

# Final Fantasy Origins FAQ/Walkthrough

by DaLadiesMan

Updated to v1.1 on Jul 6, 2005

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Final Fantasy Origins FAQ/Walkthrough v1.1  
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Here is just a quick introduction to the game.

Final Fantasy Origins was released in early 2003, as Square's final Playstation One game (at least in America). Combining two of their earliest Final Fantasy games onto one disk, the game retailed for 29.99 and became a minor hit for those who didn't get to grow up with the series, as well as those that played the original game, loved it, but never got a chance to play the 2nd game.

There are numerous changes to both versions. Some you may notice right away, and some will take you a while to figure out. First, both games are perfectly ported onto the Playstation. Even the glitches found in the original versions remain intact. They're basically the same games, but with refined graphics, new challenge levels, and a memo file to save all the treasure and enemies you have collected and defeated during your journey.

Final Fantasy definitely has a ton of changes, also. Auto-targeting is now available, so you don't have to worry about aiming your attacks like you did in the original. You have the option to turn auto aim on or off, depending on if you liked it in the original, so all you veterans don't have to worry about a cheesed down game. Also, much to my delight, you can now buy 99 of items at one time, without having to push the A button over and over.

These changes definitely worked for the better, and added a lot to the game, and made it a pretty successful port. Too bad the increased amount of random battles really hampered what could have been a really special port, and Final Fantasy 2 sucks ass no matter how polished they try to make it. Regardless, it's definitely worth the price of admission.

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Well, I was originally going to do this guide way back in April when this game first dropped in stores (the "first update" on my guide when I decided to finally do it said 4/11/03, so that gives you an idea of how long I held off on it.), but I got caught up in other projects. However, right now I don't really have TOO much to do (FFTA and FF X-2 are really going to annoy the hell out of me, and I might as well get another Final Fantasy game out of the way first.), so I decided I might as well try to finish this project.

The guide is split into two sections. The top section represents Final Fantasy. Now, those of you who are followers of my work or notice my CRP may find that I already did a Final Fantasy guide. After sitting down and debating whether or not I should write the guide from scratch, or just copy and paste my FF1 guide onto FFO and make necessary changes, I decided to go ahead and do an all-new version of the guide exclusively for this guide.

Why? Well, I figured the guide I wrote for Final Fantasy 1 (NES) is pretty good, but I was still kind of new to the writing community back then, and I didn't exactly take my time writing it. I rushed it, as I completed the walkthrough in about 16 hours. In one day. Therefore, I decided to take my time this time and write in more detail, as well as updating all the town names, etc. So, you won't see any of my NES guide in this one.

For Final Fantasy 2, well, what can I say. I hated the game. This will definitely be the most frustrating project I've probably had yet (except for Final Fantasy Tactics Advance), but I plan to get through it the best I can. I can't really imagine writing for a game I already wrote for, as well as a game I hate, but I will try to get through it as best as possible. Let me know how



- You get a couple of files which show you how many monsters you have killed (as well as the statistics of the monsters you killed), and how much treasure you've gotten from each dungeon. Very helpful when writing this guide. ;D

- Graphically, the game got a huge facelift. It looks really different, but a whole lot better in my opinion. It looks a lot like Final Fantasy 4, which is not a bad thing at all. There is also a new FMV.

- The music has been upgraded to 16-bit quality, and there's new boss music, as well as new music for churches. I love the final boss theme, and am glad Square added boss themes this time. :)

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[ 2.2 ] STORYLINE  
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Well, the original Final Fantasy isn't really known for storyline (Square didn't even include a recap of it in the FFO manual), but it's basically about rescuing a princess, followed by needing to capture 4 Orbs from 4 Evil Fiends to save the world from a big bad guy named Chaos, who has the power of time travel. Not too bad, but eh, it's not a story driven game at all.

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[ 2.3 ] BASICS/TIPS  
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Here is just a basic rundown of the two modes in the game, followed by paragraphs on the battle system, magic system, and equipment, followed by a complete character rundown. Enjoy!

Easy Mode: The advantages to the easy mode are mainly the insane amount of magic you get at your disposal, and the fact it takes less time to level up. You can also get to level 99 in easy mode, but not in hard mode. I recommend this only if you already beat normal mode, and are sick of it taking forever to level up. It may take a while, but dammit it's the way it's meant to be played!

Normal Mode: It takes longer to level up, you get a level cap (50) and magic cap (10 for each level), and equipment costs more, but damn man, this is the way the game was meant to be played!

Battle System: You get five options during battle: Attack, Magic, Items, Equip, and Flee. They all are pretty basic, as is the battle system itself. No ATB here, as everything is turn based. Characters and enemies go based off the speed rating alone. Use attack for normal attacks, magic for magic, items for items, etc. It's really simple stuff, people!

Magic System: Even if you are a Final Fantasy veteran, you will not recognize this magic system. You get magic levels, and each spell goes in a magic level. You get a certain amount of casts based on the level of the spell. The more you raise levels, the more your magic levels go up. For instance, a Cure at level 1 will have 3 casts on Level 11, but on Level 50, you'll get to cast it 10 times. (In normal mode, anyways).

Leveling Up: It takes forever to level up in this game for some reason, as in every NES RPG ever it seems. Experience is divided amongst surviving characters. If an enemy gives 800 experience, and there's 4 surviving members, each member gets 200 experience. Really simple stuff, right? Good.

Menu Screen: Everything here is pretty basic also. This entire game is simple!

You can manage items, rearrange them, use them, etc. by going to the item screen. Magic screen lets you sort and use magic. Status shows you current statistics and how much you need to level up. Formation lets you rearrange the battle order of your party, memo lets you memo save, and config lets you change gameplay settings.

Memo Saving: New to this game is an option to memo save. This lets you save wherever you want, whenever you want (unless you're in a battle), and will restart the game from this memo save when you die. The bad news is it is erased when you turn the game off, so make sure to do a regular save before turning the system off, otherwise you'll lose the save forever!

Equipment: Just a few notes on equipment. Some equipment can be used as items, casting spells during battle. Very useful. Also, the optimize screen gives you the best equipment for a character (another useful addition to this version!), but it does not factor in the enemies you are facing. An Ice Sword may be your best weapon, but it won't do anything in the Ice Cave. Make sure to keep an eye on that, and you'll be fine.

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#### [ 2.4 ] CONTROLS

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Note you can change the controls in the config menu, these are just the basic controls.

Directional Buttons - Move the character around the screen, move the cursor.  
X - Select an option, inspect an item, open a chest, or talk to a person.  
Circle - Cancel an option, or hold down to dash through overworld or dungeons.  
Triangle - Open the main menu.  
Square - Open the Items menu.  
L1 - Open the equipment menu.  
L2 - Open the config menu.  
R1 - Open the magic menu.  
R2 - Open the memo file menu.  
Start - Finish naming characters at the opening, pause during battle.  
Circle + Start - Display the world map.  
Start + Select + L1 + L2 + R1 + R2 = Soft reset, takes you back to title screen.

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#### [ 2.5 ] CHARACTER CLASSES

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The most talked about and worried about feature of the original Final Fantasy was the fact you can choose four job classes, and be stuck with them for the entire game (with only a slight upgrade). There are six jobs, and you get a choice of four characters. There's over a thousand different party combinations, so let me tell you my three favorite, and why I like them.

Warrior/Monk/White Mage/Red Mage: Ah, the classic combination that I always recommend most. You get a powerful ally in the Warrior, an ass-kicking Monk (who barely costs any money to maintain and can really do monster damage), a great curer in the White Mage, and a Red Mage who can attack and do basic white AND black magic. There's no real weaknesses here, and is the best overall party.

Warrior/Warrior/Monk/White Mage: This party is more expensive than the above one, but is the way to go in easy mode. The only weakness is the total lack of black magic, but your top 3 characters will be doing so much ass kicking that

it will rarely ever matter. You can switch the Monk out for a Red Mage if the lack of black magic really concerns you, but it shouldn't.

Warrior/Red Mage/Black Mage/White Mage: This is the normal "magic party" of the game, as the Warrior and Red Mage have good attack (and the Red Mage can do basic magic), while you got two magic casters in the party. However, this party is weaker physically than the other 2, and you'll run out of magic quickly. I don't like using magic-based parties, but if you do, it's the way to go.

