sure to pick up the Rosetta Stone on the way. Head back to the entrance and take the left path and make your way to the boss.

### Kraken

EXPERIENCE: 4245

GIL: 5000

WEAKNESS: Bolt

STRATEGY: Knights/Ninjas/Masters should attack physically, White Wizards should attack physically and heal when needed, Black and Red Wizards should use high level Bolt spells.

Restore the crystal and use the warp to exit the dungeon.

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## 23. Waterfall Cavern

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TREASURE: 13450 Gil, 6400 Gil, 5000 Gil, Spellbinder, Ribbon, Defender, Warp Cube.

To the north of Onlak is a waterfall. Canoe up to the waterfall and enter it. In the southern area of the waterfall is a room full of treasure. There is also a friendly robot inside. One of the chests contains the Warp Cube. This item is of special importance. Exit the cavern and return to your airship.

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## 24. Lufenia

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TREASURE: Bell.

Return to Melmond with the Rosetta Stone. Talk to the scholar in the north east corner of town and he will teach your party the Lufenian language. Travel to the town on the south peninsula of the continent with the huge desert. You'll have to park your airship next to the northern lake to get there. When you enter the town be sure to check out the hidden path in the north east corner of the town to reach a hidden magic shop which has two of the best spells in the game. Talk to all of the Lufenian people and you'll eventually run into someone who gives you a Bell. Return to your airship and fly over the huge desert. Find a parking place somewhere near the desert.

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## 25. Tower of Mirage

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TREASURE: 800 Gil, 3400 Gil, 18010 Gil, 2750 Gil, 8135 Gil, 7900 Gil, 12350 Gil, 13000 Gil, 7600 Gil, 10000 Gil, Tent, Healing Helm, Vorpall Sword, Aegis Shield, Cottage, Thor's Hammer, Sunblade, Dragon Mail.

Walk to the center of the huge desert and enter the tower. Once you have reached the third floor you'll be warped to the Flying Fortress.

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## 26. Flying Fortress

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TREASURE: 180 Gil, 5000 Gil, 6720 Gil, 7900 Gil, 9900 Gil, 4150 Gil x2, 13000 Gil, 880 Gil, 8135 Gil, 9500 Gil, 6400 Gil, 5450 Gil, 9000 Gil, 3400 Gil, Protect Ring, Healing Helm, Potion, Diamond Gloves, Diamond Shield, Ribbon, Adamantite, Cottage, Mythril Helm, Protect Ring, Shirt, Protection Mantle, Gold Needle, Potion, Venom Blade, Gold Needle, Black Robe, White Robe, Sasuke.

There's a treasure chest on floor 2 that contains Adamantite. Be sure to get this item if you want the Excalibur. Look into the glowing ball on the third floor to see the world being invaded by the four fiends. At the end of the long hall on the top floor is the boss.

### Tiamat

EXPERIENCE: 5496

GIL: 6000

WEAKNESS: Flare

STRATEGY: Knights/Ninjas/Masters should attack physically, White Wizards should attack physically and heal when needed, Black Wizards should use Flare and Red Wizards should attack physically.

Restore the crystal and use the warp to return to the outside of Tower of Mirage.

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## 27. Temple of Chaos

---

TREASURE: 45000 Gil, 65000 Gil, 26000 Gil, Protection Mantle, Protect Ring, Sasuke, Masamune, Excalibur.

Go to Mt. Duergar and give the Adamantite to the blacksmith. He will weld it into the Excalibur, one of the best weapons in the game. You should be at least level 30 for a safe trip through the temple. Buy any items and equipment needed before entering the temple. With all four crystals lit, return to the Temple of Chaos and touch the orb to be warped back in time 2000 years. The only way out of the temple is to cast the white magic spell Warp2. There is a stone blocking your way on 3F. To remove it, access the menu and use the Lute. Along the way you will have to fight all four fiends over again at different set locations throughout the temple. Always keep you HP up and be prepared for anything. After a very long walk you will reach a triangular room. Inside this room is the final boss, Chaos.

### Chaos

EXPERIENCE: --

GIL: --

WEAKNESS: Flare, Holy

STRATEGY: Knights should use the Excalibur or Masamune. Ninjas should use Sasukes or the Masamune. Masters should attack physically.

White Wizards should use Holy and should also use Cure4, Heal3, and Life2 when needed. Red Wizards should attack physically. Black Wizards should use Flare.

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VI. CLASSES  
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BASIC CLASSES

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Warrior

UPGRADE: Knight

ABILITIES: Warriors can equip high level weapons and armor. They have very high HP and attack power.

Thief

UPGRADE: Ninja

ABILITIES: Thieves can equip low level weapons and armor. They can run from battle easier than any other class. They have very low HP and attack power.

White Mage

UPGRADE: White Wizard

ABILITIES: White Mages can equip low very low level armor and weapons. They can use most white magic spells. They have medium HP and very low attack power.

Black Mage

UPGRADE: Black Wizard

ABILITIES: Black Mages can equip very low level weapons and armor. They can use most black magic spells. They have very low HP and attack power.

Red Mage

UPGRADE: Red Wizard

ABILITIES: Red Mages can equip medium level weapons and armor. They can use several, but not many, black and white magic spells. They have medium HP and attack power.

Monk

UPGRADE: Master

ABILITIES: Monks can equip medium level armor and very few weapons. They are best without weapons equipped. They have very high HP and attack power.

CLASS UPGRADES

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Knight

ORIGINAL CLASS: Warrior

ABILITIES: Knights can equip very high level weapons and armor. They can use a few level 1-3 white magic spells. They have very high HP and attack power.

Ninja

ORIGINAL CLASS: Thief

ABILITIES: Ninjas can equip almost any weapon or armor. They can use several level 1-4 black magic spells. They have very high HP and attack power.

White Wizard

ORIGINAL CLASS: White Mage

ABILITIES: White Wizards can equip low level weapons and armor. They can use any white magic spells. They have medium HP and low attack power.

#### Black Wizard

ORIGINAL CLASS: Black Mage

ABILITIES: Black Wizards can equip low level weapons and armor. They can use any black magic spells. They have very low HP and attack power.

#### Red Wizard

ORIGINAL CLASS: Red Mage

ABILITIES: Red Wizards can equip medium level weapons and armor. They can use most black and white magic spells. They have medium HP and attack power.

#### Master

ORIGINAL CLASS: Monk

ABILITIES: Masters can equip low level armor and very few weapons. They have very high HP and attack power.

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VII. ITEMS  
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#### 1. SUPPORT ITEMS

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##### Antidote

DESCRIPTION: Recovers poison status.

COST: 75 | 50 (Easy Mode)

##### Cottage

DESCRIPTION: Restores all HP/MP to party on world map.

COST: 3000 | 2000 (Easy Mode)

##### Gold Needle

DESCRIPTION: Recovers stone status.

COST: 800 | 500 (Easy Mode)

##### Potion

DESCRIPTION: Restores small portion of HP.

COST: 60 | 40 (Easy Mode)

##### Sleeping Bag

DESCRIPTION: Restores small amount of HP to party on world map.

COST: 75 | 50 (Easy Mode)

##### Tent

DESCRIPTION: Restores large amount of HP to party on world map.

COST: 250 | 160 (Easy Mode)

#### 2. KEY ITEMS

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##### Adamantite

DESCRIPTION: Given to the blacksmith in Mt. Duergar for the Excalibur.

LOCATION: Flying Fortress

##### Bell

DESCRIPTION: Used to make Tower of Mirage appear.

LOCATION: Lufenia

Bottled Faerie

DESCRIPTION: Frees the fairy in the spring in Gaia.

LOCATION: Caravan

Canoe

DESCRIPTION: Allows you to travel in rivers.

LOCATION: Crescent Lake

Crown

DESCRIPTION: Used to fight Astos.

LOCATION: Marsh Cave

Crystal Eye

DESCRIPTION: Given to Matoya for the Jolt Tonic.

LOCATION: Western Keep

Earth Rod

DESCRIPTION: Destroys the stone blocking the path in the Terra Cavern.

LOCATION: Sage's Cave

Jolt Tonic

DESCRIPTION: Awakens the Elf Prince.

LOCATION: Matoya's Cave

Levistone

DESCRIPTION: Used in the desert south of Crescent Lake for an airship.

LOCATION: Ice Cavern

Lute

DESCRIPTION: Removes the stone blocking the path in Temple of Chaos.

LOCATION: Cornelia Castle

Mystic Key

DESCRIPTION: Used to open various locked doors.

LOCATION: Elven Castle

Nitro Powder

DESCRIPTION: Used to blow up a canal.

LOCATION: Cornelia Castle

Oxyale

DESCRIPTION: Allows you to use the submarine in Onlak.

LOCATION: Gaia

Rat's Tail

DESCRIPTION: Given to Bahamut for a class upgrade.

LOCATION: Citadel of Trials

Rosetta Stone

DESCRIPTION: Given to the scholar in Melmond to learn Lufenian.

LOCATION: Sunken Shrine

Star Ruby

DESCRIPTION: Feed to the Titan in Titan's Cave to move on.

LOCATION: Terra Cavern

Warp Cube

DESCRIPTION: Used to warp to the Flying Fortress from Tower of Mirage.

LOCATION: Waterfall Cavern

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VIII. MAGIC

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1. WHITE MAGIC

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Level 1:

Cure1

DESCRIPTION: Restores a small amount of HP to one character.

COST: 100 | 50 (Easy Mode)

LOCATION: Cornelia

Dial

DESCRIPTION: Causes a small amount of damage to undead creatures.

COST: 100 | 50 (Easy Mode)

LOCATION: Cornelia

Blink

DESCRIPTION: Increases one character's evade.

COST: 100 | 50 (Easy Mode)

LOCATION: Cornelia

Shld1

DESCRIPTION: Increases one character's defense power.

COST: 100 | 50 (Easy Mode)

LOCATION: Cornelia

Level 2:

Silence

DESCRIPTION: Prevents enemies from using magic.

COST: 400 | 250 (Easy Mode)

LOCATION: Pravoca

NulBolt

DESCRIPTION: Bolt damage caused to party is decreased.

COST: 400 | 250 (Easy Mode)

LOCATION: Pravoca

Invis1

DESCRIPTION: Increases one character's evade.

COST: 400 | 250 (Easy Mode)

LOCATION: Pravoca

Lamp

DESCRIPTION: Cures one character of blind status.

COST: 400 | 250 (Easy Mode)

LOCATION: Pravoca

Level 3:

Cure2

DESCRIPTION: Restores a medium amount of HP to one character.

COST: 1500 | 1000 (Easy Mode)

LOCATION: Elfheim

NulFire

DESCRIPTION: Fire damage caused to party is decreased.

COST: 1500 | 1000 (Easy Mode)

LOCATION: Elfheim

Dia2

DESCRIPTION: Causes a medium amount of damage to undead creatures.

COST: 1500 | 1000 (Easy Mode)

LOCATION: Elfheim

Heal1

DESCRIPTION: Restores a small amount of HP to entire party.

COST: 1500 | 1000 (Easy Mode)

LOCATION: Elfheim

Level 4:

Esuna

DESCRIPTION: Cures one character of poison status.

COST: 4000 | 2500 (Easy Mode)

LOCATION: Elfheim

NulIce

DESCRIPTION: Ice damage caused to party is decreased.

COST: 4000 | 2500 (Easy Mode)

LOCATION: Elfheim

Fear

DESCRIPTION: Causes enemies to run from battle.

COST: 4000 | 2500 (Easy Mode)

LOCATION: Elfheim

Vox

DESCRIPTION: Cures one character of silence status.

COST: 4000 | 2500 (Easy Mode)

LOCATION: Elfheim

Level 5:

Cure3

DESCRIPTION: Restores a large amount of HP to one character.

COST: 8000 | 5000 (Easy Mode)

LOCATION: Melmond

Life

DESCRIPTION: Restores life to one fallen character.

COST: 8000 | 5000 (Easy Mode)

LOCATION: Melmond

Dia3

DESCRIPTION: Causes a large amount of damage to undead creatures.

COST: 8000 | 5000 (Easy Mode)

LOCATION: Melmond

Heal2

DESCRIPTION: Restores a medium amount of HP to entire party.

COST: 8000 | 5000 (Easy Mode)

LOCATION: Melmond

Level 6:

Stona

DESCRIPTION: Cures one character of stone status.

COST: 20000 | 13000 (Easy Mode)  
LOCATION: Crescent Lake

#### Warp2

DESCRIPTION: Teleports party out of dungeons.  
COST: 20000 | 13000 (Easy Mode)  
LOCATION: Crescent Lake

#### Invis2

DESCRIPTION: Increases party's evade.  
COST: 20000 | 13000 (Easy Mode)  
LOCATION: Crescent Lake

#### Shld2

DESCRIPTION: Increases party's defense power.  
COST: 20000 | 13000 (Easy Mode)  
LOCATION: Crescent Lake

#### Level 7:

#### Cure4

DESCRIPTION: Restores a very large amount of HP to one character.  
COST: 45000 | 30000 (Easy Mode)  
LOCATION: Gaia

#### Dia4

DESCRIPTION: Causes a very large amount of damage to undead creatures.  
COST: 45000 | 30000 (Easy Mode)  
LOCATION: Gaia

#### NulMgc

DESCRIPTION: Prevents party from death spells.  
COST: 45000 | 30000 (Easy Mode)  
LOCATION: Onlak

#### Heal3

DESCRIPTION: Restores a large amount of HP to entire party.  
COST: 45000 | 30000 (Easy Mode)  
LOCATION: Onlak

#### Level 8:

#### Life2

DESCRIPTION: Restores life and full HP to one character.  
COST: 60000 | 40000 (Easy Mode)  
LOCATION: Lufenia

#### NullAll

DESCRIPTION: Protects one character from all spells and status effects.  
COST: 60000 | 40000 (Easy Mode)  
LOCATION: Gaia

#### Holy

DESCRIPTION: Causes a large amount of damage to all enemies.  
COST: 60000 | 40000 (Easy Mode)  
LOCATION: Gaia

#### Dispel

DESCRIPTION: Removes status increasing spells from one enemy.  
COST: 60000 | 40000 (Easy Mode)