Now, here is an overview of each job, and why they kick ass. I don't like one party in the game, but I'll still be nice to them, but I will point out their flaws (and everyone else's, to be fair.)

Warrior: The warrior is the strongest character in the game, as it has the ability to use any of the best weapons and armor, as well as the best attack and defense statistics in the entire game. Plus, when they upgrade, they get stronger and have the ability to cast basic white magic, including cure. It helps in dungeons when you run out of healing items and stuff. The only problem? They cost a lot of money to maintain. Otherwise I'd recommend using 3 of them!

Thief: The thief is a weak character, and the one job class I never really use. Their only advantage is their high speed and agility, which helps you to run from battles easily. However, they have weak strength and defense, and aren't really a good class. They get better on upgrade (Ninjas can cast basic black magic), but for the most part, I don't recommend using them much at all.

Monk: Monks are an awesome class that has always been an enigma in the original Final Fantasy. They are actually stronger when you DON'T equip them. Weapons and armor just hold them down, as monks have always been martial artists, not weapon users. Therefore, once they get to about level 10, de-equip them and watch them start doing big time combos for lots of damage. The only weaknesses are the lack of magic and their weak ass defense (which definitely hurts, but not too bad.)

Red Mage: I advise using a Red Mage instead of a Black mage, actually. The reason for this is the fact they can actually get off decent physical attacks, as they can equip swords. Plus, they can use most magic up to level 5, and most of the level 6-8 spells are just overkill or aren't really that important. Therefore, they are the best magic caster, and a definite for any party.

White Mage: The white mage has no real attacking powers whatsoever, but Dia spells work well against the undead, and her healing magic makes her an easy choice to be an ally for the party. Cure works well and is the main advantage to bringing along a white mage. She is definitely an important asset and you best be considering bringing in one for your party. Her weak strength and defense won't really matter when you get your ass saved by her in a boss battle.

Black Mage: The problem with the Black Mage is not necessarily that he's bad, it's just that the Red Mage gets to cast most of his spells, and the White Mage is way more important. Therefore, the Black Mage is the odd man out, unless you cannot live without casting Flare or something. Most of the higher level black magic spells aren't really that important, so I rarely ever bring along a black mage.

I hope this helped you, but just remember, you can win with any party. I've heard stories of people winning with a single white mage for the entire game,

so just choose the party that best suits your style. I always recommend at least one Warrior and White Mage, but you can really win with any party. Good luck!

===== / 3.0 WALKTHROUGH / =====

Here comes the fun part of the game, the walkthrough. Now, as I stated above in my introduction to the guide, this is an all-new and exclusive walkthrough. I did not take any part of my Final Fantasy 1 (NES) guide and put it here. I hope you enjoy my hard work and appreciate it, too. Enjoy.

CORNELIA CITY AND TEMPLE OF CHAOS
Shops (Cornelia): Sanctuary, Inn, Black Magic, White Magic, Items, Armor, Weapons
Treasure (Temple of Chaos): Leather Cap, Lute, Potion, Tent
Enemies (Overworld): Black Widow, Crazy Horse, Gigas Worm, Goblin, Goblin Guard, Skeleton, Wolf
Enemies (Temple of Chaos): Black Widow, Ghoul, Gigas Worm, Goblin, Goblin Guard, Skeleton, Warg Wolf, Werewolf, Wolf, Zombie
Bosses (Temple of Chaos): Garland

You start off outside the town of Cornelia. The first objective is to go into the castle and talk to the king. He's located if you just walk north from the entrance, up the stairs, and keep walking north. He will explain that his daughter, Princess Sarah, has been kidnapped by an evil warlock named Garland, and your job is to go northwest to the Temple of Chaos and rescue her.

Now, I have some basic problems with this. Wasn't the point of every Nintendo game ever back then to rescue the princess? You're getting that objective out of the way right now, and the rest of the game is going to focus on collecting four crystals? Man, even Dragon Warrior let you run around for the princess for at least 3/4 of the game.

And why would Garland kidnap her and only bring her a few steps north of the place she was kidnapped from? Doesn't the castle have soldiers to go get her? Why are they telling me to help her? So many questions.. got to love Nintendo logic. I'm sure EPoetker would have a field day asking some of these same questions.

Now, time to head into town. There's six town icons outside of the castle, and they all go to the same town. Okay. That makes sense. Anyways, go in, and you will be in a big city. To the northwest of you is the Inn. North of there are the Armor and Weapon shops, so go there now, as you need to buy these first if you're going to stand a chance out there in the overworld.

You only start with 400 Gil, so your choices are a bit limited. Fortunately, the weapons and armor are pretty inexpensive here. In the weapon shop, buy a Rapier for your Warrior, Thief, and/or Red Mage. White Mages get hammers, Black Mages get staves, and Monks get Nunchakus. In the armor shop, buy Chain Mail for your Warrior, Leather Armor for your Monk or Red Mage, and Shirts for everyone else.

Now, you won't really have too much money left to spare, so go outside and fight enemies for a while. You will mostly face Goblins and other weak enemies







Item
Treasure: N/A
Enemies (Boat): Goggler, Privateer, Sahagin, Sahagin Chief, Shark
Enemies (Overworld): Cobra, Ghast, Gigas Worm, Goblin Guard, Ogre, Ogre Chieftain, Tarantula, Warg Wolf, Werewolf, Wolf
Bosses: N/A

Make sure to pick up Bolt 1 before you head out on the boat, because the enemies in the water are weak against electric spells. Sharks are the hardest enemies to kill on the ship, as they have a high amount of HP. Fortunately, their attacks are not that strong, and you can defeat them in a round or two. I would advise saving the bolt spells for the larger groups of enemies, as the spell affects every enemy in the battle.

Gogglers are the enemies you will have to worry about, as well. They have a Gaze attack which paralyze one party member for a few rounds. If you face a bunch of them, have the Black Mage or Red Mage immediately cast a Bolt 1 spell, or have the other party members focus on them immediately. Even if the Gogglers come with a Shark, kill the Gogglers first. They will paralyze you, and then the Shark will devour you.

Your next destination to go is Elfheim, which is located southwest of the town. Just follow the shoreline, and eventually you will get there. Dock at the port, and you will be at the town. Ogres are a lot more prevalent here, which is good for your levels and gold. Make sure to level up here for a little while, so you can afford a few things in town.

Enter the town, and you will notice that there is a ton of things to buy. There is a secret to picking up a large amount of gold in a short amount of time, however, so just buy the things you will need to make this an easier task. NulIce and Fire 2 cost 8,000 Gil total, but you need those. That's really it. Once you buy them, head back to Corneria.

Once back in Corneria, head east, and then all the way north until you get to a pennisula at top. Walk around the top 3 squares of this area, and you will get into battles with powerful enemies. Cast NulIce and Fire 2 when you encounter a large amount of Frost Wolves, and make sure to head back to Corneria a lot to heal. Soon, you will have a ton of Gold and your levels will be a lot higher.

Head back to Elfheim now, and you will be ready to go. Buy Cure 2, Dia 2, Heal 1, Esuna, and Fear for your White Mage. Black Mages should get Bolt 2, Focus 2, Haste, Ice 2, and Sleep 2. Weapons wise, buy a Mythril Sword for your Warrior and Red Mage, Saber for a Thief, and for your Monk, de-equip him, as his attacks will now be doing more damage barehanded.

Armor wise, it is important to buy helmets, so buy Helmet for a Warrior, and a Leather Cap for everyone else. Get Copper Armlets for everyone in your party that needs one, and a Steel Plate and Iron Shield for your Warrior. And with your increased levels, your party will now be a major contender going into one of the tougher dungeons in the entire game, the Marsh Cave. Save and heal at the Inn, then head north to the castle.

Here, go into the prince's room, and you will discover that he has been poisoned by a dark elf named Astos. Matoya has the cure, but she won't help you out until she gets back her Crystal Eye, which may be located in the Marsh Cave. So, it looks like we have to go help the old hag get her eye back. Yay.