LOCATION: Gaia

## 2. BLACK MAGIC

~~~~~

### Level 1:

#### Fire1

DESCRIPTION: Causes a small amount of fire elemental damage to one enemy.

COST: 100 | 50 (Easy Mode)

LOCATION: Cornelia

#### Bolt1

DESCRIPTION: Causes a small amount of bolt elemental damage to one enemy.

COST: 100 | 50 (Easy Mode)

LOCATION: Cornelia

#### Focus1

DESCRIPTION: Increases one character's hit rate.

COST: 100 | 50 (Easy Mode)

LOCATION: Cornelia

#### Sleep1

DESCRIPTION: Puts one enemy to sleep, disabling their commands.

COST: 100 | 50 (Easy Mode)

LOCATION: Cornelia

### Level 2:

#### Ice1

DESCRIPTION: Causes ice elemental damage to one enemy.

COST: 400 | 250 (Easy Mode)

LOCATION: Pravoca

#### Slow

DESCRIPTION: Decreases one enemy's hit rate.

COST: 400 | 250 (Easy Mode)

LOCATION: Pravoca

#### Fog

DESCRIPTION: Causes blind status to enemies.

COST: 400 | 250 (Easy Mode)

LOCATION: Pravoca

#### Steel

DESCRIPTION: Increases one character's attack power.

COST: 400 | 250 (Easy Mode)

LOCATION: Pravoca

### Level 3:

#### Fire2

DESCRIPTION: Causes a medium amount of fire elemental damage to all enemies.

COST: 1500 | 1000 (Easy Mode)

LOCATION: Elfheim

#### Bolt2

DESCRIPTION: Causes a medium amount of bolt elemental damage to all enemies.

COST: 1500 | 1000 (Easy Mode)

LOCATION: Elfheim

## Bind

DESCRIPTION: Stuns one enemy, disabling all commands.

COST: 1500 | 1000 (Easy Mode)

LOCATION: Elfheim

## Focus2

DESCRIPTION: Decreases all enemies' evade.

COST: 1500 | 1000 (Easy Mode)

LOCATION: Elfheim

## Level 4:

### Haste

DESCRIPTION: Increases one character's hits.

COST: 4000 | 2500 (Easy Mode)

LOCATION: Elfheim

### Ice2

DESCRIPTION: Causes a medium amount of ice elemental damage.

COST: 4000 | 2500 (Easy Mode)

LOCATION: Elfheim

### Sleep2

DESCRIPTION: Puts one enemy into a deep sleep, disabling their commands.

COST: 4000 | 2500 (Easy Mode)

LOCATION: Elfheim

### Muddle

DESCRIPTION: Causes enemies to attack other enemies.

COST: 4000 | 2500 (Easy Mode)

LOCATION: Elfheim

## Level 5:

### Fire3

DESCRIPTION: Causes a large amount of fire elemental damage to all enemies.

COST: 8000 | 5000 (Easy Mode)

LOCATION: Melmond

### Warp1

DESCRIPTION: Teleports party back one floor in dungeons.

COST: 8000 | 5000 (Easy Mode)

LOCATION: Melmond

### Poison

DESCRIPTION: Kills all enemies.

COST: 8000 | 5000 (Easy Mode)

LOCATION: Melmond

### Slow2

DESCRIPTION: Decreases one enemies' hit rate

COST: 8000 | 5000 (Easy Mode)

LOCATION: Melmond

## Level 6:

### Bolt3

DESCRIPTION: Causes a large amount of bolt elemental damage to all enemies.

COST: 20000 | 13000 (Easy Mode)

LOCATION: Crescent Lake

#### Reaper

DESCRIPTION: Kills one enemy.  
COST: 20000 | 13000 (Easy Mode)  
LOCATION: Crescent Lake

#### Quake

DESCRIPTION: Kills all enemies.  
COST: 20000 | 13000 (Easy Mode)  
LOCATION: Crescent Lake

#### Stun

DESCRIPTION: Stuns one enemy, disabling all commands.  
COST: 20000 | 13000 (Easy Mode)  
LOCATION: Crescent Lake

#### Level 7:

#### Ice3

DESCRIPTION: Causes a large amount of ice elemental damage to all enemies.  
COST: 45000 | 30000 (Easy Mode)  
LOCATION: Gaia

#### Break

DESCRIPTION: Turns one enemy into stone.  
COST: 45000 | 30000 (Easy Mode)  
LOCATION: Gaia

#### Saber

DESCRIPTION: Increases one character's attack power.  
COST: 45000 | 30000 (Easy Mode)  
LOCATION: Onlak

#### Blind

DESCRIPTION: Causes blind status to one enemy.  
COST: 45000 | 30000 (Easy Mode)  
LOCATION: Onlak

#### Level 8:

#### Flare

DESCRIPTION: Causes a very large amount of damage to all enemies.  
COST: 60000 | 40000 (Easy Mode)  
LOCATION: Lufenia

#### Doom

DESCRIPTION: Kills one enemy.  
COST: 60000 | 40000 (Easy Mode)  
LOCATION: Gaia

#### Stop

DESCRIPTION: Stuns all enemies, disabling their commands.  
COST: 60000 | 40000 (Easy Mode)  
LOCATION: Gaia

#### Warp

DESCRIPTION: Kills all enemies.  
COST: 60000 | 40000 (Easy Mode)  
LOCATION: Gaia

=====

IX. WEAPONS

=====

1. SWORDS

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Broadsword

COST: 550 | 450 (Easy Mode)  
LOCATION: Pravoca  
ATTACK POWER: 15  
HIT RATE: 10

Coral Sword

COST: --  
LOCATION: Terra Cavern  
ATTACK POWER: 19  
HIT RATE: 15

Defender

COST: --  
LOCATION: Waterfall Cavern  
ATTACK POWER: 30  
HIT RATE: 35

Excalibur

COST: --  
LOCATION: Mt. Duergar  
ATTACK POWER: 45  
HIT RATE: 35

Falchion

COST: --  
LOCATION: Western Keep  
ATTACK POWER: 15  
HIT RATE: 10

Flame Sword

COST: --  
LOCATION: Ice Cavern  
ATTACK POWER: 26  
HIT RATE: 20

Ice Brand

COST: --  
LOCATION: Mt. Gulg, Citadel of Trials  
ATTACK POWER: 29  
HIT RATE: 25

Long Sword

COST: 1500 | 1200 (Easy Mode)  
LOCATION: Melmond  
ATTACK POWER: 20  
HIT RATE: 20

Masamune

COST: --  
LOCATION: Temple of Chaos  
ATTACK POWER: 56  
HIT RATE: 50

Mythril Sword

COST: 4000 | 3200 (Easy Mode)  
LOCATION: Elfheim, Crescent Lake  
ATTACK POWER: 23  
HIT RATE: 15

Rapier

COST: 10 | 8 (Easy Mode)  
LOCATION: Cornelia  
ATTACK POWER: 9  
HIT RATE: 5

Rune Blade

COST: --  
LOCATION: Temple of Chaos  
ATTACK POWER: 18  
HIT RATE: 15

Saber

COST: 450 | 360 (Easy Mode)  
LOCATION: Elfheim  
ATTACK POWER: 13  
HIT RATE: 5

Sasuke

COST: --  
LOCATION: Flying Fortress, Temple of Chaos  
ATTACK POWER: 33  
HIT RATE: 35

Scimitar

COST: 200 | 160 (Easy Mode)  
LOCATION: Pravoca  
ATTACK POWER: 10  
HIT RATE: 10

Sunblade

COST: --  
LOCATION: Tower of Mirage  
ATTACK POWER: 32  
HIT RATE: 25

Venom Blade

COST: --  
LOCATION: Flying Fortress  
ATTACK POWER: 22  
HIT RATE: 30

Vorpall Sword

COST: --  
LOCATION: Tower of Mirage  
ATTACK POWER: 24  
HIT RATE: 25

Werebane

COST: --  
LOCATION: Temple of Chaos  
ATTACK POWER: 18  
HIT RATE: 15

Wyrmslayer

COST: --

LOCATION: Mt. Duergar

ATTACK POWER: 19

HIT RATE: 15

## 2. AXES

~~~~~

Battle Axe

COST: 550 | 450 (Easy Mode)

LOCATION: Pravoca

ATTACK POWER: 17

HIT RATE: 5

Great Axe

COST: --

LOCATION: Titan's Cave

ATTACK POWER: 22

HIT RATE: 5

Light Axe

COST: --

LOCATION: Sunken Shrine

ATTACK POWER: 28

HIT RATE: 15

Mythril Axe

COST: 4500 | 3600 (Easy Mode)

LOCATION: Crescent Lake, Mt. Gulg

ATTACK POWER: 25

HIT RATE: 10

## 3. STAVES

~~~~~

Cosier

COST: 200 | 160 (Easy Mode)

LOCATION: Elfheim

ATTACK POWER: 14

HIT RATE: --

Healing Staff

COST: --

LOCATION: Citadel of Trials

ATTACK POWER: 6

HIT RATE: --

Mage's Staff

COST: --

LOCATION: Sunken Shrine

ATTACK POWER: 12

HIT RATE: 10

Power Staff

COST: --

LOCATION: Western Keep

ATTACK POWER: 12

HIT RATE: --

Spellbinder

COST: --

LOCATION: Waterfall Cavern  
ATTACK POWER: 15  
HIT RATE: 15

#### Staff

COST: 5 | 4 (Easy Mode)  
LOCATION: Cornelia, Terra Cavern, Mt. Gulg  
ATTACK POWER: 7  
HIT RATE: --

#### 4. HAMMERS

~~~~~

##### Hammer

COST: 10 | 8 (Easy Mode)  
LOCATION: Cornelia, Pravoca  
ATTACK POWER: 9  
HIT RATE: --

##### Mythril Hammer

COST: 2500 | 2000 (Easy Mode)  
LOCATION: Crescent Lake  
ATTACK POWER: 12  
HIT RATE: 5

##### Thor's Hammer

COST: --  
LOCATION: Tower of Mirage  
ATTACK POWER: 18  
HIT RATE: 15

#### 5. NUNCHAKU

~~~~~

##### Iron Nunchaku

COST: 200 | 160 (Easy Mode)  
LOCATION: Elfheim  
ATTACK POWER: 16  
HIT RATE: --

##### Nunchaku

COST: 10 | 8 (Easy Mode)  
LOCATION: Cornelia  
ATTACK POWER: 12  
HIT RATE: --

#### 6. KNIVES

~~~~~

##### Cat Claws

COST: 65000 | 52000 (Easy Mode)  
LOCATION: Gaia  
ATTACK POWER: 22  
HIT RATE: 35

##### Dagger

COST: 175 | 140 (Easy Mode)  
LOCATION: Elfheim  
ATTACK POWER: 7  
HIT RATE: 10

##### Knife

COST: 5 | 4 (Easy Mode)

LOCATION: Cornelia  
ATTACK POWER: 5  
HIT RATE: 10

Mythril Knife

COST: 800 | 640 (Easy Mode)  
LOCATION: Mt. Duergar, Crescent Lake  
ATTACK POWER: 10  
HIT RATE: 15

=====

X. ARMOR

=====

1. BODY

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Black Robe

COST: --  
LOCATION: Flying Fortress  
DEFENSE POWER: 24  
EVADE: 2

Chain Mail

COST: 80 | 65 (Easy Mode)  
LOCATION: Cornelia  
DEFENSE POWER: 15  
EVADE: 15

Copper Armlet

COST: 1000 | 800 (Easy Mode)  
LOCATION: Elfheim, Marsh Cave  
DEFENSE POWER: 4  
EVADE: 1

Diamond Armor

COST: --  
LOCATION: Sunken Shrine  
DEFENSE POWER: 42  
EVADE: 10

Diamond Armlet

COST: --  
LOCATION: Sunken Shrine  
DEFENSE POWER: 34  
EVADE: 1

Dragon Mail

COST: --  
LOCATION: Tower of Mirage  
DEFENSE POWER: 42  
EVADE: 10

Flame Armor

COST: --  
LOCATION: Mt. Gulg  
DEFENSE POWER: 34  
EVADE: 10

Ice Armor

COST: --

LOCATION: Ice Cavern  
DEFENSE POWER: 34  
EVADE: 10

#### Knight's Armor

COST: 45000 | 36000 (Easy Mode)  
LOCATION: Melmond  
DEFENSE POWER: 34  
EVADE: 33

#### Leather Armor

COST: 50 | 40 (Easy Mode)  
LOCATION: Cornelia  
DEFENSE POWER: 4  
EVADE: 8

#### Mythril Mail

COST: 7500 | 6000 (Easy Mode)  
LOCATION: Crescent Lake, Mt. Gulg  
DEFENSE POWER: 18  
EVADE: 8

#### Ruby Armlet

COST: 50000 | 40000 (Easy Mode)  
LOCATION: Citadel of Trials, Gaia  
DEFENSE POWER: 24  
EVADE: 1

#### Shirt

COST: 10 | 8 (Easy Mode)  
LOCATION: Cornelia, Ice Cavern, Flying Fortress  
DEFENSE POWER: 1  
EVADE: 2

#### Silver Armlet

COST: 5000 | 4000 (Easy Mode)  
LOCATION: Marsh Cave, Melmond  
DEFENSE POWER: 15  
EVADE: 1

#### Steel Plate

COST: 800 | 640 (Easy Mode)  
LOCATION: Pravoca, Elfheim  
DEFENSE POWER: 24  
EVADE: 23

#### White Robe

COST: --  
LOCATION: Flying Fortress  
DEFENSE POWER: 24  
EVADE: 2

## 2. HEAD

~~~~~

#### Diamond Helm

COST: --  
LOCATION: Sunken Shrine  
DEFENSE POWER: 8  
EVADE: 3

Grand Helm

COST: 450 | 360 (Easy Mode)  
LOCATION: Mt. Duergar, Melmond  
DEFENSE POWER: 5  
EVADE: 5

Healing Helm

COST: --  
LOCATION: Tower of Mirage, Flying Fortress  
DEFENSE POWER: 6  
EVADE: 3

Helmet

COST: 100 | 80 (Easy Mode)  
LOCATION: Mt. Duergar, Elfheim  
DEFENSE POWER: 3  
EVADE: 3

Leather Cap

COST: 80 | 65 (Easy Mode)  
LOCATION: Temple of Chaos, Pravoca, Elfheim  
DEFENSE POWER: 1  
EVADE: 1

Mythril Helm

COST: 2500 | 2000 (Easy Mode)  
LOCATION: Titan's Cave, Crescent Lake, Flying Fortress  
DEFENSE POWER: 6  
EVADE: 3

Ribbon

COST: --  
LOCATION: Sunken Shrine, Waterfall Cavern, Flying Fortress  
DEFENSE POWER: 1  
EVADE: 1

3. ARM

~~~~~

Bronze Gloves

COST: 200 | 160 (Easy Mode)  
LOCATION: Elven Castle, Melmond  
DEFENSE POWER: 2  
EVADE: 3

Diamond Gloves

COST: --  
LOCATION: Sunken Shrine, Flying Fortress  
DEFENSE POWER: 8  
EVADE: 3

Gauntlets

COST: --  
LOCATION: Citadel of Trials  
DEFENSE POWER: 6  
EVADE: 3

Steel Gloves

COST: 750 | 600 (Easy Mode)  
LOCATION: Western Keep, Melmond, Citadel of Trials  
DEFENSE POWER: 4

EVADE: 5

Leather Gloves

COST: 60 | 50 (Easy Mode)

LOCATION: Pravoca

DEFENSE POWER: 1

EVADE: 1

Mythril Gloves

COST: 2500 | 2000 (Easy Mode)

LOCATION: Crescent Lake, Mt. Gulg, Ice Cavern

DEFENSE POWER: 6

EVADE: 3

Protect Ring

COST: 20000 | 16000 (Easy Mode)