Head northwest until you get to a spooky castle, which has a king in here. He





Time to go to Elfheim castle. In this castle, go through the door in the southeast, and loop around the path until you get to the treasure room in the northeastern corner. Don't move more than one space away from the wall, just follow the path while hugging the wall the entire time. You will eventually get to the treasure room, which contains a MYTHRIL HAMMER, BRONZE GLOVES, and 730 GIL.

To the Western Keep we go! There's enemies in here, namely Mummies and Wraiths. Mummies put you to sleep, Wraiths like to paralyze you. I hate them all. To effectively demolish them, just have a White Mage cast Dia 1. You won't be long here anyways. They're guarding the chests in the southeast corner of the center room. You can get a POWER STAFF, FALCHION, and STEEL GLOVES here.

Well, I know you probably hated the Marsh Cave, but it's time to make the trek all the way back there. Go all the way back to the room with all the little rooms in it, and unlock the doors at the bottom. The southwest corner is guarded by Piscodemons and contains a SILVER ARMLET. The room to the right hosts a MYTHRIL KNIFE and is guarded by Anacondas. The room to the southeast contains 1,080 Gil and is guarded by Piscodemons.

Yay, we have finally collected all that freaking treasure. About damn time. Take the boat from Corneria's coastline, and go northwest to find a small port just south of the Temple of Chaos. Dock at the port. Go southwest along the coast until you reach a cave surrounded by a ring of mountains. This is your next destination, so enter there now.

In this little section, go north into the treasure room, and raid the chests like the little thief you are. Pick up 575 GIL and 450 GIL, then go to the huge room at the south end of the cave. Here, unlock the room using the Mystic Key, and pick up a ton of treasure chests. A TENT, GRAND HELM, WYRMKILLER, MYTHRIL KNIFE, HELMET, MYTHRIL MAIL, 575 GIL, and COTTAGE are all waiting for you.

Give the Nitro Powder to the Dwarf at the entrance of the far south tunnel. He will use it to blow up the bridge of land south of the cave, which opens up a canal big enough for your ship to pass through. Time to head to Melmond, which is just west of the canal that opened up for you. Once in Melmond, speak to everyone and they will tell you about a cave filled with vampires and golems. Time to do some shopping before heading to the next town.

First, head into the white magic store, and pick up Life 1, Cure 3, and Dia 3. It's hard to let go of Heal 2 here, but Dia 3 is much more effective, and you'll end up using it more. Black Magic wise, Fire 3, Warp 1, and Slow 2 work best. Warp 1 will prove to be effective, and you can never have enough attack magic spells. Slow 2 is just something to round out the list, and you'll rarely find yourself needing to use it.

Time to pick up some new weapons and armor. The weapons and armor in this town are not that great, as you already picked up better ones in the treasure chests before. Pick up some Silver Armlets for everyone, and that's about it. Your shopping here has now completed, and there's nothing to really do now, so rest and save at the Inn, and head to Terra Cavern.

The enemies in the overworld are not that bad. Most of the enemies will be familiar to you, and the only new additions are Hyenadons and Lesser Tigers. Don't waste any magic on them, as you'll need it for the long and tough roads ahead, but kill these creatures with physical attacks. They're tougher than the Wolves you are used to facing, but you can overcome them pretty easily.









magic for tougher enemies. Piranhas usually come with them, but they're weak, and should be focused on last.

Ochus and Neochus are strong physical attackers who also use poison based attacks, which is a definite concern. Ochus are weak against Bolt, but Neochus are not. Neochus can be defeated with a few physical attacks, however. The rest of the enemies in the rivers are not that strong, and will be defeated in a physical attack or two. Just beware of the Crocodiles and Ochu classes and you will be fine.

Now, you may be wondering where the hell you're supposed to go. I advise going to Mt. Gulg first, so get in the canoe, go west, and turn up at the second split in the path. At the second split coming up here, go north. At the next path split, head west to get to Mt. Gulg. I have no idea how anyone ever found this place as a kid. :-P You know, before guides were available.

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| Shops: N/A |
| Treasure (Mt. Gulg): 1,445 Gil, 1,760 Gil, 155 Gil, 2,000 Gil, 1,250 Gil, |
| Antidote x2, Claymore, Cottage, Flame Mail, Flame |
| Shield, Gold Needle, Ice Brand, Mythril Axe, Mythril |
| Glove, Mythril Helm x2, Mythril Shield, Potion x2, |
| Staff, Tent |
| Enemies (Mt. Gulg): Centipede, Fire Gigas, Fire Hydra, Fire Lizard, Gray |
| Ooze, Hell Hound, Hill Gigas, Horned Devil, Hyenadon, |
| Lava Worm, Lizard, Minotaur, Ogre Chieftain, Ogre Mage, |
| Pyrolisk, Pyros, Red Dragon, Scorpion, Sphinx, Wraith |
| Bosses (Mt. Gulg): Marilith |
^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--
```

As all of the enemies in here are fire based, ice magic definitely works well. Let's take a quick look at the enemies in here. Horned Devils are not weak against magic, so you'll have to use physical attacks to take them out. They're not that challenging, though. Fire Gigas are a lot tougher, however. They have a really high attack power, and the most hit points of any enemy in Mt. Gulg. Therefore, these are the enemies you should definitely focus your Ice magic on.

Red Dragons are the strongest creatures, as their attack power is really high. Plus, they have no magical weaknesses, so you'll have to use physical attacks to take them out as well. Pyrolisks have a Squint attack, which can automatically kill one of your characters, but due to their low HP, you can usually be able to take them out before they get a chance to get the attack off.

Fire Lizards and Hellhounds are weak against Ice magic, and they also use Fire magic. Their attack power is weak, so they will almost always use the Fire spells. I wouldn't worry too much about them, though. Lava Worms always appear alone, and they're not that challenging. Pyros always come in groups of two, and they are a little less challenging. Both can be defeated with simple physical attacks.

When you enter the mountain, you will notice that there is lava. This lava takes off 1 HP with each step, but you can't really avoid it. Fortunately, you don't get into any random battles while you are in the lava, so it's actually SAFER to step in it, as you don't have to worry about getting seriously hurt by the dangerous enemies in here.









| Bosses: N/A

Now, it's time to take your airship to the bird-shaped continent in the northeast part of the world. Once you get there, you will see a town, and this town is Gaia. The new foes in the overworld here are not too bad, except the two Baretta enemies. Just use physical attacks and some magic to take them down, but watch out, as they are quite strong, and have a ton of HP.

There's a few shops in this town, and now that your party has upgraded their classes, you can now buy all of the things available in this town. The Cat Claws is a good buy for your Black Wizards (as it's the strongest weapon in the game for them), but it's very expensive, so only consider buying it if you have an extra load of money that you can't seem to spend. Buy Protect Rings (as they prevent Instant Death attacks), and maybe some Ruby Armlets for the characters in your party that aren't Warriors.

Magic wise, Red Wizards have the power to buy only one spell, Ice 3, and it's the last spell in the entire game they can learn. Aw. For White Wizards, definitely pick up both the Cure 4 and Dia 4 spells found here. They are VERY useful, as you may expect by now. Black Wizards should also pick up both Level 7 spells. Level 8 wise, get Holy and NulAll for White Wizards, and Stop and Banish for Black Wizards.

Oh yeah, but you still need 50,000 in order to do the next objective. Sorry about that. If you really need a lot of money quickly, go back to the Ice Cave and keep fighting the Evil Eye over and over. 3,225 Gil each time you win, and it's not like the enemy is hard any more, due to the fact your Protect Rings invalidate his instant death attack, which was the only thing he really had going for him.

Once you have 50,000 Gil, talk to the people in the town, and they will talk about this fairy in a bottle. Now, take the airship to the northwest continent, and park it near the patch of grass in the southeast corner of the desert. The Caravan will sell the Bottled Faerie to you. Yay. Take it back to Gaia, and use it in front of the pond. It will fill the bottle up with Oxyale, allowing you to breathe underwater.

Back on the northwest continent, you can make a pit stop to the town of Onlak. It's south of the place where you got the Bottled Faerie, just take the canoe south. The magic here is not too great, however, and is only used to complete your list. Poor Onlak really got shafted here. No weapons to buy, just weak magic. White Mages can live with Heal 3, and Black Mages can pick up Saber. Hooray.

| WATERFALL CAVERN

| Shops (Waterfall Cavern): N/A

| Treasure (Waterfall Cavern): 13,450 Gil, 6,400 Gil, 5,000 Gil, Defender,  
| Ribbon, Spellbinder

| Enemies (Waterfall Cavern): Clay Golem, Cockatrice, Green Dragon, King  
| Mummy, Mummy, Nightmare, Pyrolisk

| Bosses (Waterfall Cavern): N/A

Your next stop on the journey is a quick pit stop over to the Waterfall Cavern. From Onlak, take the canoe into the waterfall northwest. That's all. It's really not that hard to get here at all. =)

Most of the enemies you will encounter in the Waterfall Cavern are enemies you have faced before in previous dungeons, so I will not give a recap on how to defeat them. You should know how to by now. ;) The only new enemy you will face in here is the rare Green Dragon, who has a super high magic defense, and has 352 HP. Fortunately, physical attacks work pretty well, so just pound away on it. It is hard hitting though, so make sure to have some healing items around just in case.

This is also the easiest "dungeon" in the entire game, as almost every path leads to nowhere, except for one. Just move along the left wall when you enter, and you will eventually get to a place with six chests and a robot. 3 of the chests contain Gil, and the other 3 contain valuable items, including a RIBBON, which you should equip immediately! Don't forget to talk to the robot to pick up a WARP CUBE. Now you can leave.

```
^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__
| SUNKEN SHRINE                                                                |
^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__
| Shops (Sunken Shrine): N/A                                                  |
| Treasure (Sunken Shrine): Lots of Gil!, Antidote, Diamond Armet, Diamond  |
|                               Armor, Diamond Gloves, Diamond Helm, Diamond  |
|                               Shield, Giant's Gloves, Light Axe x2, Mage's  |
|                               Staff, Ribbon, Rosetta Stone                 |
| Enemies (Sunken Shrine): Aquos, Cockatrice, Deepeyes, Ghost, King Mummy,  |
|                               Mummy, Pyrolisk, Sahagin Chief, Sahagin Prince, |
|                               Sea Scorpion, Sea Snake, Sea Troll, Shark, Water |
|                               Naga, White Shark                             |
| Bosses (Sunken Shrine): Kraken                                            |
^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__^__
```

Time to head to the Sunken Shrine, which is the next major dungeon in Final Fantasy, and hosts one of the four elemental fiends. Make sure to come prepared! When you are ready, go to the southeast corner of Onlak and hook the mermaid up with the Oxyale. She lends you her submarine, which takes you directly to the Sea Shrine. See, that wasn't so hard to get to, either, now was it?

The enemies in the Sunken Shrine are, as you may expect, mostly water based. So, bolt magic ends up working very effectively in this dungeon. The only exceptions to this rule are Mummies and Ghosts (which Dia and Fire can take care of easily enough), and Aquos (which Ice can take care of.) The enemies in here are not that tough, but they come in large packs, so make sure to have that magic ready.

The toughest enemies in here are the White Sharks and Sahagin Princes. You know how tough these enemies were in early in the game when you first got the ship, and their upgraded counterparts are just as tough. The White Sharks hit hard and have a lot of HP, and the Sahagin Princes almost always accompany them. Have the Fighters focus on the Shark while the mages take care of every enemy on screen with Bolt magic.

You start off in the middle of the shrine, and you have a choice to make. There are two things you have to do here: Go to the top and collect the Rosetta Stone, and go to the bottom and defeat Kraken. Now, it is common sense that you will want the extra EXP for the battle with Kraken, but you will also end up needing to use lots of healing items and magic, and you may be weak vs Kraken. The choice is yours, but I choose to go up first.

Take the stairs up to the northeast, and you will be on the 3rd floor. The two chests in here contain a total of 11,900 GIL, so pick them up before moving



down the staircase to the next floor. Now that you are on the 4th floor, the treasure starts to get better. Every room except for the first has a chest, so make sure to pick up all of them. There's a DIAMOND ARMOR in the northern part of the room, a 20 GIL chest in the middle, and 3 chests (LIGHT AXE, MAGE'S STAFF, 12,350 GIL) in the lower portions of the room. The stairs are in the southeastern part of the room.

The next room contains no enemies, and has lots of treasure. Score! I wish every room was this easy. ;) There is a ton of Gil in this room, as well as a quadruplet of Diamond armor (DIAMOND HELM, DIAMOND GLOVES, DIAMOND ARMLET, DIAMOND SHIELD) But where is the Rosetta Stone? Go to the northwestern corner and take the path that goes off-screen. This path leads you across the room, to the famed ROSETTA STONE. Awesome. Now, you can warp out of here, and go back to Onlak to heal.

When you return, it's time to go down. Take the staircase to the northwest, then go north to another staircase. Take a few more staircases to pick up 550 GIL, then go back down the 2 staircases and go through the door to the south. Take the stairs, which will lead you to the west side of the 2nd floor. We're getting closer to Kraken...

But we're not there just yet. The room south of this staircase contain 15,000 GIL, but are guarded by a pair of dangerous Aquos. Make sure to use Ice magic to take them out. The room to the west has GIANT'S GLOVES and over 5,800 GIL. Go north and pick up the LIGHT AXE. You'll have to face several Aquos along the way, but Ice magic will definitely terminate them, as I said. Go west here, beat the Sahagin Princes, and pick up 20,000 GIL and a RIBBON! (Score! Put that on someone immediately.) Go northwest to exit the room.

This is the final floor of the dungeon, thankfully. Head west, then turn north where you will see a rock. Take the bridge to the left, then enter the huge chamber. Take the door through the southwest, then head north through the chamber. Once you pass 3 puddles, go left and exit the room by heading through the south door. You will now be back outside of the chamber, so go north, then east, and enter the 1st door. Heal up, because it's boss time.

```

*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*
| BOSS TIME! |                                                                                                      KRAKEN |
*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*
| HP: 1,600 | EXP: 4,245 | GIL: 5,000 | ATT: 50 | DEF: 60 | MDEF: 160 |
*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*
| Kraken has an extraordinary physical defense, so you'll have to power up |
| those Fighters ASAP. Use Giant's Gloves on them, as well as Haste. Black |
| Mages should, of course, use Bolt to take care of his HP little by little. |
| Once the Fighters are powered up, the battle should be easier. White Mages |
| should just heal or cast stuff like Invis, as well as continuing to use |
| Giant's Gloves on the physical attackers. |
|
| Kraken has no magic attacks, but his physical attacks are powerful and make |
| up for his lack of magical prowess. This is why Shield and Invis work so |
| well, so have your mages cast that, while Fighters attack and Black Mages |
| cast Bolt. He will go down quicker than your mom last night in no time. |
*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*

```

Once you are done here, teleport out and return to Melmond. Show the Rosetta Stone to Dr. Unne, and he will teach you how to speak Lufenian fluently. If only Japanese was that easy! Now, you might as well go to the town since you learned the language, right? Let me tell you how to get there.. go northwest from Melmond and land at the top of the peninsula in the west side of the northeast continent.









```
| even longer. Thankfully, you should have saved some high level magic, so  |
| it is time to use it. Cast NulAll on the healer, then have the healer keep |
| casting Nul spells on everyone, while healing of course.                   |
|                                                                              |
| While the healer does that, have your physical attackers have Haste and   |
| Saber on them, then start the physical attack assault. Using Giant's     |
| Gloves wouldn't be a bad idea, either. With physical attacks, strong magic,|
| and Nul spells on everyone, you will win this battle if you keep healed.  |
*--+*--+*--+*--+*--+*--+*--+*--+*--+*--+*--+*--+*--+*--+*--+*--+*--+*--+*--+*
```

Congratulation, a winner is you!

```
-----
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==+*==+*==+*==+*==+*==+*==+*==+*--
    [ 4.1 ] WEAPONS
==+*==+*==+*==+*==+*==+*==+*==+*--
```

```
---
KEY
---
```

Name of Weapon: Name of the weapon  
Type of Weapon: What type it is.  
Attack: The attack power of the weapon  
Accuracy: The hit percentage of the weapon.  
Equip: What job classes can equip it.  
Price: Buying/selling price.  
Description: In-game description of the weapon.