LOCATION: Gaia, Flying Fortress, Temple of Chaos

DEFENSE POWER: 8

EVADE: 1

Giant's Gloves

COST: --

LOCATION: Sunken Shrine

DEFENSE POWER: 6

EVADE: 3

4. SHIELDS

~~~~~

Aegis Shield

COST: --

LOCATION: Tower of Mirage

DEFENSE POWER: 16

EVADE: --

Buckler

COST: 2500 | 2000 (Easy Mode)

LOCATION: Crescent Lake

DEFENSE POWER: 2

EVADE: --

Diamond Shield

COST: --

LOCATION: Sunken Shrine, Flying Fortress

DEFENSE POWER: 16

EVADE: --

Flame Shield

COST: --

LOCATION: Mt. Gulg

DEFENSE POWER: 12

EVADE: --

Ice Shield

COST: --

LOCATION: Ice Cavern

DEFENSE POWER: 12

EVADE: --

Iron Shield

COST: 100 | 80 (Easy Mode)

LOCATION: Elfheim  
DEFENSE POWER: 4  
EVADE: --

Leather Shield

COST: 15 | 12 (Easy Mode)  
LOCATION: Pravoca  
DEFENSE POWER: 2  
EVADE: --

Mythril Shield

COST: 2500 | 2000 (Easy Mode)  
LOCATION: Terra Cavern, Crescent Lake, Mt. Gulg  
DEFENSE POWER: 8  
EVADE: --

Protection Mantle

COST: --  
LOCATION: Flying Fortress, Temple of Chaos  
DEFENSE POWER: 8  
EVADE: 2

=====  
XI. MONSTERS  
=====

Aeros

LOCATION: Flying Fortress  
EXPERIENCE: 1613  
GIL: 809  
WEAKNESS: --

Allosaurus

LOCATION: Pravoca (North Peninsula), Northeast Continent  
EXPERIENCE: 3384  
GIL: 502  
WEAKNESS: --

Anaconda

LOCATION: Terra Cavern, Crescent Lake  
EXPERIENCE: 164  
GIL: 50  
WEAKNESS: --

Aquos

LOCATION: Sunken Shrine, Temple of Chaos  
EXPERIENCE: 1961  
GIL: 800  
WEAKNESS: --

Basilisk

LOCATION: Northeast Continent, Temple of Chaos  
EXPERIENCE: 1976  
GIL: 658  
WEAKNESS: --

Black Knight

LOCATION: Tower of Mirage, Flying Fortress, Temple of Chaos  
EXPERIENCE: 1260  
GIL: 1600

WEAKNESS: --

Black Widow

LOCATION: Cornelia, Temple of Chaos, Marsh Cave

EXPERIENCE: 28

GIL: 8

WEAKNESS: --

Bloodbones

LOCATION: Marsh Cave, Ice Cavern

EXPERIENCE: 378

GIL: 378

WEAKNESS: Fire, Dia

Blue Dragon

LOCATION: Tower of Mirage

EXPERIENCE: 3240

GIL: 2000

WEAKNESS: --

Centipede

LOCATION: Crescent Lake

EXPERIENCE: 1194

GIL: 300

WEAKNESS: --

Chimera

LOCATION: Tower of Mirage, Flying Fortress, Temple of Chaos

EXPERIENCE: 2064

GIL: 2500

WEAKNESS: --

Clay Golem

LOCATION: Citadel of Trials, Waterfall, Flying Fortress, Temple of Chaos

EXPERIENCE: 1256

GIL: 800

WEAKNESS: --

Cobra

LOCATION: Elfheim, Melmond

EXPERIENCE: 120

GIL: 50

WEAKNESS: --

Cockatrice

LOCATION: Terra Cavern, Ice Cavern, Waterfall Cavern

EXPERIENCE: 186

GIL: 200

WEAKNESS: Bolt

Crawler

LOCATION: Marsh Cave

EXPERIENCE: 186

GIL: 200

WEAKNESS: --

Crazy Horse

LOCATION: Cornelia, Matoya's Cave, Pravoca

EXPERIENCE: 63

GIL: 15

WEAKNESS: --

Crocodile

LOCATION: River  
EXPERIENCE: 816  
GIL: 900  
WEAKNESS: Bolt

Dark Warrior

LOCATION: Temple of Chaos  
EXPERIENCE: 3419  
GIL: 3420  
WEAKNESS: --

Dark Wizard

LOCATION: Ice Cavern, Temple of Chaos  
EXPERIENCE: 1095  
GIL: 1095  
WEAKNESS: --

Death Eye

LOCATION: Temple of Chaos  
EXPERIENCE: 1  
GIL: 1  
WEAKNESS: --

Deepeyes

LOCATION: Sunken Shrine  
EXPERIENCE: 3591  
GIL: 3591  
WEAKNESS: --

Desert Baretta

LOCATION: Northeast Continent  
EXPERIENCE: 2608  
GIL: 1  
WEAKNESS: --

Doom Knight

LOCATION: Flying Fortress  
EXPERIENCE: 2700  
GIL: 3000  
WEAKNESS: --

Dragon Zombie

LOCATION: Citadel of Trials, Temple of Chaos  
EXPERIENCE: 2328  
GIL: 999  
WEAKNESS: Fire, Dia

Earth Medusa

LOCATION: Flying Fortress, Temple of Chaos  
EXPERIENCE: 1218  
GIL: 1218  
WEAKNESS: --

Evil Eye

LOCATION: Ice Cavern, Flying Fortress  
EXPERIENCE: 3224  
GIL: 3225

WEAKNESS: --

Fire Gigas

LOCATION: Temple of Chaos

EXPERIENCE: 1504

GIL: 1506

WEAKNESS: Ice

Fire Hydra

LOCATION: Mt. Gulg, Flying Fortress

EXPERIENCE: 1212

GIL: 400

WEAKNESS: --

Fire Lizard

LOCATION: Mt. Gulg, Temple of Chaos

EXPERIENCE: 2472

GIL: 1200

WEAKNESS: Ice

Gargoyle

LOCATION: Marsh Cave

EXPERIENCE: 132

GIL: 80

WEAKNESS: --

Ghast

LOCATION: Pravoca

EXPERIENCE: 116

GIL: 117

WEAKNESS: Fire, Dia

Ghost

LOCATION: Sunken Shrine

EXPERIENCE: 989

GIL: 990

WEAKNESS: Fire, Dia

Ghoul

LOCATION: Temple of Chaos, Marsh Cave

EXPERIENCE: 92

GIL: 50

WEAKNESS: Fire, Dia

Gigas Worm

LOCATION: Cornelia, Temple of Chaos, Matoya's Cave, Pravoca

EXPERIENCE: 63

GIL: 15

WEAKNESS: --

Gnoma

LOCATION: Terra Cavern, Temple of Chaos

EXPERIENCE: 1536

GIL: 768

WEAKNESS: --

Goblin

LOCATION: Cornelia, Temple of Chaos, Matoya's Cave, Pravoca

EXPERIENCE: 6

GIL: 6

WEAKNESS: Fire

Goblin Guard

LOCATION: Cornelia, Temple of Chaos, Matoya's Cave, Pravoca

EXPERIENCE: 18

GIL: 18

WEAKNESS: --

Goggler

LOCATION: Ocean

EXPERIENCE: 40

GIL: 40

WEAKNESS: Bolt

Gray Ooze

LOCATION: Marsh Cave, Mt. Gulg

EXPERIENCE: 254

GIL: 70

WEAKNESS: --

Green Dragon

LOCATION: Temple of Chaos

EXPERIENCE: 4068

GIL: 5000

WEAKNESS: --

Green Slime

LOCATION: Marsh Cave

EXPERIENCE: 84

GIL: 20

WEAKNESS: Fire, Ice, Bolt

Guardian

LOCATION: Tower of Mirage

EXPERIENCE: 1224

GIL: 400

WEAKNESS: Bolt

Hell Hound

LOCATION: Tower of Mirage

EXPERIENCE: 1181

GIL: 600

WEAKNESS: Ice

Hill Gigas

LOCATION: Pravoca (North Peninsula), Terra Cavern, Crescent Lake

EXPERIENCE: 879

GIL: 879

WEAKNESS: --

Horned Devil

LOCATION: Mt. Gulg, Citadel of Trials

EXPERIENCE: 387

GIL: 387

WEAKNESS: --

Hydra

LOCATION: River

EXPERIENCE: 912

GIL: 150

WEAKNESS: Bolt

Hyenadon

LOCATION: Melmond, Titan's Cave, Mt. Gulg

EXPERIENCE: 288

GIL: 72

WEAKNESS: --

Ice Gigas

LOCATION: Onlak, Temple of Chaos

EXPERIENCE: 1750

GIL: 1752

WEAKNESS: Fire

King Mummy

LOCATION: Citadel of Trials, Waterfall Cavern

EXPERIENCE: 984

GIL: 1000

WEAKNESS: Fire, Dia

Kraken

LOCATION: Temple of Chaos

EXPERIENCE: 2000

GIL: 1

WEAKNESS: Bolt

Lava Worm

LOCATION: Mt. Gulg, Temple of Chaos

EXPERIENCE: 1668

GIL: 400

WEAKNESS: --

Lesser Tiger

LOCATION: Titan's Cave

EXPERIENCE: 436

GIL: 108

WEAKNESS: --

Lich

LOCATION: Temple of Chaos

EXPERIENCE: 2000

GIL: 1

WEAKNESS: Fire, Dia

Lizard

LOCATION: Matoya's Cave, Pravoca, Mt. Gulg

EXPERIENCE: 152

GIL: 50

WEAKNESS: --

Manticore

LOCATION: Flying Fortress

EXPERIENCE: 1317

GIL: 650

WEAKNESS: --

Marilith

LOCATION: Temple of Chaos

EXPERIENCE: 2000

GIL: 1

WEAKNESS: --

Medusa

LOCATION: Citadel of Trials, Tower of Mirage, Flying Fortress

EXPERIENCE: 698

GIL: 781

WEAKNESS: --

Mindflayer

LOCATION: Ice Cavern, Citadel of Trials, Flying Fortress

EXPERIENCE: 821

GIL: 999

WEAKNESS: --

Minotaur

LOCATION: Terra Cavern, Mt. Gulg

EXPERIENCE: 489

GIL: 489

WEAKNESS: --

Mummy

LOCATION: Ice Cavern, Waterfall Cavern

EXPERIENCE: 300

GIL: 300

WEAKNESS: Fire, Dia

Necrotaur

LOCATION: Pravoca (North Peninsula), Citadel of Trials

EXPERIENCE: 1050

GIL: 1050

WEAKNESS: Fire, Dia

Neochu

LOCATION: River, Flying Fortress

EXPERIENCE: 3188

GIL: 500

WEAKNESS: Bolt

Nightmare

LOCATION: Citadel of Trials, Waterfall, Tower of Mirage, Flying Fortress

EXPERIENCE: 1272

GIL: 700

WEAKNESS: --

Ochu

LOCATION: River

EXPERIENCE: 1224

GIL: 102

WEAKNESS: Bolt

Ogre

LOCATION: Matoya's Cave, Pravoca, Elfheim, Melmond

EXPERIENCE: 192

GIL: 195

WEAKNESS: --

Ogre Chieftain

LOCATION: Pravoca, Elfheim, Melmond, Mt. Gulg

EXPERIENCE: 288

GIL: 300

WEAKNESS: --

Ogre Mage

LOCATION: Terra Cavern, Mt. Gulg

EXPERIENCE: 723

GIL: 723

WEAKNESS: --

Piranha

LOCATION: River

EXPERIENCE: 240

GIL: 20

WEAKNESS: Bolt

Pirate

LOCATION: Pravoca

EXPERIENCE: 40

GIL: 40

WEAKNESS: --

Piscodemon

LOCATION: Marsh Cave, Terra Cavern, Ice Cavern

EXPERIENCE: 276

GIL: 300

WEAKNESS: --

Purple Worm

LOCATION: Temple of Chaos

EXPERIENCE: 4344

GIL: 1000

WEAKNESS: --

Pyrolisk

LOCATION: Mt. Gulg, Waterfall Cavern

EXPERIENCE: 423

GIL: 500

WEAKNESS: Ice

Pyros

LOCATION: Mt. Gulg, Temple of Chaos

EXPERIENCE: 1620

GIL: 800

WEAKNESS: --

Rakshasa

LOCATION: Citadel of Trials, Flying Fortress

EXPERIENCE: 602

GIL: 800

WEAKNESS: --

Red Dragon

LOCATION: Mt. Gulg

EXPERIENCE: 2904

GIL: 4000

WEAKNESS: Ice

Red Piranha

LOCATION: River

EXPERIENCE: 546

GIL: 46

WEAKNESS: Bolt

Remora

LOCATION: Ice Cavern

EXPERIENCE: 2244

GIL: 1000

WEAKNESS: --

Rhyos

LOCATION: Temple of Chaos

EXPERIENCE: 4585

GIL: 5000

WEAKNESS: --

Sabertooth

LOCATION: Northeast Continent, Tower of Mirage

EXPERIENCE: 840

GIL: 500

WEAKNESS: --

Sahagin

LOCATION: Ocean

EXPERIENCE: 30

GIL: 30

WEAKNESS: Bolt

Sahagin Chief

LOCATION: Ocean, Sunken Shrine

EXPERIENCE: 108

GIL: 105

WEAKNESS: Bolt

Sahagin Prince

LOCATION: Sunken Shrine

EXPERIENCE: 882

GIL: 882

WEAKNESS: Bolt

Sand Worm

LOCATION: Northeast Continent

EXPERIENCE: 2680

GIL: 900

WEAKNESS: --

Scorpion

LOCATION: Pravoca, Marsh Cave, Crescent Lake

EXPERIENCE: 224

GIL: 70

WEAKNESS: --

Sea Scorpion

LOCATION: Sunken Shrine, Temple of Chaos

EXPERIENCE: 640

GIL: 300

WEAKNESS: --

Sea Snake

LOCATION: Sunken Shrine, Temple of Chaos

EXPERIENCE: 956

GIL: 600

WEAKNESS: Bolt

Sea Troll

LOCATION: Sunken Shrine, Temple of Chaos

EXPERIENCE: 852

GIL: 852

WEAKNESS: Bolt

Shadow

LOCATION: Marsh Cave, Melmond

EXPERIENCE: 89

GIL: 45

WEAKNESS: Fire, Dia

Shark

LOCATION: Ocean

EXPERIENCE: 264

GIL: 66

WEAKNESS: Bolt

Skeleton

LOCATION: Cornelia, Temple of Chaos, Marsh Cave

EXPERIENCE: 9

GIL: 3

WEAKNESS: Fire, Dia

Soldier

LOCATION: Flying Fortress

EXPERIENCE: 4000

GIL: 2000

WEAKNESS: --

Specter

LOCATION: Ice Cavern

EXPERIENCE: 150

GIL: 150

WEAKNESS: Fire, Dia

Sphinx

LOCATION: Terra Cavern

EXPERIENCE: 1160

GIL: 1160

WEAKNESS: --

Spirit Naga

LOCATION: Flying Fortress

EXPERIENCE: 3488

GIL: 4000

WEAKNESS: --

Stone Golem

LOCATION: Flying Fortress, Temple of Chaos

EXPERIENCE: 2384

GIL: 1000

WEAKNESS: --

Tarantula

LOCATION: Pravoca, Elfheim, Marsh Cave

EXPERIENCE: 140

GIL: 50

WEAKNESS: --

Tiamat

LOCATION: Temple of Chaos

EXPERIENCE: 2000

GIL: 1

WEAKNESS: Flare

Troll

LOCATION: Pravoca (North Peninsula), Terra Cavern, Crescent Lake

EXPERIENCE: 1240

GIL: 621

WEAKNESS: Fire

Vampire

LOCATION: Terra Cavern, Tower of Mirage

EXPERIENCE: 1200

GIL: 2000

WEAKNESS: Fire, Dia

Vampire Lord

LOCATION: Flying Fortress, Temple of Chaos

EXPERIENCE: 2384

GIL: 3000

WEAKNESS: Fire, Dia

Warg Wolf

LOCATION: Temple of Chaos, Matoya's Cave, Provaka

EXPERIENCE: 88

GIL: 22

WEAKNESS: --

Warmech

LOCATION: Flying Fortress

EXPERIENCE: 32000

GIL: 32000

WEAKNESS: --

Water Naga

LOCATION: Sunken Shrine

EXPERIENCE: 2352

GIL: 2355

WEAKNESS: --

Weretiger

LOCATION: Northeast Continent, Tower of Mirage

EXPERIENCE: 780

GIL: 780

WEAKNESS: --

Werewolf

LOCATION: Pravoca, Terra Cavern

EXPERIENCE: 132

GIL: 67

WEAKNESS: --

White Croc

LOCATION: River

EXPERIENCE: 1890

GIL: 2000

WEAKNESS: Bolt

White Dragon

LOCATION: Ice Cavern, Temple of Chaos  
EXPERIENCE: 1700  
GIL: 2000  
WEAKNESS: Fire

White Shark

LOCATION: Sunken Shrine, Temple of Chaos  
EXPERIENCE: 2360  
GIL: 600  
WEAKNESS: --

Wight

LOCATION: Terra Cavern, Ice Cavern  
EXPERIENCE: 117  
GIL: 117  
WEAKNESS: Fire, Dia

Winter Wolf

LOCATION: Pravoca (North Peninsula), Ice Cavern, Onlak, Temple of Chaos  
EXPERIENCE: 402  
GIL: 200  
WEAKNESS: Fire

Wolf

LOCATION: Cornelia, Temple of Chaos, Matoya's Cave, Pravoca  
EXPERIENCE: 24  
GIL: 6  
WEAKNESS: --

Wraith

LOCATION: Western Keep, Ice Cavern  
EXPERIENCE: 231  
GIL: 231  
WEAKNESS: Fire, Dia

Wyvern

LOCATION: Northeast Continent  
EXPERIENCE: 1173  
GIL: 50  
WEAKNESS: --

Zombie

LOCATION: Temple of Chaos, Marsh Cave  
EXPERIENCE: 24  
GIL: 12  
WEAKNESS: Fire, Dia

=====

XII. BOSS STRATEGIES

=====

Astos

LOCATION: Western Keep  
EXPERIENCE: 2248  
GIL: 2000  
WEAKNESS: --  
STRATEGY: Warriors/Thieves/Monks should attack physically, White Mages

should attack physically and heal when needed, Black and Red Mages should use high level Black Magic spells.

#### Chaos

LOCATION: Temple of Chaos

EXPERIENCE: --

GIL: --

WEAKNESS: Flare, Holy

STRATEGY: Knights should use the Excalibur or Masamune. Ninjas should use Sasukes or the Masamune. Masters should attack physically.

White Wizards should use Holy and should also use Cure4, Heal3, and Life2 when needed. Red Wizards should attack physically. Black Wizards should use Flare.

#### Garland

LOCATION: Temple of Chaos

EXPERIENCE: 128

GIL: 250

WEAKNESS: --

STRATEGY: Warriors/Thieves/Monks should attack physically, White Mages should attack physically and heal when needed, Black and Red Mages should use Fire or Bolt spells.

#### Kraken

LOCATION: Sunken Shrine

EXPERIENCE: 4245

GIL: 5000

WEAKNESS: Bolt

STRATEGY: Knights/Ninjas/Masters should attack physically, White Wizards should attack physically and heal when needed, Black and Red Wizards should use high level Bolt spells.

#### Lich

LOCATION: Terra Cavern

EXPERIENCE: 2200

GIL: 3000

WEAKNESS: Fire, Dia

STRATEGY: Warriors/Thieves/Monks should attack physically, White Mages should use Dia and heal when needed, Black and Red Mages should use Fire magic.

#### Marilith

LOCATION: Mt. Gulg

EXPERIENCE: 2712

GIL: 3000

WEAKNESS: --

STRATEGY: Warriors/Thieves/Monks should attack physically, White Mages should attack physically and heal when needed, Black and Red Mages should use high level magic. Watch out for Marilith's high level Fire spells.

#### Tiamat

LOCATION: Flying Fortress

EXPERIENCE: 5496

GIL: 6000

WEAKNESS: Flare

STRATEGY: Knights/Ninjas/Masters should attack physically, White Wizards should attack physically and heal when needed, Black Wizards should use Flare and Red Wizards should attack physically.

#### Vampire

LOCATION: Terra Cavern

EXPERIENCE: 1200

GIL: 2000

WEAKNESS: Fire, Dia

STRATEGY: Warriors/Thieves/Monks should attack physically, White Mages should use Dia and heal when needed, Black and Red Mages should use Fire magic.

=====  
XIII. SHOPS  
=====

-----  
Cornelia  
-----

INN COST - 30

REVIVE COST - 40

ITEM