```
-----
/ BATTLE AXE /
-----
```

Type: Axe                                  Attack: +16                                  Accuracy: +5  
Equip: Warrior, Knight, Ninja  
Price: 550/450  
Description: An axe made for combat.

```
-----
/ BROADSWORD /
-----
```

Type: Sword                                    Attack: +15                                    Accuracy: +10  
Equip: Warrior, Knight, Thief, Ninja, Red Mage, Red Wizard  
Price: 550/450  
Description: Sword with a wide, double-edged blade.

```
-----
/ CAT CLAWS /
-----
```

Type: Knife                                    Attack: +22                                    Accuracy: +25  
Equip: Knight, Ninja, Red Wizard, Black Wizard  
Price: 65,000/52,000  
Description: Very sharp knife.

```
-----
/ CLAYMORE /
-----
```

Type: Sword                                    Attack: +21                                    Accuracy: +20

Equip: Warrior, Knight, Thief, Ninja, Red Mage, Red Wizard  
Price: N/A  
Description: Sword effective against giants.

-----  
/ CORAL SWORD /  
-----

Type: Sword                                  Attack: +19                                  Accuracy: +15  
Equip: Warrior, Knight, Thief, Ninja, Red Mage, Red Wizard  
Price: N/A  
Description: Sword effective against aquatics.

-----  
/ CROSIER /  
-----

Type: Staff    Attack: +14    Accuracy: +0  
Equip: Warrior, Knight, Ninja, Monk, Master  
Price: 200/160  
Description: Staff topped with iron rings.

-----  
/ DAGGER /  
-----

Type: Knife    Attack: +7    Accuracy: +10  
Equip: Warrior, Knight, Thief, Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Price: 175/140  
Description: Large battle knife.

-----  
/ DEFENDER /  
-----

Type: Sword    Attack: +30    Accuracy: +35  
Equip: Knight, Ninja, Red Wizard  
Price: N/A  
Description: Sword with Blink effect.

-----  
/ EXCALIBUR /  
-----

Type: Sword    Attack: +45    Accuracy: +35  
Equip: Knight  
Price: N/A  
Description: A sword of phenomenal strength.

-----  
/ FALCHION /  
-----

Type: Sword    Attack: +15    Accuracy: +10  
Equip: Warrior, Knight, Thief, Ninja, Red Mage, Red Wizard  
Price: 450/360  
Description: Sword with a wide blade.

-----  
/ FLAME SWORD /  
-----

Type: Sword    Attack: +26    Accuracy: +20  
Equip: Warrior, Knight, Ninja, Red Mage, Red Wizard  
Price: N/A  
Description: Sword forged with the essence of fire.

-----  
/ GREAT AXE /  
-----

Type: Axe                                  Attack: +22                                  Accuracy: +5  
Equip: Warrior, Knight, Ninja  
Price: N/A  
Description: Large battle axe.

-----  
/ HAMMER /  
-----

Type: Hammer                                  Attack: +9                                  Accuracy: +0  
Equip: Warrior, Knight, Ninja, White Mage, White Wizard  
Price: 10/8  
Description: A hammer made for combat.

-----  
/ HEALING STAFF /  
-----

Type: Staff                                  Attack: +6                                  Accuracy: +0  
Equip: Ninja, White Mage, White Wizard  
Price: N/A  
Description: Staff with Heal effect.

-----  
/ ICE BRAND /  
-----

Type: Sword                                  Attack: +29                                  Accuracy: +25  
Equip: Warrior, Knight, Ninja, Red Mage, Red Wizard  
Price: N/A  
Description: Sword forged with the essence of ice.

-----  
/ IRON NUNCHAKU /  
-----

Type: Nunchaku                                  Attack: +16                                  Accuracy: +0  
Equip: Ninja, Monk, Master  
Price: 200/160  
Description: Nunchaku made of iron.

-----  
/ KNIFE /  
-----

Type: Knife                                  Attack: +5                                  Accuracy: +10  
Equip: Warrior, Knight, Thief, Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Price: 5/4  
Description: A small knife.

-----  
/ LIGHT AXE /  
-----

Type: Axe                                  Attack: +28                                  Accuracy: +15  
Equip: Warrior, Knight, Ninja  
Price: N/A  
Description: Axe with Dia 2 effect.

-----  
/ LONG SWORD /  
-----



-----  
Type: Sword                            Attack: +20                            Accuracy: +10  
Equip: Warrior, Knight, Thief, Ninja, Red Mage, Red Wizard  
Price: 1,500/1,200  
Description: Large, double-edged sword.  
-----

-----  
/ MAGE'S STAFF /  
-----

Type: Staff                            Attack: +12                            Accuracy: +10  
Equip: Ninja, Black Mage, Black Wizard  
Price: N/A  
Description: Staff with Fire 2 effect.  
-----

-----  
/ MASAMUNE /  
-----

Type: Sword                            Attack: +56                            Accuracy: +50  
Equip: All  
Price: N/A  
Description: The mightiest sword of all.  
-----

-----  
/ MYTHRIL AXE /  
-----

Type: Axe                              Attack: +25                            Accuracy: +10  
Equip: Warrior, Knight, Ninja  
Price: 4,500/3,600  
Description: Axe made of mythril silver.  
-----

-----  
/ MYTHRIL HAMMER /  
-----

Type: Hammer                         Attack: +12                            Accuracy: +5  
Equip: Warrior, Knight, Ninja, White Mage, White Wizard  
Price: 2,500/2,000  
Description: Hammer made of mythril silver.  
-----

-----  
/ MYTHRIL KNIFE /  
-----

Type: Knife                            Attack: +10                            Accuracy: +15  
Equip: Warrior, Knight, Thief, Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Price: 800/640  
Description: Knife made of mythril silver.  
-----

-----  
/ MYTHRIL SWORD /  
-----

Type: Sword                            Attack: +23                            Accuracy: +15  
Equip: Warrior, Knight, Thief, Ninja, Red Mage, Red Wizard  
Price: 4,000/3,200  
Description: Sword made of mythril silver.  
-----

-----  
/ NUNCHAKU /  
-----

Type: Nunchaku                         Attack: +12                            Accuracy: +0  
Equip: Ninja, Monk, Master

Price: 10/8

Description: Wooden nunchaku.

-----  
/ POWER STAFF /  
-----

Type: Staff                                  Attack: +12                                  Accuracy: +0  
Equip: Warrior, Knight, Ninja, Monk, Master, White Mage, White Wizard, Black Mage, Black Wizard  
Price: N/A  
Description: A heavy staff.

-----  
/ RAPIER /  
-----

Type: Sword                                  Attack: +9                                  Accuracy: +5  
Equip: Warrior, Knight, Thief, Ninja, Red Mage, Red Wizard  
Price: 10/8  
Description: Sword with a slender blade.

-----  
/ RUNE BLADE /  
-----

Type: Sword                                  Attack: +18                                  Accuracy: +15  
Equip: Warrior, Knight, Thief, Ninja, Red Mage, Red Wizard  
Price: N/A  
Description: Sword effective against spell-casting foes.

-----  
/ SABER /  
-----

Type: Sword                                  Attack: +13                                  Accuracy: +5  
Equip: Warrior, Knight, Thief, Ninja, Red Mage, Red Wizard  
Price: 450/360  
Description: Long-bladed sword made for piercing.

-----  
/ SASUKE /  
-----

Type: Sword                                  Attack: +33                                  Accuracy: +35  
Equip: Ninja  
Price: N/A  
Description: A light ninja blade.

-----  
/ SCIMITAR /  
-----

Type: Sword                                  Attack: +10                                  Accuracy: +10  
Equip: Warrior, Knight, Thief, Ninja, Red Mage, Red Wizard  