~~~~~

Potion - 60 | 40 (Easy Mode)

Antidote - 75 | 50 (Easy Mode)

Sleeping Bag - 75 | 50 (Easy Mode)

BLACK MAGIC

~~~~~

Fire1 - 100 | 50 (Easy Mode)

Bolt1 - 100 | 50 (Easy Mode)

Focus1 - 100 | 50 (Easy Mode)

Sleep1 - 100 | 50 (Easy Mode)

WHITE MAGIC

~~~~~

Cure1 - 100 | 50 (Easy Mode)

Dial - 100 | 50 (Easy Mode)

Blink - 100 | 50 (Easy Mode)

Shld1 - 100 | 50 (Easy Mode)

WEAPON

~~~~~

Nunchunks - 10 | 8 (Easy Mode)

Knife - 5 | 4 (Easy Mode)

Staff - 5 | 4 (Easy Mode)

Rapier - 10 | 8 (Easy Mode)

Hammer - 10 | 8 (Easy Mode)

ARMOR

~~~~~

Shirt - 10 | 8 (Easy Mode)

Leather Armor - 50 | 40 (Easy Mode)

Chain Mail - 80 | 65 (Easy Mode)

-----  
Pravoca  
-----

INN COST - 50

REVIVE COST - 80

ITEM

~~~~~

Potion - 60 | 40 (Easy Mode)  
Antidote - 75 | 50 (Easy Mode)  
Sleeping Bag - 75 | 50 (Easy Mode)  
Tent - 250 | 160 (Easy Mode)

BLACK MAGIC

~~~~~

Ice - 400 | 250 (Easy Mode)  
Slow - 400 | 250 (Easy Mode)  
Fog - 400 | 250 (Easy Mode)  
Steel - 400 | 250 (Easy Mode)

WHITE MAGIC

~~~~~

Silence - 400 | 250 (Easy Mode)  
NulBolt - 400 | 250 (Easy Mode)  
Invis1 - 400 | 250 (Easy Mode)  
Lamp - 400 | 250 (Easy Mode)

WEAPON

~~~~~

Hammer - 10 | 8 (Easy Mode)  
Broadsword - 550 | 450 (Easy Mode)  
Battle Axe - 550 | 450 (Easy Mode)  
Scimitar - 200 | 160 (Easy Mode)

ARMOR

~~~~~

Leather Armor - 50 | 40 (Easy Mode)  
Chain Mail - 80 | 65 (Easy Mode)  
Steel Plate - 800 | 640 (Easy Mode)  
Leather Shield - 15 | 12 (Easy Mode)  
Leather Gloves - 60 | 50 (Easy Mode)

-----  
Elfheim  
-----

INN COST - 100

REVIVE COST - 200

ITEM

~~~~~

Potion - 60 | 40 (Easy Mode)  
Antidote - 75 | 50 (Easy Mode)  
Tent - 250 | 160 (Easy Mode)  
Cottage - 3000 | 2000 (Easy Mode)  
Gold Needle - 800 | 500 (Easy Mode)

BLACK MAGIC

~~~~~

Fire2 - 1500 | 1000 (Easy Mode)  
Bolt2 - 1500 | 1000 (Easy Mode)  
Bind - 1500 | 1000 (Easy Mode)  
Focus2 - 1500 | 1000 (Easy Mode)

Haste - 4000 | 2500 (Easy Mode)  
Ice2 - 4000 | 2500 (Easy Mode)  
Sleep2 - 4000 | 2500 (Easy Mode)  
Muddle - 4000 | 2500 (Easy Mode)

WHITE MAGIC

~~~~~  
Cure2 -1500 | 1000 (Easy Mode)  
NulFire - 1500 | 1000 (Easy Mode)  
Dia2 - 1500 | 1000 (Easy Mode)  
Heal1 - 1500 | 1000 (Easy Mode)  
Esuna - 4000 | 2500 (Easy Mode)  
NulIce - 4000 | 2500 (Easy Mode)  
Fear - 4000 | 2500 (Easy Mode)  
Vox - 4000 | 2500 (Easy Mode)

WEAPON

~~~~~  
Iron Nunchaku - 200 | 160 (Easy Mode)  
Dagger - 175 | 140 (Easy Mode)  
Cosier - 200 | 160 (Easy Mode)  
Saber - 450 | 360 (Easy Mode)  
Mythril Sword - 4000 | 3200 (Easy Mode)

ARMOR

~~~~~  
Steel Plate - 800 | 640 (Easy Mode)  
Copper Armlet - 1000 | 800 (Easy Mode)  
Iron Shield - 100 | 80 (Easy Mode)  
Leather Cap - 80 | 65 (Easy Mode)  
Helmet - 100 | 80 (Easy Mode)

-----  
Melmond  
-----

INN COST - 100

REVIVE COST - No church

BLACK MAGIC

~~~~~  
Fire3 - 8000 | 5000 (Easy Mode)  
Warp1 - 8000 | 5000 (Easy Mode)  
Poison - 8000 | 5000 (Easy Mode)  
Slow2 - 8000 | 5000 (Easy Mode)

WHITE MAGIC

~~~~~  
Cure3 - 8000 | 5000 (Easy Mode)  
Life - 8000 | 5000 (Easy Mode)  
Dia3 - 8000 | 5000 (Easy Mode)  
Heal2 - 8000 | 5000 (Easy Mode)

WEAPON

~~~~~  
Cosier - 200 | 160 (Easy Mode)  
Saber - 450 | 360 (Easy Mode)  
Falchion - 450 | 360 (Easy Mode)  
Long Sword - 1500 | 1200 (Easy Mode)

ARMOR

~~~~~  
Knight's Armor - 45000 | 36000 (Easy Mode)  
Silver Armlet - 5000 | 4000 (Easy Mode)  
Grand Helm - 450 | 360 (Easy Mode)  
Bronze Gloves - 200 | 160 (Easy Mode)  
Steel Gloves - 750 | 600 (Easy Mode)

-----  
Crescent Lake  
-----

INN COST - 200

REVIVE COST - 400

ITEM

~~~~~  
Potion - 60 | 40 (Easy Mode)  
Antidote - 75 | 50 (Easy Mode)  
Tent - 250 | 160 (Easy Mode)  
Cottage - 3000 | 2000 (Easy Mode)

BLACK MAGIC

~~~~~  
Bolt3 - 20000 | 13000 (Easy Mode)  
Reaper - 20000 | 13000 (Easy Mode)  
Quake - 20000 | 13000 (Easy Mode)  
Stun - 20000 | 13000 (Easy Mode)

WHITE MAGIC

~~~~~  
Stona - 20000 | 13000 (Easy Mode)  
Warp2 - 20000 | 13000 (Easy Mode)  
Invis2 - 20000 | 13000 (Easy Mode)  
Shld2 - 20000 | 13000 (Easy Mode)

WEAPON

~~~~~  
Mythril Knife - 800 | 640 (Easy Mode)  
Mythril Sword - 4000 | 3200 (Easy Mode)  
Mythril Hammer - 2500 | 2000 (Easy Mode)  
Mythril Axe - 4500 | 3600 (Easy Mode)

ARMOR

~~~~~  
Mythril Mail - 7500 | 6000 (Easy Mode)  
Mythril Shield - 2500 | 2000 (Easy Mode)  
Buckler - 2500 | 2000 (Easy Mode)  
Mythril Helm - 2500 | 2000 (Easy Mode)  
Mythril Gloves - 2500 | 2000 (Easy Mode)

-----  
Caravan  
-----

ITEM

~~~~~  
Bottled Faerie - 50000 | 40000 (Easy Mode)

Potion - 60 | 40 (Easy Mode)  
Antidote - 75 | 50 (Easy Mode)  
Gold Needle - 800 | 500 (Easy Mode)

---

Gaia

---

INN COST - 500

REVIVE COST - 750

ITEM

~~~~~  
Potion - 60 | 40 (Easy Mode)  
Antidote - 75 | 50 (Easy Mode)  
Tent - 250 | 160 (Easy Mode)  
Cottage - 3000 | 2000 (Easy Mode)

BLACK MAGIC

~~~~~  
Ice3 - 45000 | 30000 (Easy Mode)  
Break - 45000 | 30000 (Easy Mode)  
Doom - 60000 | 40000 (Easy Mode)  
Stop - 60000 | 40000 (Easy Mode)  
Warp - 60000 | 40000 (Easy Mode)

WHITE MAGIC

~~~~~  
Cure4 - 45000 | 30000 (Easy Mode)  
Dia4 - 45000 | 30000 (Easy Mode)  
NullAll - 60000 | 40000 (Easy Mode)  
Holy - 60000 | 40000 (Easy Mode)  
Dispel - 60000 | 40000 (Easy Mode)

WEAPON

~~~~~  
Cat Claws - 65000 | 52000 (Easy Mode)

ARMOR

~~~~~  
Ruby Armet - 50000 | 40000 (Easy Mode)  
Protect Ring - 20000 | 16000 (Easy Mode)

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Onlak

---

INN COST - 300

REVIVE COST - 750

ITEM

~~~~~  
Potion - 60 | 40 (Easy Mode)  
Antidote - 75 | 50 (Easy Mode)  
Tent - 250 | 160 (Easy Mode)  
Cottage - 3000 | 2000 (Easy Mode)  
Gold Needle - 800 | 500 (Easy Mode)

BLACK MAGIC

~~~~~

Saber - 45000 | 30000 (Easy Mode)

Blind - 45000 | 30000 (Easy Mode)

WHITE MAGIC

~~~~~

NulMgc - 45000 | 30000 (Easy Mode)

Heal3 - 45000 | 30000 (Easy Mode)

-----  
Lufenia  
-----

BLACK MAGIC

~~~~~

Flare - 60000 | 40000 (Easy Mode)

WHITE MAGIC

~~~~~

Life2 - 60000 | 40000 (Easy Mode)

=====  
XIV. STATUS AILMENTS  
=====

Darkness: Lowers character's hit rate.

CURE: Healed automatically after the duration of battle.

Death: Character is dead, and unable to use any commands.

CURE: Priest in a church or White Magic Life / Life2 spells.

Mute: Prevents characters from using spells.

CURE: Healed automatically after the duration of battle.

Paralysis: Disables character's commands.

CURE: Healed randomly during battle or after duration of battle.

Poison: Degenerates character's HP during each battle round.

CURE: Antidote.

Sleep: Puts target to sleep, disabling character's commands.

CURE: Healed randomly during battle or after duration of battle.

Stone: Turns character to stone, disabling all commands.

CURE: Gold Needle.

\*\*\*\*\*  
\*\*\*\*\*FINAL FANTASY II\*\*\*\*\*  
\*\*\*\*\*

=====  
XV. WALKTHROUGH  
=====

\*\*\*Introduction to Final Fantasy II's unique game mechanics\*\*\*

This game's system is untraditional compared to other FFs; however, it is very logical and unique. Stats are gained individually by how often they are used. If you lose a lot of HP in battle, then you'll most likely gain HP. Use a lot of MP in battle to gain more. Use weapons to gain strength, magic

for magic power, etc. Also, the inn system is untraditional in this game, costs are determined like this: one Gil per MP and one Gil for four HP. To revive dead characters, take them to a goddess statue in a town.

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### 1. Altair

---

TREASURE: Potion.

The game will begin with the party, Firion, Maria, Gus, and Leon, running from the empire's soldiers. An un-winnable battle will commence and all of your characters will die within the first few rounds. Firion will be revived by Mindu and Hilda, the leader of a small rebellion against the empire. Firion will meet Maria and Gus on his way to the throne room, but Leon is nowhere to be found. Enter the throne room and talk to Hilda twice. She'll give you the Wild Rose password, to learn it, click on the highlighted password using the Memorize command. Collect treasure in the rebel base and exit to the town. Before venturing out, I would suggest buying at least a Cure spell. Take note of what weapons your characters are equipped with and change them according to what you want them to master. Travel outside and gain HP for a while and prepare to infiltrate Fynn Castle.

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### 2. Fynn

---

TREASURE: Potion ×3, Ring, Canoe.

From Altair travel north. On your way you'll find a small town just below the crescent shaped lake. This town is called Gatreia, it's rather small and has few new items to offer in its stores. Stay in the inn if needed and continue on your journey northward. Walk into the center of the crescent shaped lake and enter the town. This is Fynn, and it's been invaded by the Paramecian empire. Don't talk to any of the soldiers or they'll attack you and you'll be thrown into an un-winnable battle. There are normal battles in the village as well, but they shouldn't pose too much threat. None of the houses or shops are inhabited at the moment. Walk north and go east along the perimeter of the outer wall to reach the Pub. Talk to the bar tender and tell him the Wild Rose password by using the Ask command. Walk into the basement behind the bar and talk to the dying man on the bed. His name is Scott, and he was the ruler of Kas'ion before it was destroyed by the empire. He is also the older brother of Gordon, who you may or may not have met in Altair, and he is in love with Hilda. Before he dies, he uses the last of his strength to give you a Ring to give to Hilda. The Ring will allow you to view a world map by pressing O and Start together. Return to Altair and tell Hilda the sad news by showing her the Ring with the Items command, she'll insist that you keep it. She will then teach you a new password, Mythril. She explains that if you can find this ore, Tobul, the blacksmith, will weld Mythril equipment, making your rebellion a little bit stronger. Mindu will join you. He is a very powerful White Mage with almost every White Magic spell available. He will also give you a Canoe, making it possible to travel to Semmit Falls.

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### 3. Semmit Falls

---

TREASURE: 10 Gil, 200 Gil, 530 Gil, 1 Gil, Antidote, Potion ×2, Fire, Warp, Mythril.

Cross the lake just north of Altair to reach Paloom. This town offers some new equipment, but I would recommend waiting until you reach Salamand before buying any new equipment. Talk to the sailor at the entrance of the town and pay 32 Gil for a boat trip to the next town. This town is called Poft. You'll find Cid in the Pub, and you can learn the Airship password from him. His assistant will give you Airship rides to the areas outlined below:

Bafsk - 100 Gil

Salamand - 200 Gil

Semmit Falls - 300 Gil

Kas'ion - 400 Gil

You can take the Airship straight to Semmit Falls from here, but I would recommend stopping by Salamand first for some really great spells and equipment. In the freezing town of Salamand you'll learn that the town's men are trapped in Semmit Falls. Stay at the inn and buy new equipment. Stock up on curative items and do some last minute leveling up before heading west to Semmit Falls. Navigate the river east to the cave right above the falls. Make your way through the mine, collecting treasure as you go. You will eventually reach four doors in a row, enter the west-most door, the others lead to nothing. West from there is another trio of doors, again take west-most door. In this room, you'll meet all the men from Salamand. Talk to the Ninja, his name is Pavel, he'll help everyone escape from here. You'll soon venture into an intersection, east and south lead to dead ends, the north path will lead on. In the next room there is a bridge leading west, take this path to reach a chest containing the Warp spell, but be ready with Ice spells to fight the Spiketoise guarding it. Return to the bridge and head north, take the western door to reach the boss.

Sergeant

WEAKNESS: None

STRATEGY: Use your strongest weapons against the boss. Have Mindu cast Shield and Blink on the party.

Take the Mythril and have Mindu cast Warp to warp out of the mine.

---

#### 4. Bafsk Cave

---

TREASURE: Long Sword, Longbow, Pass.

Return to Altair and talk to Hilda, she'll give you the Dreadnought password and send you to Bafsk to investigate the progress of the empire's Dreadnought. Before you leave for Bafsk, go to the weapon shop and talk to Tobul. Show him the Mythril and he'll use it to weld new equipment. Altair has new Mythril armor and weapons. Paloom and Poft have some additional new Mythril weapons. Buy new Mythril equipment and then go to Poft, and take the airship to Bafsk. Talk to the soldier in the south end of the town. Tell him the Dreadnought password to gain entrance to the cave. After a short walk you'll meet a Dark Knight. He and his assistant, Borghen, will walk out of the cave, follow them to see the Dreadnought fly off, you were only a minute too late.. Walk back into the cave and take the east path. Be sure to get the treasure chest containing the Pass, you'll need this item later on. Step on to the warp to return to the entrance of Bafsk.

---

#### 5. Snow Cavern

---

TREASURE: 100 Gil, 150 Gil, Snowcraft, Notus, Battle Axe, Antidote, Mythril Mace, Potion x2, Ice, Mythril Spear, Mythril Shield, Ancient Sword, Silver Plate, Goddess's Bell.

Return to Altair with the horrible news of the Dreadnought's departure. On your way back to Altair you'll see the horrible effects of the Dreadnought on Poft and Paloom. Their populations have greatly decreased and the towns are in ruin. In Poft, tell Cid the Airship password to learn the Sunfire password. The Sunfire is the only thing that can stop the Dreadnought. In Altair, talk to Hilda. Mindu will leave the party to help with the injured Altairians. Enter the king's chambers in the east part of the rebel base. Tell him the Sunfire password to learn the Goddess's Bell password. This bell is the only way into Kas'ion Castle. Return to Salamand and enter the north east house. Talk to the man inside, his name is Josef. Tell him the Goddess's Bell password and he'll join you. Return to Semmit Falls and inspect the north east wall next to the giant blue stone. Get the chest in here, it contains the Snowcraft. Exit Semmit Falls and walk to the northern mountain range. Enter the snow field and slide eastward on the Snowcraft. Enter the cave when you reach it. Head generally south, collecting treasure as you go. You will eventually reach a door that leads to a village of Giant Beavers. Talk to the beaver standing in the north of the village. Tell him the Goddess's Bell password. Gus understands the beavers and will talk to him. He learns that there is a secret passage in the village. Walk to the top of the east wall to enter the secret passage. Head south and fight the giant turtle.

Adamantoise

WEAKNESS: Ice

STRATEGY: Use ice battle items and Ice spells. Cast Shield on the party. Using weapons is futile, the huge shell is extremely defensive.

Walk up to the wall and get the Goddess's Bell. A set of stairs will form. Take these stairs and enter the door. This door leads to a shortcut back to the entrance. Borghen will be waiting for you at the entrance.

Borghen

WEAKNESS: None

STRATEGY: This boss is rather weak in comparison with other bosses. This battle shouldn't be too tough as long as you keep your HP up. The easiest way to defeat him is by using weapons.

A giant boulder will begin to fall down the stairs at the entrance. Josef will jump in front of it, sacrificing his life for the party. Exit the cave and return to Altair.

---

## 6. Kas'ion Castle

---

TREASURE: 300 Gil, Cure, Mythril Axe, Mythril Sword, Gold Shield, Eye Drops, Werebane, Mallet, Antidote, Golden Mail, Egil's Torch, Sunfire.

In Altair, talk to Hilda, she'll grieve Josef's death. She'll then explain that Gordon went to Kas'ion by himself in search of the Sunfire. You must now travel to Kas'ion Castle and help Gordon in his search. Go to Poft and take the airship to Kas'ion. Use the Goddess's Bell on the door at the entrance to enter the castle. Shortly up the path you'll meet Gordon. He'll join you on your way through the castle. As you can see from Gordon's stats, he's really weak; you might want to do some leveling up before venturing through the rest of the castle. Make your way through the linear castle, checking each door and corner for treasure. On the fourth floor you'll fight

a boss.

Shrieker

WEAKNESS: Magic

STRATEGY: Use high level magic spells to defeat it. Otherwise, if your weapon skill is high enough, attack it physically. Watch out for its strong magic attacks.

Get the Egil's Torch. Return to the entrance of the castle and use the Egil's Torch on the flame. This will collect Sunfire for you. On the world map, head directly south of the castle to the bare patch in the forest to enter the Chocobo Forest. Talk to the Chocobo, and you'll automatically exit the forest where the Chocobo will be waiting for you. Hop on and head south through the huge desert and stop at the gigantic ship just south of the huge desert.

---

## 7. Dreadnought

---

TREASURE: 400 Gil, Crescent, Shade Bow, Thief's Gloves, Potion ×2, Main Gauche, Trident, Ice Shield, Titan's Helm.

Give the soldier at the entrance the Pass that you got in Bafsk Sewers. Don't talk to any of the soldiers on the ship unless you have very high attack power as they will attack you if you talk to them. To get the treasure on the 2nd floor walk through the wall directly west of it. From the entrance, head east first and find Cid and Hilda in a cell. Talk to Cid and he'll lead Hilda to safety. Return to the first room and head south this time. On your way to the engine room you'll find yourself in a maze of guards. Don't talk to them and try to find spaces where there are none. When you finally reach the engine room, throw the Sunfire into the glowing green reactor. Cid will save you just as the Dreadnought blows to smithereens. He'll then fly you safely back to Altair.

---

## 8. Deist Cavern

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TREASURE: 30 Gil, Gold Hairpin, Cottage, Phoenix Down, Stun, Stop, Curse, Unicorn Horn, Eye Drops, Gold Needle, Antidote, Sage's Wisdom ×2, Cross, Saint's Spirit ×2, Mallet, Wing Blade, Mythril Helm, Mage's Staff, Pendant, Mythril Shield, Acid Bottle, Potion, Knight's Armor, Flame Bow, Mythril Mail, Mythril Gloves, Mythril Mirror, Dragon Egg.

Enter the King's chambers and talk to him. He instructs Gordon to rule along side Hilda on the throne, and he tells Mindu to seek out the forbidden magic, Ultima. Finally, he suggests that Firion and his party travel to Deist and seek the aid of the Dragoons. He will then die. Talk to Gordon in the throne room to learn the Dragoon password, tell him this password to learn the Wind Drake password. From Altair go to Paloom. Talk to the woman standing in the entrance, she's a pirate named Leila. She'll offer you a ride to Deist in her ship. Exit the town and walk to the ship, it's parked just east of Paloom. She'll stop the ship in the middle of the ocean and send her crew after you. They are extremely weak, so eliminate them quickly. Firion decides to forgive Leila and lets her join the party. You now have control of her ship for the rest of the game. Now would be a good time to do some leveling up, since Leila will need it for the upcoming dungeon. Sail south through the horizontal peninsula and then south east to reach the island of Deist. Your ship can port anywhere, so port along the middle of the

southern edge of the island. Enter the castle in the center of the island. Talk to the boy at the entrance, and he will run off, talk to him again and he'll run off again. After a short walk you'll see the boy next to his mother, talk to her and then enter the room right next to her. You'll meet the Wind Drake in this room, he is very weak and on the verge of death. After this, explore the entire castle for treasure, there are no enemies so don't worry about fighting. Exit the castle and walk north to the cave. This cave is full of fierce monsters, so it is essential to have high weapon levels. The Hill Gigases and Revenants are especially dangerous. First, go to the east room and get the shining object, this is the Pendant. Return to Deist Castle and tell the dying Wind Drake the Wind Drake password to receive the Dragon Egg. Return to Deist Cavern. The south west path leads to several treasure chests. The south east path leads to the boss. The south east path is very long and maze like, watch out for faulty bridges. Eventually you'll reach four doors in a row, take the second to the east door. This door leads the boss.

#### Chimera

WEAKNESS: None

STRATEGY: You'll have to fight several of these in this fight. Block out the effectiveness of their Flame attack by using Shell. Attack them physically. Take advantage of the many status increment items you found throughout the cave.

When the Chimeras are defeated, place the Dragon Egg in the green pool. Exit the cave and return to Altair.

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#### 9. Coliseum

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TREASURE: Antidote, Elixir, Ether, Cottage.

Go to the Rebel Base and enter the room south of the late King's chambers. Hilda will be waiting, the rest of the party will leave, leaving Firion alone with her. She'll tempt him, and as he gets closer she'll transform into a Lamia Queen! The rest of the party will then return and will help fight her.

#### Lamia Queen

WEAKNESS: None

STRATEGY: Be ready with a Unicorn Horn or a high level Basuna spell to help guard against her sleep and charm spells. Just attack her physically with your highest level equipment.

After the fight you'll learn that Paramercia still has Hilda imprisoned in their Coliseum. Go to your ship and sail to a spot near the middle of the huge desert below Kas'ion Castle. Walk into the center of the mountain range on the east side of the desert. Enter the building below the huge castle in the mountains. Be prepared for an immediate boss fight. Walk north toward the Emperor's throne and you'll be trapped in the middle of the Coliseum with a deadly beast.

#### Behemoth

WEAKNESS: None

STRATEGY: This fight isn't too challenging, although the Behemoth can hit pretty hard. Just attack it with your strongest weapons.

After the fight you'll be thrown into a jail cell. Walk up to the gate and you'll see Pavel come to the rescue. Make your way through the short dungeon,

and be sure to check each door, some of them have treasure in them. In the jail cell area, approach the third to the west cell to rescue the real Hilda. Gordon will then leave the party and lead Hilda to safety. Exit to the south and return to Altair.

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## 10. Fynn Castle

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TREASURE: 1000 Gil ×2, 2000 Gil, Aura, Potion, Doom, Break, Toad, Titan's Gloves, Werebane.

When you enter Altair, you'll see that everyone has abandoned the Rebel Base and is preparing to retake Fynn. The guard at the entrance. He tells you that they are at an encampment south of Fynn. Go north to the encampment below the crescent lake south of Fynn. Talk to Hilda and Gordon, and they'll ask you to invade Fynn Castle and defeat the Empire's general. Walk north and enter Fynn Castle. Head north through the entrance to meet Leila, and she'll join you. From here, head directly north, don't bother getting treasure chests yet. Enter the throne room and defeat the man sitting on the throne.

Gottos

WEAKNESS: None

STRATEGY: Use high level weapons and attack spell. He'll occasionally use magic, so use Shell and have Basuna ready if he inflicts any battle effects on the party.

As soon as he is defeated the castle will return to normal. Gordon and Hilda will reclaim the throne and no random battles will occur around the castle. Talk to Gordon to learn the Mysidia password, repeat it to him to learn the Ultima Scroll password. Tell Hilda the Ultima Scroll password to learn the Mask password. Finally, repeat the Mask password to Hilda to learn the Ekmet Teloez password. You will then learn that your next quest is to travel to the ancient town of Mysidia and to learn more about obtaining Ultima, the ultimate magic spell, and how the White and Black Masks play a role in obtaining it. You'll also learn that the White Mask is hidden somewhere in Fynn Castle's basement. Before leaving the castle, be sure to completely explore the castle for treasure. Be intuitive of the many hidden walls throughout the castle and watch out for chests containing monsters. Fynn town's shops have been re-opened now that the empire was driven out. Go shopping for goods at the many stores and buy all new equipment and spells for the party in preparation for the next quest.

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## 11. Fynn Basement

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TREASURE: Gold Shield, Golden Mail, Gold Plate, Eye Drops, Shirt, Knife, Potion ×3, Maiden's Kiss, Flame Shield, Silk Web, Flame Mail, Blood Sword, Backstabber, Orichaldagger, White Mask.

Talk to the very top of the east wall in the throne room in Fynn Castle. Tell it the Ekmet Teloez password to reveal a path through the wall. Head down the castle stairs and stop right before entering the basement. Walk through the east wall and then west through the south wall to find hidden treasure. Return to the entrance of the basement and continue forward. On the 1st floor of the basement the battles will be against almost entirely undead monsters, including the hard-hitting Revenants. However, on the other 4 floors the enemies are generally easy and shouldn't pose too much threat. After a long, confusing walk through the basement, you'll finally reach the

5th floor where there will be a line of 6 doors, take the 5th to the west door, the others lead to nothing. In the next room there is a chest containing the White Mask and north of that is a warp that brings you back to the entrance of the castle.

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## 12. Tropical Island

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TREASURE: 1000 Gil, Eye Drops, Hi-Potion ×2, Silk Web, Ether, Poison ×2, Blind ×2, Slumber Stalk, Silk Web, Garlic, Sleep, Phoenix Down, Slumber Stalk ×2, Gaia Drum, Thanatos, Black Mask.

Gordon and Hilda mentioned the ancient town of Mysidia earlier, it's now time to go there. To get there, either walk south along the strip of land west of Altair, or sail your ship into the bay south of Altair. The town is settled outside of the west side of a circular mountain range. This town is full of ancient wisdom, both in architecture and inhabitants. There are tons of new weapons and armor, plus a gigantic selection of magic. Walk to the south end of the town and walk down the stairs on the platform in the middle of the water. Walk up to the statue and put the White Mask on it. Return to your ship and look at your map, you'll see a small dot on the southern end of the world, this is your destination. Enter the cave and be ready to tackle a long, maze-like dungeon. Eventually you'll reach an area with two paths, take the north path to discover a hidden village of strange men wearing black masks. The masked man dressed in red on the east side of the village will sell you miscellaneous items. Here is a listing of what he sells:

Demon Axe - 10000

Demon Spear - 10000

Ruby Plate - 800

Gaia Drum - 8000

Exit the village and return to the main path. On the 5th floor, enter the room located in the middle and fight the boss.