Price: 200/160  
Description: Sword with a curved blade.

-----  
/ SPELLBINDER /  
-----

Type: Staff                                  Attack: +15                                  Accuracy: +15  
Equip: Black Wizard  
Price: N/A  
Description: Staff with Muddle effect.

-----  
/ STAFF /  
-----

Type: Staff                                  Attack: +6                                  Accuracy: +0  
Equip: Warrior, Knight, Ninja, Monk, Master, Red Mage, Red Wizard, White Mage,  
      White Wizard, Black Mage, Black Wizard  
Price: 5/4  
Description: A wooden staff.

-----  
/ SUNBLADE /  
-----

Type: Sword                                  Attack: +32                                  Accuracy: +30  
Equip: Warrior, Knight, Ninja, Red Mage, Red Wizard  
Price: N/A  
Description: Sword effective against the undead.

-----  
/ THOR'S HAMMER /  
-----

Type: Hammer                                  Attack: +18                                  Accuracy: +15  
Equip: Knight, Ninja, White Wizard  
Price: N/A  
Description: Hammer with Bolt 2 effect.

-----  
/ VENOM BLADE /  
-----

Type: Sword                                  Attack: +22                                  Accuracy: +20  
Equip: Knight, Ninja, Red Wizard  
Price: N/A  
Description: Saber with Poison effect.

-----  
/ VORPAL SWORD /  
-----

Type: Sword                                  Attack: +24                                  Accuracy: +25  
Equip: Knight, Ninja, Red Wizard  
Price: N/A  
Description: Sharp-edged crescent sword.

-----  
/ WEREbane /  
-----

Type: Sword                                  Attack: +18                                  Accuracy: +15  
Equip: Warrior, Knight, Ninja, Red Mage, Red Wizard  
Price: N/A  
Description: Sword effective against werebanes.

-----  
/ WYRMKILLER /  
-----

Type: Sword                                  Attack: +19                                  Accuracy: +15  
Equip: Warrior, Knight, Thief, Ninja, Red Mage, Red Wizard  
Price: N/A  
Description: Sword effective against dragons.

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KEY

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Name of Armor: Name of the armor.

Type of Armor: What type it is.

Defense: The defense power of the armor.

Evade: The evade percentage of the armor.

Equip: What job classes can equip it.

Price: Buying/selling price.

Description: In-game description of the weapon.

-----  
/ AEGIS SHIELD /

-----  
Type: Shield                                  Defense: +16                                  Evade: +0  
Equip: Knight  
Price: N/A  
Description: Sometimes protects from special attacks.

-----  
/ BLACK ROBE /

-----  
Type: Cloth    Defense: +24    Evade: -2  
Equip: Black Wizard  
Price: N/A  
Description: Robe with Ice 2 effect.

-----  
/ BRONZE GLOVES /

-----  
Type: Gloves    Defense: +2    Evade: -3  
Equip: Warrior, Knight, Ninja  
Price: 200/160  
Description: Gloves made of bronze.

-----  
/ BUCKLER /

-----  
Type: Shield    Defense: +2    Evade: +0  
Equip: Warrior, Knight, Ninja, Thief, Red Mage, Red Wizard  
Price: 2,500/2,000  
Description: Small shield that is easy to handle.

-----  
/ CHAIN MAIL /

-----  
Type: Armor    Defense: +15    Evade: -15  
Equip: Warrior, Knight, Ninja, Red Mage, Red Wizard  
Price: 80/65  
Description: Mail made with steel rings.

-----  
/ COPPER ARMLET /

-----  
Type: Armlet    Defense: +4    Evade: -1  
Equip: Warrior, Knight, Thief, Ninja, Monk, Master, Red Mage, Red Wizard,  
White Mage, White Wizard, Black Mage, Black Wizard  
Price: 1,000/800  
Description: Armlet made of hammered copper.

-----  
/ DIAMOND ARMLET /  
-----

Type: Armlet                                  Defense: +34                                  Evade: -1  
Equip: Warrior, Knight, Thief, Ninja, Monk, Master, Red Mage, Red Wizard,  
White Mage, White Wizard, Black Mage, Black Wizard  
Price: N/A  
Description: Decorative armlet with a diamond inset.

-----  
/ DIAMOND ARMOR /  
-----

Type: Armor    Defense: +42    Evade: -10  
Equip: Knight  
Price: N/A  
Description: Brilliant armor made of diamond.

-----  
/ DIAMOND GLOVES /  
-----

Type: Gloves    Defense: +8    Evade: -3  
Equip: Knight  
Price: N/A  
Description: Gloves made of diamond.

-----  
/ DIAMOND HELM /  
-----

Type: Helmet    Defense: +8    Evade: -3  
Equip: Knight  
Price: N/A  
Description: Helmet made of diamond.

-----  
/ DIAMOND SHIELD /  
-----

Type: Shield    Defense: +16    Evade: +0  
Equip: Knight  
Price: N/A  
Description: Shield made of diamond.

-----  
/ DRAGON MAIL /  
-----

Type: Armor    Defense: +42    Evade: -10  
Equip: Knight  
Price: N/A  
Description: Armor made of dragon scales.

-----  
/ FLAME MAIL /  
-----

Type: Armor    Defense: +34    Evade: -10  
Equip: Warrior, Knight, Ninja  
Price: N/A  
Description: Armor forged with the essence of fire.

-----  
/ FLAME SHIELD /  
-----

-----  
Type: Shield                            Defense: +12                            Evade: +0  
Equip: Warrior, Knight, Ninja  
Price: N/A  
Description: Shield forged with the essence of fire.  
-----

-----  
/ GAUNTLETS /  
-----

Type: Gloves                            Defense: +6                            Evade: -3  
Equip: Warrior, Knight, Ninja  
Price: N/A  
Description: Gloves with Bolt 2 effect.  
-----

-----  
/ GIANT'S GLOVES /  
-----

Type: Gloves                            Defense: +6                            Evade: -3  
Equip: Warrior, Knight, Ninja  
Price: N/A  
Description: Gloves with Saber effect.  
-----

-----  
/ GRAND HELM /  
-----

Type: Helmet                            Defense: +5                            Evade: -5  
Equip: Warrior, Knight, Ninja  
Price: 450/360  
Description: Helmet that protects entire head.  
-----

-----  
/ HEALING HELMET /  
-----

Type: Helmet                            Defense: +6                            Evade: -3  
Equip: Warrior, Knight, Ninja  
Price: N/A  
Description: Helmet with Heal effect.  
-----

-----  
/ HELMET /  
-----

Type: Helmet                            Defense: +3                            Evade: -3  
Equip: Warrior, Knight, Ninja  
Price: 100/80  
Description: Small helmet.  
-----

-----  
/ ICE ARMOR /  
-----

Type: Armor                            Defense: +34                            Evade: -10  
Equip: Warrior, Knight, Thief, Ninja  
Price: N/A  
Description: Armor forged with the essence of ice.  
-----

-----  
/ ICE SHIELD /  
-----

Type: Shield                            Defense: +12                            Evade: +0  
Equip: Warrior, Knight, Ninja  
Price: N/A

Description: Shield forged with the essence of ice.

-----  
/ IRON SHIELD /  
-----

Type: Shield                                  Defense: +4                                  Evade: +0  
Equip: Warrior, Knight, Ninja  
Price: 100/80  
Description: Shield made of iron.

-----  
/ KNIGHT'S ARMOR /  
-----

Type: Armor    Defense: +34    Evade: -33  
Equip: Warrior, Knight  
Price: 45,000/36,000  
Description: Strong armor made of steel.

-----  
/ LEATHER ARMOR /  
-----

Type: Armor    Defense: +4    Evade: -8  
Equip: Warrior, Knight, Thief, Ninja, Monk, Master, Red Mage, Red Wizard  
Price: 50/40  
Description: Plain armor made of leather.

-----  
/ LEATHER CAP /  
-----

Type: Helmet    Defense: +1    Evade: -1  
Equip: Warrior, Knight, Ninja, Thief, Monk, Master, Red Mage, Red Wizard,  