### Gigan Rhino

WEAKNESS: None

STRATEGY: Occasionally this enemy will inflict a critical hit on a party member, just be ready with curative items and spells. Attack the enemy with your strongest weapons and spells.

Open the chest to get the Black Mask, then walk north and step on the warp to return to the entrance. Head back to Mysidia.

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## 13. Mysidian Cave

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TREASURE: Gold Hairpin, Ninja Suit, Power Staff, Flame Lance, OGREKILLER, Ice Bow, Potion ×5, Mute Bell, Phoenix Down, Gold Needle, Drain ×2, Mini, Osmose, Crystal Rod.

In Mysidia, heal and stock up on supplies. Also, do some serious leveling up, the next cave is tough, so you need to be as resistant as possible. When prepared, enter the circular mountain range from the east and enter the cave inside. In the south of the first room you'll encounter a doppelgänger that looks just like Firion. Put the Black Mask on it to move on. Head generally south through the entire cave, checking each and every door for treasure. Always keep your HP up and be ready with Esuna spells and Gold Needles just in case you're stoned by a Cockatrice. Once you reach the chest containing the Crystal Rod, warp out and return to Mysidia.

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#### 14. Leviathan

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TREASURE: Headband, Power Sash, Power Armband, Terra Sword, Diamond Shield.

Restore your health at the inn in Mysidia. Before leaving, buy a Cottage at the item shop, if you don't already have one. Return to your ship. In the bay south of Altair, sail north into the small circular bay. You'll be swallowed up by Leviathan, a huge sea monster. You'll find yourself trapped in his belly, surrounded by yellow stomach acid that reduces your HP if you walk on it. You'll also find that Leila is no longer with you. Continue through the creature's intestines until you come to a small settlement of other people that have been swallowed by Leviathan. Talk to the man standing in the middle of the settlement, his name is Gareth, he is the husband of the woman in Deist Castle and the last surviving Dragoon. He'll join you if you show him the Crystal Rod. Continue to the mouth of the creature and fight the giant worm guarding your ship.

Barrel Worm

WEAKNESS: Bolt

STRATEGY: High level Bolt spells work well on this boss. Attacking it with weapons is also an effective way of defeating this boss. Watch your characters' HP and heal continually.

After the fight you'll regain control over your ship, continue north through the circular bay and port at the small island with the huge tower on it. Use a cottage to restore your party's health and magic.

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#### 15. Mysidian Tower

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TREASURE: Staff ×3, Flame Bow, White Robe, Flame Lance, Flame Shield, Flame Sword, Flame Mail, Flame Helm, Ice Shield, Ice Gloves, Ice Mail, Ice Brand, Ice Lance, Potion, Spellbinder, Silk Web, Hermes, Unicorn Horn, Hourglass, Cross, Black Robe, Ultima.

Enter the huge tower. There are several deadly monsters in this tower, some of the most deadly are Imps, they can cast Muddle on you and your character could easily kill off your entire party if they have high enough weapon skill. This is why it's extremely important to be ready with high level Basuna spells or Unicorn Horns. There are also lots of new treasures in this tower, so be sure to check out every chest, you won't want to miss some of them. In the first room, walk north and find the secret hole in the wall to get the chest. After getting the room's treasures, go up the central staircase. This leads to the fire section of the tower. The lava will reduce your party's HP one per step, but it will also prevent you from being attacked. You will eventually come to a room with a wizard guarding the staircase, defeat it to move on.

Fire Gigas

WEAKNESS: Ice

STRATEGY: Use your highest level Ice spells on this boss to quickly defeat it. Also very effective in this battle are Notus battle items. This boss can hit hard, so heal often.

There are two paths in the entrance of the ice section, the one near the entrance leads to a single treasure chest, and the other leads to the correct

path. Watch out for the undead creatures in this section of the tower. You will soon meet another Gigas, defeat it to move on.

#### Ice Gigas

WEAKNESS: Fire

STRATEGY: Use Fire spells and Hellfires to beat this boss. Weapons are generally weak against this boss. Also, watch out for it's strong Ice spells, and counter them with Shell spells.

The air section is pretty straightforward, just don't stray too far off the main path. You'll come to yet another Gigas soon enough.

#### Thunder Gigas

WEAKNESS: Earth

STRATEGY: If you have one, use an Gaia Drum to help defeat this boss. Otherwise, just use your brute strength to defeat this boss. You might also want to set up a shield of Wall, Blink, Shield, or Shell spells to help protect against this boss.

After defeating this boss you'll come to another maze-like floor. One of the doors is the correct door, and the others lead to nothing. On the 9th floor, in the north-most area, is a chest guarded by a boss.

#### White Dragon

WEAKNESS: None

STRATEGY: This monster has very high defense, it's going to be tough trying to defeat it with just weapons alone, so go ahead and use high level magic as well. Also, casting Shield on the party will help boost your defense against this hard hitter.

On the 10th floor you'll meet Mindu. He'll use the last of his life energy to open the door for the party. Yet another sacrifice for the party's sake has taken place.. In the next room, touch all of the blue orbs and then touch the yellow orb in the middle. You finally have Ultima, the most powerful spell in the game! Finally, step on the warp to return to the entrance of the tower.

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#### 16. Cyclone

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TREASURE: Ninja Suit, Ruby Plate, Thief's Gloves, Gold Plate, Elixir, Gold Hairpin, Silver Plate, Blood Sword, Wind Drake, Ripper, Venom Axe, Diamond Gloves, Diamond Helm, Defender, Diamond Mail, Zephyr's Flute.

On your way back to Fynn you'll notice that Altair, Gatreia, Paloom, and Poft are all destroyed and can't even be entered. You'll find out what happened when you reach Fynn. Enter Fynn Castle and go to the throne room. Talk to Hilda to learn the Cyclone password. You'll learn that the Empire summoned this Cyclone and destroyed and killed many towns and people. Worst of all, it's on a straight course for Fynn. Go to the entrance of the castle and enter the staircase to the south west. Head north to the room with the giant mirror. Hold the Pendant that you got in Deist Cavern up to the mirror to see the Wind Drake hatch from its egg. You'll see it fly directly into the castle to meet its master, Gareth, the Dragoon. Before entering the Cyclone, enter the town of Fynn and go to Pavel's house in the south west corner of the town. Talk to Pavel and then check the wall east of the bed to find a secret room. There are eight treasure chest ripe for the picking inside. Exit Fynn and walk into the Cyclone just north of Fynn, and the Wind Drake will fly you into it. On the first floor, take the take the east staircase first,

it leads to treasure. Return to the entrance and take the west staircase to continue forward. On the 6th floor there is a chest guarded by a boss.

#### Green Dragon

WEAKNESS: None

STRATEGY: This boss has some hard hitting spells and attacks. Be sure to cast spells to protect against it. If you have it, it would also be a good idea to use the Haste spell to give your weapons a boost and speed up the battle.

You'll finally face the emperor on the 7th floor. As you approach him, you'll have to fight several guards, these battles are generally easy, so don't worry. When you reach the emperor you will confront him.

#### Emperor

WEAKNESS: None

STRATEGY: Defeat the Wood Golem and Royal Guards first. Use weapons to finish off the emperor, he is actually very easy to defeat. Although, you should watch out for his offensive spells and heal when necessary.

You'll automatically return to Fynn Castle after the battle. Hilda and Gordon will throw a party to celebrate your victory. Unfortunately, the party is stopped short with the horrible news that the Dark Knight has claimed the Emperor's throne. And, even worse, you find out that this "Dark Knight" is actually your long lost brother, Leon.

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#### 17. Paramecia

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TREASURE: Diamond Plate, Hourglass, Garlic, Knife, Buckler, Thunder Spear, Saint's Spirit, Healing Staff, Mage's Staff, Spellbinder, Slumber Stalk, Elixir x3, Hellfire, Zephyr's Flute, Sunblade.

Talk to Hilda to learn the Paramecia password. Afterward, go to Pavel's house. You'll see that Cid is staying with Pavel, talk to him and he'll lay down on the bed. There he will die... and in so doing, he'll give you his airship! The airship is waiting for you in, the now destroyed, Poft. Get there by ship and the airship will be parked in the same place it's always been, intact and fully functional. You can now explore the world to your heart's content. After leveling up, return to the Coliseum and land on the Castle just north of it in the mountain range. In the first room, walk north and enter the door. The floor will fall out from under you and you'll plummet all the way down to the first floor. Take caution as you explore this dungeon, there are many fierce monsters. This castle is full of useful treasure, so explore it completely. After a long, twisting path through the castle, you'll finally meet the Dark Knight himself, or shall we say, Leon. After a short talk with him, the Emperor will suddenly revive. Gareth will stay and keep him at bay while the rest of the party and Leon escape. How many more people must die for the party's sake?

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#### 18. Jade

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TREASURE: Excalibur, Hellfire, Diamond Mace, Hellfire, Notus, Cat Claws, Rune Axe, Backstabber, Aegis Shield, Dragon Mail, Holy Lance, Yoichi's Bow, Hi-Potion x2, Protect Ring.

You'll meet back at Fynn Castle, where the party and Hilda will have a brief

talk, wherein Maria will mention all the people that died at the hand of the empire. Leon will repent for his madness in joining the empire and shamefully rejoin the party. Be sure to learn the Pandaemonium password from Hilda. Your airship is parked safely outside of Fynn. Use it to go to Deist Castle. Tell Gareth's wife the Dragoon password to receive the Excalibur, the second best weapon in the game. Now is the time to do some serious leveling up. I would recommend having at least 7000 HP and 300 MP per character, even more would be better. You should spend all your excess money on buying Elixirs. When you're ready, fly to the east end of the horizontal peninsula south east of Fynn and enter the huge hole by foot. This is the first of the last two dungeons in the game, I hope you're prepared. It isn't too hard to find your way through this dungeon, just be sure to check each door. On the 2nd floor there is a chest guarded by a boss.

#### Blue Dragon

WEAKNESS: None

STRATEGY: Use your strongest weapons. Use Shield to shield against its attacks. Heal whenever it deals a critical hit.

The waterfall on the third floor will lower your HP with each step. There is another chest on the third floor guarded by a boss.

#### King Behemoth

WEAKNESS: None

STRATEGY: This boss has really strong defense, therefore, you may want to try defeating it with powerful magic more than fighting it physically. This boss is a hard hitter, he could easily kill one of your characters in a single blow, so take necessary precautions in this battle.

Behind the waterfall at the very bottom of the 3rd floor is a shop that sells extremely powerful magic. You'll definitely want to look into buying some of these spells:

Doom - 10000

Berserk - 10000

Haste - 20000

Flare - 40000

On the fourth floor, there is yet another chest guarded by a boss.

#### Red Dragon

WEAKNESS: Ice

STRATEGY: Use Ice spells and Notus battle items to win this battle. Weapons are almost completely useless in this fight. Unless you have someone using the Excalibur with a level 16 sword skill, try not to rely on weapons.

On the 6th floor you'll find a warp that will transport you to the final dungeon. You can cast Warp now if you don't think you're ready, otherwise, just continue to the warp.

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#### 19. Pandaemonium

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TREASURE: Ether, Eye Drops, Genji Gloves, Masamune, Genji Helm, Genji Armor, Ribbon, Sage's Wisdom, Hellfire, Acid Bottle.

This is it! You've finally reached the final dungeon, the residing place of the Emperor, Pandaemonium. There are several precautions to take. First, beware the monsters in this dungeon, some of them hit extremely hard, some confuse your party, and others can kill a party member in a single hit. To

counter such hardships you should always keep your MP high enough to be able to use your Cure spells. You should also bring along as many Unicorn Horns and high level Basuna spells as possible. You should wear armor that protects your status, such as Ribbons and Protect Rings. Finally, use Elixirs whenever needed. The first, second and third floors are pretty straightforward. On the 4th floor you'll come to a line of four doors. From the west, take the 1st door first. Go to the east section of this room and walk through the bottom of the wall east of the huge pillar to find a hidden room. You'll find a chest containing the Masamune, the best weapon in the game. Exit the hidden room and walk to the chest, it's guarded by a boss.

#### Zombie Borghen

WEAKNESS: Holy, Fire, Cure

STRATEGY: Since this boss is undead, you can use Cure spells to help defeat it. Also effective are Fire and Holy spells. Overall, this is a pretty easy battle.

Exit this room and enter the 2nd from the west door. Follow the path to the chest, it's also guarded by a boss.

#### Tiamat

WEAKNESS: Flare

STRATEGY: If you took the time to level up your best spells before entering Pandaemonium, now would be a good time to use them. You can also use weapons, now that you have the Masamune. Watch out for this bosses attacks, they hurt.

Exit this room and this time enter the 4th from the west room. The chest in here is also guarded by a boss.

#### Beelzebub

WEAKNESS: None

STRATEGY: The best method of defeating this enemy is just attacking it physically. This boss has a lot of HP so keep attacking it as hard as you can. You should also be ready to cure status ailments, should this boss use them against you.

Exit this room and enter the 3rd to the west room. This is the last chest guarded by a boss, and it's the hardest of the four, so heal up before opening the chest.

#### Astaroth

WEAKNESS: Ultima, Flare, Holy

STRATEGY: This boss hits extremely hard, not only that, it can also kill your entire party in one hit with its death spell. Always keep your HP to the max and revive dead characters immediately. Only attack physically with the Masamune and have everyone else use your best spells, such as Ultima, Flare, and Holy.

After this fight, continue following the path in this room to the warp. From here, the path is very linear, just follow it normally and eventually you'll come to a room full of glowing pillars. Got to the south west corner of this room to reach the warp. Walk north and stop before engaging the final boss. Make sure everyone is fully healed in both HP and MP and equip each member with two Elixirs. Engage the Emperor for the final battle!

#### Emperor

WEAKNESS: Ultima, Flare, Holy

STRATEGY: Attack the Emperor physically with the Masamune and the Excalibur, whoever attacks physically should have Haste cast on them. Use Ultima,

Flare, and Holy spells. Heal with Cure for HP, Esuna for status ailments, and Basuna for battle effects. Create a defensive shield by using Wall, Blink, Shield, Shell, and Barrier spells.

[Secret]: If you saved your Blood Swords, equip someone with both, or divide them between two characters (or one, if you only have one of the swords). The battle will probably be over within one or two rounds, depending on your characters' sword skill levels.

After the battle, it's over, you've completed the game!

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XVI. SPELLS  
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1. WHITE MAGIC

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Barrier

DESCRIPTION: Increases defense.

COST: 8000

LOCATION: Mysidia

Basuna

DESCRIPTION: Cures battle effects.

COST: 800

LOCATION: Bafsk, Mysidia

Blink

DESCRIPTION: Increases evade.

COST: 400

LOCATION: Paloom, Poft, Mysidia

Cure

DESCRIPTION: Restores HP.

COST: 200

LOCATION: Altair, Paloom, Poft, Kas'ion Castle, Mysidia

Dispel

DESCRIPTION: Removes status increments.

COST: 3000

LOCATION: Fynn

Esuna

DESCRIPTION: Cures status effects.

COST: 800

LOCATION: Bafsk, Mysidia

Faze

DESCRIPTION: Absorbs MP.

COST: 1500

LOCATION: Salamand, Mysidia

Fear

DESCRIPTION: Causes enemy to run away.

COST: 800

LOCATION: Bafsk, Mysidia

Fog

DESCRIPTION: Lowers hit rate.

COST: 3000

LOCATION: Fynn

Holy

DESCRIPTION: Causes divine damage, especially effective against undead.

COST: 20000

LOCATION: Mysidia

Life

DESCRIPTION: Restores life.

COST: 1500

LOCATION: Salamand, Mysidia

Mini

DESCRIPTION: Minimizes target, lowering stats.

COST: 3000

LOCATION: Fynn, Mysidian Cave

Shell

DESCRIPTION: Increases magic defense.

COST: 400

LOCATION: Paloom, Poft, Mysidia

Shield

DESCRIPTION: Increases defense.

COST: 400

LOCATION: Paloom, Poft, Mysidia

Silence

DESCRIPTION: Prevents magic usage.

COST: 800

LOCATION: Bafsk, Mysidia

Slow

DESCRIPTION: Decreases hit amount.

COST: 3000

LOCATION: Fynn

Swap

DESCRIPTION: Swaps MP and HP with target.

COST: 8000

LOCATION: Mysidia

Ultima

DESCRIPTION: The ultimate offensive spell.

COST: --

LOCATION: Mysidian Tower

Wall

DESCRIPTION: Reflects magic.

COST: 8000

LOCATION: Mysidia

Warp

DESCRIPTION: Teleports party out of dungeons.

COST: 1500

LOCATION: Salamand, Semmit Falls, Mysidia

2. BLACK MAGIC

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Aura

DESCRIPTION: Raises stats.

COST: --  
LOCATION: Fynn Castle

#### Banish

DESCRIPTION: Warps party back one floor in dungeons.  
COST: 1500  
LOCATION: Salamand, Mysidia

#### Berserk

DESCRIPTION: Causes target to fight uncontrollably  
COST: 10000  
LOCATION: Jade

#### Blind

DESCRIPTION: Causes blind status, lowering hit rate.  
COST: --  
LOCATION: Tropical Island

#### Bolt

DESCRIPTION: Causes electric elemental damage.  
COST: 400  
LOCATION: Altair, Mysidia

#### Break

DESCRIPTION: Turns target into stone  
COST: --  
LOCATION: Fynn Castle

#### Curse

DESCRIPTION: Decreases attack power.  
COST: --  
LOCATION: Deist Castle

#### Doom

DESCRIPTION: Immediately defeats target.  
COST: 10000  
LOCATION: Fynn Castle, Jade

#### Drain

DESCRIPTION: Absorbs HP.  
COST: --  
LOCATION: Mysidian Cave

#### Fire

DESCRIPTION: Causes fire elemental damage.  
COST: 400  
LOCATION: Altair, Mysidia

#### Flare

DESCRIPTION: Causes nuclear elemental damage.  
COST: 40000  
LOCATION: Jade

#### Haste

DESCRIPTION: Increases hit amount.  
COST: 20000  
LOCATION: Jade

#### Ice

DESCRIPTION: Causes ice elemental damage.

COST: 400  
LOCATION: Altair, Snow Cavern, Mysidia

Muddle

DESCRIPTION: Causes target to attack allies.  
COST: --  
LOCATION: Won in battle

Osmose

DESCRIPTION: Absorbs MP.  
COST: --  
LOCATION: Mysidian Cave

Poison

DESCRIPTION: Causes poison elemental damage.  
COST: --  
LOCATION: Tropical Island

Sleep

DESCRIPTION: Causes sleep status, disabling commands.  
COST: --  
LOCATION: Tropical Island

Stop

DESCRIPTION: Prevents any action in battle  
COST: --  
LOCATION: Deist Castle

Stun

DESCRIPTION: Prevents any action in battle.  
COST: --  
LOCATION: Deist Castle

Toad

DESCRIPTION: Turns target into toad, lowering stats and causing them to run.  
COST: --  
LOCATION: Fynn Castle

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XVII. ITEMS  
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1. SUPPORT ITEMS

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Antidote

DESCRIPTION: Cures poison status.  
COST: 200

Cottage

DESCRIPTION: Restores HP and MP to party on world map.  
COST: 5000

Cross

DESCRIPTION: Cures curse status.  
COST: 1000

Elixir

DESCRIPTION: Restores all HP and MP to one character.  
COST: 50000

Ether

DESCRIPTION: Restores a small amount of MP.

COST: 2500

Eye Drops

DESCRIPTION: Cures blind status.

COST: 100

Gold Needle

DESCRIPTION: Cures stone status.

COST: 2500

Hi-Potion

DESCRIPTION: Restores a medium amount of HP.

COST: 500

Maiden's Kiss

DESCRIPTION: Cures toad status.

COST: 2500

Mallet

DESCRIPTION: Cures silence status.

COST: 2000

Phoenix Down

DESCRIPTION: Revives one character.

COST: 5000

Potion

DESCRIPTION: Restores a small amount of HP.

COST: 50

## 2. BATTLE ITEMS

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Acid Bottle

DESCRIPTION: Casts Poison 16.

LOCATION: Deist Cavern, Pandaemonium

Bacchus's Wine

DESCRIPTION: Increases attack power.

LOCATION: Won in battle

Backstabber

DESCRIPTION: Casts Muddle 16.

LOCATION: Fynn Basement, Jade

Gaia Drum

DESCRIPTION: Casts Quake 10.

LOCATION: Tropical Island

Garlic

DESCRIPTION: Damages undead creatures.

LOCATION: Tropical Island, Paramecia

Hellfire

DESCRIPTION: Casts Fire 5.

LOCATION: Paramecia, Jade, Pandaemonium

Hermes

DESCRIPTION: Casts Haste 8.

LOCATION: Mysidian Tower

#### Hourglass

DESCRIPTION: Casts Stop 8.

LOCATION: Mysidian Tower, Paramecia

#### Magiconch

DESCRIPTION: Casts Shell 16.

LOCATION: Equipped on Mindu

#### Mute Bell

DESCRIPTION: Casts Silence 16.

LOCATION: Mysidian Cave

#### Mythril Mirror

DESCRIPTION: Casts Wall 16.

LOCATION: Deist Cavern

#### Notus

DESCRIPTION: Casts Ice 16.

LOCATION: Snow Cavern, Jade

#### Sage's Wisdom

DESCRIPTION: Increases magic power.

LOCATION: Deist Castle, Deist Cavern, Pandaemonium

#### Saint's Spirit

DESCRIPTION: Increases magic power.

LOCATION: Deist Castle, Deist Cavern, Paramecia

#### Silk Web

DESCRIPTION: Casts Slow 9.

LOCATION: Fynn Basement, Tropical Island, Mysidian Tower

#### Slumber Stalk

DESCRIPTION: Casts Sleep 16.

LOCATION: Tropical Island, Paramecia

#### Thanatos

DESCRIPTION: Casts Fear 10

LOCATION: Tropical Island

#### Unicorn Horn

DESCRIPTION: Casts Basuna 16

LOCATION: Deist Castle, Mysidian Tower

#### Zephyr's Flute

DESCRIPTION: Casts Cyclone 13

LOCATION: Cyclone, Paramecia

### 3. KEY ITEMS

~~~~~

#### Black Mask

DESCRIPTION: Placed on the doppleganger in Mysidian Cave.

LOCATION: Tropical Island

#### Canoe

DESCRIPTION: Given to you by Mindu. Allows you to cross rivers and lakes.

LOCATION: Altair

Crystal Rod

DESCRIPTION: Allows entrance to Mysidian Tower.

LOCATION: Mysidian Cave

Dragon Egg

DESCRIPTION: Placed in Deist Cavern to help hatch it.

LOCATION: Deist Castle

Egil's Torch

DESCRIPTION: Collects Sunfire in Kas'ion Castle.

LOCATION: Kas'ion Castle

Goddess's Bell

DESCRIPTION: Allows you to enter Kas'ion Castle.

LOCATION: Snow Cavern

Mythril

DESCRIPTION: Allows Tobul to create Mythril equipment and weapons.

LOCATION: Semmit Falls

Pass

DESCRIPTION: Shown to the guard at the entrance of the Dreadnought.

LOCATION: Bafsk Cave

Pendant

DESCRIPTION: Views the Wind Drake in the mirror at Fynn Castle.

LOCATION: Deist Cavern

Ring

DESCRIPTION: Given to you by Scott. Allows you to view the world map.

LOCATION: Fynn

Snowcraft

DESCRIPTION: Allows the party to cross the snow field.

LOCATION: Semmit Falls

Sunfire

DESCRIPTION: Thrown into the Dreadnought's engine, exploding it.

LOCATION: Kas'ion Castle

White Mask

DESCRIPTION: Placed on the statue in Mysidia.

LOCATION: Fynn Basement

Wind Drake

DESCRIPTION: Allows entrance to the Cyclone, casts Fire 7 in battle.

LOCATION: Fynn Castle

=====  
XVIII. WEAPONS  
=====

1. SWORDS

~~~~~

Ancient Sword

COST: --

LOCATION: Snow Cavern

Blood Sword

COST: --

LOCATION: Fynn Basement, Fynn (Pavel's House)

Broadsword

COST: 400

LOCATION: Altair

Crescent

COST: --

LOCATION: Dreadnought

Defender

COST: --

LOCATION: Cyclone

Excalibur

COST: --

LOCATION: Deist Castle

Flame Sword

COST: --

LOCATION: Mysidian Tower

Ice Brand

COST: --

LOCATION: Mysidian Tower

Long Sword

COST: 600

LOCATION: Salamand, Bafsk Cave

Masamune

COST: --

LOCATION: Pandaemonium

Mythril Sword

COST: 1800

LOCATION: Altair, Paloom, Poft, Kas'ion Castle

Sunblade

COST: --

LOCATION: Paramecia

Terra Sword

COST: --

LOCATION: Leviathan

Wing Blade

COST: 5000

LOCATION: Deist Castle, Fynn

## 2. AXES

~~~~~

Axe

COST: 500

LOCATION: Gatreia, Paloom, Poft

Battle Axe

COST: 800

LOCATION: Salamand, Snow Cavern

Demon Axe  
COST: 10000  
LOCATION: Tropical Island

Mythril Axe  
COST: 2000  
LOCATION: Paloom, Poft, Kas'ion Castle

Ogrekiller  
COST: 15000  
LOCATION: Mysidia, Mysidian Cave

Rune Axe  
COST: --  
LOCATION: Jade

Venom Axe  
COST: --  
LOCATION: Cyclone

### 3. KNIVES

~~~~~

Cat Claws  
COST: --  
LOCATION: Jade

Dagger  
COST: 800  
LOCATION: Paloom, Poft

Knife  
COST: 150  
LOCATION: Altair, Fynn Basement, Paramecia

Main Gauche  
COST: --  
LOCATION: Dreadnought

Mythril Knife  
COST: 800  
LOCATION: Altair

Orichaldagger  
COST: --  
LOCATION: Fynn Basement

Ripper  
COST: --  
LOCATION: Cyclone

### 4. SPEARS

~~~~~

Demon Spear  
COST: 10000  
LOCATION: Tropical Island

Flame Lance  
COST: 15000  
LOCATION: Mysidia, Mysidian Cave, Mysidian Tower

Holy Lance  
COST: --  
LOCATION: Jade

Ice Lance  
COST: --  
LOCATION: Mysidian Tower

Javelin  
COST: 300  
LOCATION: Altair

Mythril Spear  
COST: 1500  
LOCATION: Altair, Paloom, Poft, Snow Cavern

Spear  
COST: 500  
LOCATION: Bafsk

Thunder Spear  
COST: --  
LOCATION: Paramecia

Trident  
COST: 5000  
LOCATION: Dreadnought, Fynn

#### 5. STAVES

~~~~~

Diamond Mace  
COST: --  
LOCATION: Jade

Healing Staff  
COST: --  
LOCATION: Paramecia

Mace  
COST: 500  
LOCATION: Paloom, Poft

Mage's Staff  
COST: --  
LOCATION: Deist Castle, Paramecia

Mythril Mace  
COST: 1500  
LOCATION: Altair, Snow Cavern

Power Staff  
COST: 8000  
LOCATION: Mysidia, Mysidian Cave

Spellbinder  
COST: --  
LOCATION: Mysidian Tower, Paramecia

Staff  
COST: 250

LOCATION: Altair, Mysidian Tower

Werebane

COST: 3000

LOCATION: Kas'ion Castle, Fynn, Fynn Castle

6. BOWS

~~~~~

Bow

COST: 150

LOCATION: Gatreia, Paloom, Poft

Flame Bow

COST: 5000

LOCATION: Deist Cavern, Fynn, Mysidian Tower

Ice Bow

COST: 5000

LOCATION: Mysidia, Mysidian Cave

Longbow

COST: 250

LOCATION: Salamand, Bafsk Cave

Mythril Bow

COST: 1000

LOCATION: Paloom, Poft

Shade Bow

COST: --

LOCATION: Dreadnought

Yoichi's Bow

COST: --

LOCATION: Jade

=====

XIX. ARMOR

=====

1. BODY

~~~~~

Black Robe

COST: --

LOCATION: Mysidian Tower

DEFENSE POWER: 35

Bronze Mail

COST: 400

LOCATION: Salamand

DEFENSE POWER: 5

Copper Plate

COST: 200

LOCATION: Paloom, Poft

DEFENSE POWER: 5

Diamond Mail

COST: --

LOCATION: Cyclone

DEFENSE POWER: 43

Diamond Plate

COST: --

LOCATION: Paramecia

DEFENSE POWER: 43

Dragon Mail

COST: --

LOCATION: Jade

DEFENSE POWER: 50

Flame Mail

COST: --

LOCATION: Fynn Basement, Mysidian Tower

DEFENSE POWER: 29

Genji Armor

COST: --

LOCATION: Pandaemonium

DEFENSE POWER: 75

Golden Mail

COST: 2500

LOCATION: Kas'ion Castle, Fynn, Fynn Castle

DEFENSE POWER: 22

Gold Plate

COST: 1000

LOCATION: Fynn, Fynn Castle, Fynn (Pavel's House)

DEFENSE POWER: 15

Ice Mail

COST: --

LOCATION: Mysidian Tower

DEFENSE POWER: 36

Knight's Armor

COST: 5000

LOCATION: Deist Cavern, Mysidia

DEFENSE POWER: 22

Leather Armor

COST: 100

LOCATION: Gatreia

DEFENSE POWER: 2

Mythril Mail

COST: 1000

LOCATION: Altair, Deist Cavern

DEFENSE POWER: 10

Ninja Suit

COST: --

LOCATION: Mysidian Cave, Fynn (Pavel's House)

DEFENSE POWER: 40

Power Sash

COST: --

LOCATION: Leviathan

DEFENSE POWER: 25

Ruby Plate

COST: 800

LOCATION: Tropical Island, Fynn (Pavel's House)

DEFENSE POWER: 15

Shirt

COST: 20

LOCATION: Altair, Fynn Basement

DEFENSE POWER: 1

Silver Plate

COST: 400

LOCATION: Bafsk, Snow Cavern, Fynn (Pavel's House)

DEFENSE POWER: 10

White Robe

COST: --

LOCATION: Mysidian Tower

DEFENSE POWER: 30

2. HEAD

~~~~~

Bronze Helm

COST: 200

LOCATION: Paloom, Poft

DEFENSE POWER: 2

Diamond Helm

COST: --

LOCATION: Cyclone

DEFENSE POWER: 17

Flame Helm

COST: --

LOCATION: Mysidian Tower

DEFENSE POWER: 13

Genji Helm

COST: --

LOCATION: Pandaemonium

DEFENSE POWER: 30

Gold Hairpin

COST: --

LOCATION: Deist Castle, Mysidian Cave, Fynn (Pavel's House)

DEFENSE POWER: 11

Headband

COST: --

LOCATION: Leviathan

DEFENSE POWER: 12

Leather Cap

COST: 80

LOCATION: Altair, Gatreia

DEFENSE POWER: 1

Mythril Helm

COST: 300  
LOCATION: Altair, Deist Cavern  
DEFENSE POWER: 4

#### Ribbon

COST: --  
LOCATION: Pandaemonium  
DEFENSE POWER: 10

#### Titan's Helm

COST: 600  
LOCATION: Dreadnought, Fynn  
DEFENSE POWER: 6

### 3. ARM