White Mage, White Wizard, Black Mage, Black Wizard  
Price: 80/85  
Description: Cap made of leather.

-----  
/ LEATHER GLOVES /  
-----

Type: Gloves    Defense: +1    Evade: -1  
Equip: Warrior, Knight, Thief, Ninja, Monk, Master, Red Mage, Red Wizard,  
White Mage, White Wizard, Black Mage, Black Wizard  
Price: 60/50  
Description: Gloves made of leather.

-----  
/ LEATHER SHIELD /  
-----

Type: Shield    Defense: +2    Evade: +0  
Equip: Warrior, Knight, Ninja  
Price: 15/12  
Description: Shield made of leather.

-----  
/ MYTHRIL ARMOR /  
-----

Type: Armor    Defense: +18    Evade: -8  
Equip: Warrior, Knight, Thief, Ninja, Red Mage, Red Wizard  
Price: 7,500/6,000  
Description: Gleaming armor made of mythril silver.

-----  
/ MYTHRIL GLOVES /  
-----

Type: Gloves                                  Defense: +6                                  Evade: -3  
Equip: Warrior, Knight, Ninja  
Price: 2,500/2,000  
Description: Gloves made of mythril silver.

-----  
/ MYTHRIL HELM /  
-----

Type: Helmet    Defense: +6    Evade: -3  
Equip: Warrior, Knight, Ninja  
Price: 2,500/2,000  
Description: Helmet made of mythril silver.

-----  
/ MYTHRIL SHIELD /  
-----

Type: Shield    Defense: +8    Evade: +0  
Equip: Warrior, Knight, Ninja  
Price: 2,500/2,000  
Description: Shield made of mythril silver.

-----  
/ PROTECT RING /  
-----

Type: Gloves    Defense: +8    Evade: -1  
Equip: Warrior, Knight, Ninja  
Price: N/A  
Description: Ring that guards against instant death.

-----  
/ RIBBON /  
-----

Type: Helmet    Defense: +1    Evade: -1  
Equip: Warrior, Knight, Thief, Ninja, Monk, Master, Red Mage, Red Wizard,  
White Mage, White Wizard, Black Mage, Black Wizard  
Price: N/A  
Description: Sometimes protects from special attacks.

-----  
/ RUBY ARMLET /  
-----

Type: Armlet    Defense: +24    Evade: -1  
Equip: Warrior, Knight, Thief, Ninja, Monk, Master, Red Mage, Red Wizard,  
White Mage, White Wizard, Black Mage, Black Wizard  
Price: 50,000/40,000  
Description: Decorative armlet with a ruby inset.

-----  
/ SHIRT /  
-----

Type: Cloth    Defense: +1    Evade: -2  
Equip: Warrior, Knight, Ninja, Monk, Master, Red Mage, Red Wizard, White Mage,  
White Wizard, Black Mage, Black Wizard  
Price: 10/8  
Description: A shirt made of cotton.  
-----





Canoe	Light boat food for traversing lakes and rivers.	
Crown	Crown that shimmers mysteriously.	
Crystal Eye	Mystical orb made of crystal.	
Earth Rod	Staff blessed by the spirits.	
Jolt Tonic	Awakens one from deepest slumber.	
Levystone	Mysterious rock that floats in the air.	
Lute	Most melodious musical instrument.	
Mystic Key	Opens magically sealed doors.	
Nitro Powder	Powder packed with explosive power.	
Oxyale	Mysterious liquid that creates air.	
Rat's Tail	Proof of valor and strength.	
Rosetta Stone	Stone tablet etched with ancient transcriptions.	
Star Ruby	Huge, sparkling, red gem.	
Warp Cube	Prismatic cube that glitters with color.	

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[ 4.4 ] MAGIC

==+\*-==+\*-==+\*-==+\*-==+\*-==+\*-==+\*-

---

KEY

---

Name of Spell: Name of the spell.  
Type: Whether it's black or white magic.  
Price: Cost/sell price.  
Class: Classes that can learn it.  
Description: What the spell does.

-----  
/ BANISH /

-----  
Type: Black Price: 60,000/40,000  
Class: Black Wizard  
Description: Chance of instantly killing one or all enemies.

-----  
/ BLIND /

-----  
Type: Black Price: 1,500/1,000  
Class: Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Description: Stuns an enemy, paralyzing them for several rounds.

-----  
/ BLINK /

-----  
Type: White Price: 100/50  
Class: Knight, Red Wizard, White Mage, White Wizard  
Description: Raises the caster's evasion by 80 points.

-----  
/ BREAK /

-----  
Type: Black Price: 45,000/30,000  
Class: Black Mage, Black Wizard  
Description: Instantly blinds an enemy.

-----  
/ BOLT 1 /

Type: Black Price: 100/50  
Class: Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Description: Damages an enemy with lightning for 10-40 damage.

-----  
/ BOLT 2 /  
-----

Type: Black Price: 1,500/1,000  
Class: Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Description: Damages an enemy with lightning for 30-120 damage.

-----  
/ BOLT 3 /  
-----

Type: Black Price: 20,000/13,000  
Class: Red Wizard, Black Mage, Black Wizard  
Description: Damages an enemy with lightning for 60-240 damage.

-----  
/ CURE 1 /  
-----

Type: White Price: 100/50  
Class: Knight, Red Mage, Red Wizard, White Mage, White Wizard  
Description: Restores 16-32 Hit Points to one character.

-----  
/ CURE 2 /  
-----

Type: White Price: 1,500/1,000  
Class: Knight, Red Mage, Red Wizard, White Mage, White Wizard  
Description: Restores 33-66 Hit Points to one character.

-----  
/ CURE 3 /  
-----

Type: White Price: 8,000/5,000  
Class: Red Mage, Red Wizard, White Mage, White Wizard  
Description: Restores 66-132 Hit Points to one character.

-----  
/ CURE 4 /  
-----

Type: White Price: 45,000/30,000  
Class: White Wizard  
Description: Fully restores a character's Hit Points.

-----  
/ DIA 1 /  
-----

Type: White Price: 100/50  
Class: White Mage, White Wizard  
Description: Harms undead enemies for 20-80 damage.

-----  
/ DIA 2 /  
-----

Type: White Price: 1,500/1,000  
Class: White Mage, White Wizard  
Description: Harms undead enemies for 40-160 damage.

-----  
/ DIA 3 /  
-----

Type: White Price:  
Class: White Mage, White Wizard  
Description: Harms undead enemies for 60-240 damage.

-----  
/ DIA 4 /  
-----

Type: White Price: 45,000/30,000  
Class: White Wizard  
Description: Harms undead enemies for 80-320 damage.

-----  
/ DISPEL /  
-----

Type: White Price: 60,000/40,000  
Class: White Wizard  
Description: All spells cast on the character/enemy are removed.

-----  
/ DOOM /  
-----

Type: Black Price: 60,000/40,000  
Class: Black Wizard  
Description: Instantly kills one enemy, guaranteed to work on any non-boss creatures.

-----  
/ ESUNA /  
-----

Type: White Price: 4,000/2,500  
Class: Red Mage, Red Wizard, White Mage, White Wizard  
Description: Cures the Poison status effect.

-----  
/ FEAR /  
-----

Type: White Price: 4,000/2,500  
Class: White Mage, White Wizard  
Description: Makes the enemies run away from battle.

-----  
/ FIRE 1 /  
-----

Type: Black Price: 100/50  
Class: Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Description: Damages an enemy with fire for 10-40 damage.

-----  
/ FIRE 2 /  
-----

Type: Black Price: 1,500/1,000  
Class: Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Description: Damages an enemy with fire for 30-120 damage.

-----  
/ FIRE 3 /  
-----

Type: Black Price: 8,000/5,000  
Class: Red Mage, Red Wizard, Black Mage, Black Wizard  
Description: Damages an enemy with fire for 50-200 damage.

-----  
/ FOCUS 1 /  
-----

Type: Black Price: 100/50  
Class: Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Description: Lowers an enemy's evasion by 10 points.

-----  
/ FOCUS 2 /  
-----

Type: Black Price: 1,500/1,000  
Class: Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Description: Lowers all enemies' evasion by 10 points.

-----  
/ FLARE /  
-----

Type: Black Price: 60,000/40,000  
Class: Black Wizard  
Description: Major damage to all enemies.

-----  
/ FOG /  
-----

Type: Black Price: 400/250  