~~~~~

#### Bronze Gloves

COST: 300  
LOCATION: Paloom, Poft  
DEFENSE POWER: 3

#### Diamond Gloves

COST: --  
LOCATION: Cyclone  
DEFENSE POWER: 35

#### Genji Gloves

COST: --  
LOCATION: Pandaemonium  
DEFENSE POWER: 45

#### Ice Gloves

COST: --  
LOCATION: Mysidian Tower  
DEFENSE POWER: 20

#### Leather Gloves

COST: 50  
LOCATION: Altair, Gatre  
DEFENSE POWER: 1

#### Mythril Gloves

COST: 800  
LOCATION: Altair, Deist Cavern  
DEFENSE POWER: 6

#### Power Armlet

COST: --  
LOCATION: Leviathan  
DEFENSE POWER: 19

#### Protect Ring

COST: --  
LOCATION: Jade  
DEFENSE POWER: 18

#### Thief's Gloves

COST: 1000  
LOCATION: Dreadnought, Mysidia, Fynn (Pavel's House)  
DEFENSE POWER: 15

Titan's Gloves

COST: 2000

LOCATION: Fynn Castle, Mysidia

DEFENSE POWER: 15

4. SHIELDS

~~~~~

Aegis Shield

COST: --

LOCATION: Jade

Bronze Shield

COST: 200

LOCATION: Paloom, Poft

Buckler

COST: 50

LOCATION: Altair, Gatreia, Paramecia

Diamond Shield

COST: --

LOCATION: Leviathan

Dragon Shield

COST: --

LOCATION: Won in battle

Flame Shield

COST: --

LOCATION: Fynn Basement, Mysidian Tower

Gold Shield

COST: 1000

LOCATION: Kas'ion Castle, Fynn, Fynn Castle

Ice Shield

COST: 5000

LOCATION: Dreadnought, Mysidia, Mysidian Tower

Mythril Shield

COST: 500

LOCATION: Altair, Snow Cavern, Deist Cavern

=====

XX. SHOPS

=====

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Altair

-----

ITEM

~~~~~

Potion - 50

Hi-Potion - 500

Eye Drops - 100

Antidote - 200

Cross - 1000

Mallet - 2000  
Maiden's Kiss - 2500  
Gold Needle - 2500

Phoenix Down - 5000  
Ether - 2500  
Cottage - 5000  
Elixir - 50000

MAGIC

~~~~~  
Cure - 200  
Fire - 400  
Bolt - 400  
Ice - 400

WEAPON

~~~~~  
Knife - 150  
Staff - 250  
Javelin - 300  
Broadsword - 400

[Available after obtaining Mythril]

Mythril Knife - 800  
Mythril Mace - 1500  
Mythril Spear - 1500  
Mythril Sword - 1800

ARMOR

~~~~~  
Buckler - 50  
Leather Cap - 80  
Shirt - 20  
Leather Gloves - 50

[Available after obtaining Mythril]

Mythril Shield - 500  
Mythril Helm - 300  
Mythril Mail - 1000  
Mythril Gloves - 800

-----  
Gatrea  
-----

ITEM

~~~~~  
Potion - 50  
Hi-Potion - 500  
Eye Drops - 100  
Antidote - 200

Cross - 1000  
Mallet - 2000  
Maiden's Kiss - 2500  
Gold Needle - 2500

Phoenix Down - 5000  
Ether - 2500

Cottage - 5000  
Elixir - 50000

WEAPON

~~~~~  
Javelin - 300  
Broadsword - 400  
Axe - 500  
Bow - 150

ARMOR

~~~~~  
Buckler - 50  
Leather Cap - 80  
Leather Armor - 100  
Leather Gloves - 50

-----  
Paloom  
-----

ITEM

~~~~~  
Potion - 50  
Hi-Potion - 500  
Eye Drops - 100  
Antidote - 200  
  
Cross - 1000  
Mallet - 2000  
Maiden's Kiss - 2500  
Gold Needle - 2500

Phoenix Down - 5000  
Ether - 2500  
Cottage - 5000  
Elixir - 50000

MAGIC

~~~~~  
Cure - 200  
Blink - 400  
Shield - 400  
Shell - 400

WEAPON

~~~~~  
Dagger - 800  
Mace - 500  
Axe - 500  
Bow - 150

[Available after obtaining Mythril]

Mythril Spear - 1500  
Mythril Sword - 1800  
Mythril Axe - 2000  
Mythril Bow - 1000

ARMOR

~~~~~

Bronze Shield - 200  
Bronze Helm - 200  
Copper Plate - 200  
Bronze Gloves - 300

-----  
Poft  
-----

ITEM

~~~~~  
Potion - 50  
Hi-Potion - 500  
Eye Drops - 100  
Antidote - 200  
  
Cross - 1000  
Mallet - 2000  
Maiden's Kiss - 2500  
Gold Needle - 2500  
  
Phoenix Down - 5000  
Ether - 2500  
Cottage - 5000  
Elixir - 50000

MAGIC

~~~~~  
Cure - 200  
Blink - 400  
Shield - 400  
Shell - 400

WEAPON

~~~~~  
Dagger - 800  
Mace - 500  
Axe - 500  
Bow - 150

[Available after obtaining Mythril]

Mythril Spear - 1500  
Mythril Sword - 1800  
Mythril Axe - 2000  
Mythril Bow - 1000

ARMOR

~~~~~  
Bronze Shield - 200  
Bronze Helm - 200  
Copper Plate - 200  
Bronze Gloves - 300

-----  
Salamand  
-----

ITEM

~~~~~  
Potion - 50

Hi-Potion - 500  
Eye Drops - 100  
Antidote - 200

Cross - 1000  
Mallet - 2000  
Maiden's Kiss - 2500  
Gold Needle - 2500

Phoenix Down - 5000  
Ether - 2500  
Cottage - 5000  
Elixir - 50000

MAGIC

~~~~~

Life - 1500  
Faze - 1500  
Banish - 1500  
Warp - 1500

WEAPON

~~~~~

Mace - 500  
Long Sword - 600  
Battle Axe - 800  
Longbow - 250

ARMOR

~~~~~

Bronze Shield - 200  
Bronze Helm - 200  
Bronze Mail - 400  
Bronze Gloves - 300

-----  
Bafsk  
-----

ITEM

~~~~~

Potion - 50  
Hi-Potion - 500  
Eye Drops - 100  
Antidote - 200

Cross - 1000  
Mallet - 2000  
Maiden's Kiss - 2500  
Gold Needle - 2500

Phoenix Down - 5000  
Ether - 2500  
Cottage - 5000  
Elixir - 50000

MAGIC

~~~~~

Fear - 800  
Basuna - 800

Esuna - 800  
Silence - 800

WEAPON

~~~~~  
Dagger - 800  
Spear - 500  
Long Sword - 600  
Longbow - 250

ARMOR

~~~~~  
Bronze Shield - 200  
Bronze Helm - 200  
Silver Plate - 400  
Bronze Gloves - 300

-----  
Fynn  
-----

ITEM

~~~~~  
Potion - 50  
Hi-Potion - 500  
Eye Drops - 100  
Antidote - 200  
  
Cross - 1000  
Mallet - 2000  
Maiden's Kiss - 2500  
Gold Needle - 2500  
  
Phoenix Down - 5000  
Ether - 2500  
Cottage - 5000  
Elixir - 50000

MAGIC

~~~~~  
Dispel - 3000  
Mini - 3000  
Fog - 3000  
Slow - 3000

WEAPON

~~~~~  
Werebane - 3000  
Trident - 5000  
Wing Blade - 5000  
Flame Bow - 5000

ARMOR

~~~~~  
Gold Shield - 1000  
Titan's Helm - 600  
Golden Mail - 2500  
Gold Plate - 1000  
-----

Mysidia

-----  
ITEM

~~~~~  
Potion - 50  
Hi-Potion - 500  
Eye Drops - 100  
Antidote - 200  
  
Cross - 1000  
Mallet - 2000  
Maiden's Kiss - 2500  
Gold Needle - 2500  
  
Phoenix Down - 5000  
Ether - 2500  
Cottage - 5000  
Elixir - 50000

MAGIC

~~~~~  
Fire - 400  
Bolt - 400  
Ice - 400  
Cure - 200  
  
Cure - 200  
Blink - 400  
Shield - 400  
Shell - 400  
  
Barrier - 8000  
Wall - 8000  
Swap - 8000  
Holy - 20000  
  
Life - 1500  
Faze - 1500  
Banish - 1500  
Warp - 1500  
  
Fear - 800  
Basuna - 800  
Esuna - 800  
Silence - 800

WEAPON

~~~~~  
Power Staff - 8000  
Flame Lance - 15000  
Ogrekiller - 15000  
Ice Bow - 5000

ARMOR

~~~~~  
Ice Shield - 5000  
Knight's Armor - 5000  
Thief's Gloves - 1000  
Titan's Gloves - 2000

-----  
Tropical Island  
-----

Demon Axe - 10000  
Demon Spear - 10000  
Ruby Plate - 800  
Gaia Drum - 8000

-----  
Jade  
-----

Reaper - 10000  
Berserk - 10000  
Haste - 20000  
Flare - 40000

=====  
XXI. BOSS STRATEGIES  
=====

Adamantoise

WEAKNESS: Ice

STRATEGY: Use ice battle items and Ice spells. Cast Shield on the party. Using weapons is futile, the huge shell is extremely defensive.

Astaroth

WEAKNESS: Ultima, Flare, Holy

STRATEGY: This boss hits extremely hard, not only that, it can also kill your entire party in one hit with its death spell. Always keep your HP to the max and revive dead characters immediately. Only attack physically with the Masamune and have everyone else use your best spells, such as Ultima, Flare, and Holy.

Barrel Worm

WEAKNESS: Bolt

STRATEGY: High level Bolt spells work well on this boss. Attacking it with weapons is also an effective way of defeating this boss. Watch your characters' HP and heal continually.

Beelzebub

WEAKNESS: None

STRATEGY: The best method of defeating this enemy is just attacking it physically. This boss has a lot of HP so keep attacking it as hard as you can. You should also be ready to cure status ailments, should this boss use them against you.

Behemoth

LOCATION: Coliseum

WEAKNESS: None

STRATEGY: This fight isn't too challenging, although the Behemoth can hit pretty hard. Just attack it with your strongest weapons.

Blue Dragon

WEAKNESS: None

STRATEGY: Use your strongest weapons. Use Shield to shield against its attacks. Heal whenever it deals a critical hit.

## Borghen

LOCATION: Snow Cavern

WEAKNESS: None

STRATEGY: This boss is rather weak in comparison with other bosses. This battle shouldn't be too tough as long as you keep your HP up. The easiest way to defeat him is by using weapons.

## Chimera

WEAKNESS: None

STRATEGY: You'll have to fight several of these in this fight. Block out the effectiveness of their Flame attack by using Shell. Attack them physically. Take advantage of the many status increment items you found throughout the cave.

## Emperor

WEAKNESS: None

STRATEGY: Defeat the Wood Golem and Royal Guards first. Use weapons to finish off the emperor, he is actually very easy to defeat. Although, you should watch out for his offensive spells and heal when necessary.

## Emperor (Final)

WEAKNESS: Ultima, Flare, Holy

STRATEGY: Attack the Emperor physically with the Masamune and the Excalibur, whoever attacks physically should have Haste cast on them. Use Ultima, Flare, and Holy spells. Heal with Cure for HP, Esuna for status ailments, and Basuna for battle effects. Create a defensive shield by using Wall, Blink, Shield, Shell, and Barrier spells.

[Secret]: If you saved your Blood Swords, equip someone with both, or divide them between two characters (or one, if you only have one of the swords). The battle will probably be over within one or two rounds, depending on your characters' sword skill levels.

## Fire Gigas

WEAKNESS: Ice

STRATEGY: Use your highest level Ice spells on this boss to quickly defeat it. Also very effective in this battle are Notus battle items. This boss can hit hard, so heal often.

## Gottos

WEAKNESS: None

STRATEGY: Use high level weapons and attack spell. He'll occasionally use magic, so use Shell and have Basuna ready if he inflicts any battle effects on the party.

## Gigan Rhino

LOCATION: Tropical Island

WEAKNESS: None

STRATEGY: Occasionally this enemy will inflict a critical hit on a party member, just be ready with curative items and spells. Attack the enemy with your strongest weapons and spells.

## Green Dragon

WEAKNESS: None

STRATEGY: This boss has some hard hitting spells and attacks. Be sure to cast spells to protect against it. If you have it, it would also be a good idea to use the Haste spell to give your weapons a boost and speed up the battle.

## Ice Gigas

WEAKNESS: Fire

STRATEGY: Use Fire spells and Hellfires to beat this boss. Weapons are generally weak against this boss. Also, watch out for it's strong Ice spells, and counter them with Shell spells.

#### King Behemoth

LOCATION: Jade

WEAKNESS: None

STRATEGY: This boss has really strong defense, therefore, you may want to try defeating it with powerful magic more than fighting it physically. This boss is a hard hitter, he could easily kill one of your characters in a single blow, so take necessary precautions in this battle.

#### Lamia Queen

WEAKNESS: None

STRATEGY: Be ready with a Unicorn Horn or a high level Basuna spell to help guard against her sleep and charm spells. Just attack her physically with your highest level equipment.

#### Red Dragon

WEAKNESS: Ice

STRATEGY: Use Ice spells and Notus battle items to win this battle. Weapons are almost completely useless in this fight. Unless you have someone using the Excalibur with a level 16 sword skill, try not to rely on weapons.

#### Sergeant

WEAKNESS: None

STRATEGY: Use your strongest weapons against the boss. Have Mindu cast Shield and Blink on the party.

#### Shrieker

LOCATION: Kas'ion Castle

WEAKNESS: Magic

STRATEGY: Use high level magic spells to defeat it. Otherwise, if your weapon skill is high enough, attack it physically. Watch out for its strong magic attacks.

#### Thunder Gigas

WEAKNESS: Earth

STRATEGY: If you have one, use an Gaia Drum to help defeat this boss. Otherwise, just use your brute strength to defeat this boss. You might also want to set up a shield of Wall, Blink, Shield, or Shell spells to help protect against this boss.

#### Tiamat

WEAKNESS: Flare

STRATEGY: If you took the time to level up your best spells before entering Pandaemonium, now would be a good time to use them. You can also use weapons, now that you have the Masamune. Watch out for this bosses attacks, they hurt.

#### White Dragon

WEAKNESS: None

STRATEGY: This monster has very high defense, it's going to be tough trying to defeat it with just weapons alone, so go ahead and use high level magic as well. Also, casting Shield on the party will help boost your defense against this hard hitter.

#### Zombie Borghen

WEAKNESS: Holy, Fire, Cure

STRATEGY: Since this boss is undead, you can use Cure spells to help defeat it. Also effective are Fire and Holy spells. Overall, this is a pretty easy battle.

=====  
XXII. SECRETS  
=====

Blood Swords deal huge amounts of damage when used against monsters or bosses with large amounts of HP. Use this to your advantage when fighting bosses to significantly shorten battles.

While using your Airship, press the action button to greatly increase the ship's speed. Press it again to cancel this effect.

If monsters aren't hitting you hard enough to raise your HP, attack your own characters to help gain HP faster.

To level up your weapons and spells extremely fast, attack a target, or use a spell, and then cancel it before actually starting the turn. Continue this process 100 times to gain a level.

An Omake Mode is unlocked when you beat the game that allows you to view monster stats and game-related media.

To catch a Chocobo, head to the bare patch in the forest directly south of Kas'ion castle. Talk to the Chocobo and you'll automatically appear outside where the Chocobo will be waiting for you.

When the Cyclone appears, speak with Gordon and Hilda in Fynn Castle to learn new passwords. Then, go to Pavel's house in the town of Fynn and talk to him. Check the wall east of the bed in his house to find a hidded room full of treasure.

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XXIII. CLOSING COPYRIGHT NOTICE  
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