Class: Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Description: Blinds the enemies with a heavy fog.

-----  
/ HASTE /  
-----

Type: Black Price: 4,000/2,500  
Class: Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Description: Doubles the attack power of one character.

-----  
/ HEAL 1 /  
-----

Type: White Price: 1,500/1,000  
Class: White Mage, White Wizard  
Description: Restores 12-24 Hit Points to all characters.

-----  
/ HEAL 2 /  
-----

Type: White Price: 8,000/5,000  
Class: White Mage, White Wizard  
Description: Restores 24-48 Hit Points to all characters.

-----  
/ HEAL 3 /  
-----

Type: White Price: 45,000/30,000  
Class: White Mage, White Wizard  
Description: Restores 48-96 Hit Points to all characters.

-----  
/ HOLY /  
-----

Type: White Price: 60,000/40,000  
Class: White Wizard  
Description: Damages foes for large amounts of damage.

-----  
/ ICE 1 /  
-----

Type: Black Price: 400/250  
Class: Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Description: Damages an enemy with ice for 20-80 damage.

-----  
/ ICE 2 /  
-----

Type: Black Price: 4,000/2,500  
Class: Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Description: Damages an enemy with ice for 40-160 damage.

-----  
/ ICE 3 /  
-----

Type: Black Price: 45,000/30,000  
Class: Red Wizard, Black Mage, Black Wizard  
Description: Damages an enemy with ice for 70-280 damage.

-----  
/ INVIS 1 /  
-----

Type: White Price: 400/250  
Class: Knight, Red Mage, Red Wizard, White Mage, White Wizard  
Description: Raises a character's evasion by 40 points.

-----  
/ INVIS 2 /  
-----

Type: White Price: 20,000/13,000  
Class: Red Wizard, White Mage, White Wizard  
Description: Raises the party's evasion by 40 points.

-----  
/ LAMP /  
-----

Type: White Price: 400/250  
Class: Knight, Red Mage, Red Wizard, White Mage, White Wizard  
Description: Cures the Darkness status effect.

-----  
/ LIFE /  
-----

Type: White Price: 8,000/5,000  
Class: Red Wizard, White Mage, White Wizard  
Description: Brings a character back to life.

-----  
/ LIFE 2 /  
-----

Type: White Price: 60,000/40,000

Class: White Wizard

Description: Restores all of an ally's HP and brings them back to life.

-----  
/ MUDDLE /  
-----

Type: Black

Price: 4,000/2,500

Class: Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard

Description: Casts the Confusion status effect on all enemies.

-----  
/ NULALL /  
-----

Type: White

Price: 60,000/40,000

Class: White Wizard

Description: Reduces all spell damage by 50 percent.

-----  
/ NULBOLT /  
-----

Type: White

Price: 400/250

Class: Knight, Red Mage, Red Wizard, White Mage, White Wizard

Description: Reduces lightning damage by 50 percent.

-----  
/ NULFIRE /  
-----

Type: White

Price: 1,500/1,000

Class: Knight, Red Mage, Red Wizard, White Mage, White Wizard

Description: Reduces fire damage by 50 percent.

-----  
/ NULICE /  
-----

Type: White

Price: 4,000/2,500

Class: Red Mage, Red Wizard, White Mage, White Wizard

Description: Reduces ice damage by 50 percent.

-----  
/ NULMAGC /  
-----

Type: White

Price: 45,000/30,000

Class: Red Wizard, White Mage, White Wizard

Description: Protects the party from all instant death attacks.

-----  
/ POISON /  
-----

Type: Black

Price: 8,000/5,000

Class: Red Mage, Red Wizard, Black Mage, Black Wizard

Description: Instantly kills all foes. Barely works..

-----  
/ QUAKE /  
-----

Type: Black

Price: 20,000/13,000

Class: Black Mage, Black Wizard

Description: Major earth damage to all enemies.

/ REAPER /

-----  
Type: Black Price: 20,000/13,000  
Class: Black Mage, Black Wizard  
Description: Instantly kills one foe.

-----  
/ SHLD 1 /

-----  
Type: White Price: 100/50  
Class: Knight, Red Mage, Red Wizard, White Mage, White Wizard  
Description: Raises a character's defense by 8 points.

-----  
/ SHLD 2 /

-----  
Type: White Price: 20,000/13,000  
Class: Red Wizard, White Mage, White Wizard  
Description: Raises the party's defense by 12 points.

-----  
/ SILENCE /

-----  
Type: White Price: 400/250  
Class: Knight, Red Mage, Red Wizard, White Mage, White Wizard  
Description: Prevents the enemy from casting a spell.

-----  
/ SLEEP 1 /

-----  
Type: Black Price: 100/50  
Class: Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Description: Puts foes to sleep.

-----  
/ SLEEP 2 /

-----  
Type: Black Price: 4,000/2,050  
Class: Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Description: Guaranteed to put one non-boss enemy to sleep.

-----  
/ SLOW /

-----  
Type: Black Price: 400/250  
Class: Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard  
Description: Slows down an enemy, reducing their speed.

-----  
/ SLOW 2 /

-----  
Type: Black Price: 8,000/5,000  
Class: Red Mage, Red Wizard, Black Mage, Black Wizard  
Description: Slows down an enemy, reducing its attacks.

-----  
/ STEEL /

-----  
Type: Black Price: 400/250  
Class: Ninja, Red Mage, Red Wizard, Black Mage, Black Wizard



Description: Raises the caster's attack power by 14 points.

-----  
/ STONA /  
-----

Type: White Price: 20,000/13,000  
Class: White Mage, White Wizard  
Description: Cures the Stone status effect.

-----  
/ STOP /  
-----

Type: Black Price: 60,000/40,000  
Class: Black Wizard  
Description: Causes all enemies to stop.

-----  
/ STUN /  
-----

Type: Black Price: 20,000/13,000  
Class: Black Mage, Black Wizard  
Description: Instantly paralyzes a foe for several rounds.

-----  
/ VOX /  
-----

Type: White Price: 4,000/2,500  
Class: Red Mage, Red Wizard, White Mage, White Wizard  
Description: Cures the Mute status effect.

-----  
/ WARP 1 /  
-----

Type: Black Price: 8,000/5,000  
Class: Red Wizard, Black Wizard  
Description: Warps the party back to the previous floor of the dungeon.

-----  
/ WARP 2 /  
-----

Type: White Price: 20,000/13,000  
Class: Red Wizard, White Wizard  
Description: It warps you out of dungeons.

==+\*==+\*==+\*==+\*==+\*==+\*==+\*-

[ 4.5 ] ENEMIES

==+\*==+\*==+\*==+\*==+\*==+\*==+\*-

---  
KEY

- Name of Enemy: Name of the enemy
- Hit Points: Amount of hit points the enemy has
- Experience: Experience Points gained for defeating the enemy
- Gil: Gil received for defeating the enemy
- Attack: Attack power of the enemy
- Defense: Defensive power of the enemy
- Magic Defense: Magic Defense of the enemy
- Nullified: Enemy is resistant to these attacks
- Weakness: Enemy is weak against these attacks



HP: 196          EXP: 1,977          GIL: 658          ATTACK: 30          DEFENSE: 20  
MD: 91  
NULL: None  
WEAK: None

-----  
/ BLACK KNIGHT /  
-----

HP: 260          EXP: 1,263          GIL: 658          ATTACK: 44          DEFENSE: 38  
MD: 135  
NULL: None  
WEAK: None

-----  
/ BLACK WIDOW /  
-----

HP: 28          EXP: 30          GIL: 8          ATTACK: 10          DEFENSE: 0  
MD: 28  
NULL: None  
WEAK: None

-----  
/ BLOODBONES /  
-----

HP: 144          EXP: 378          GIL: 378          ATTACK: 26          DEFENSE: 12  
MD: 76  
NULL: Confusion, Ice, Death, Paralysis  
WEAK: Dia, Fire

-----  
/ BLUE DRAGON /  
-----

HP: 454          EXP: 3,274          GIL: 2,000          ATTACK: 92          DEFENSE: 20  
MD: 200  
NULL: Quake, Bolt  
WEAK: None

-----  
/ CENTIPEDE /  
-----

HP: 222          EXP: 1,194          GIL: 300          ATTACK: 39          DEFENSE: 20  
MD: 116  
NULL: None  
WEAK: None

\*-+-\*  
/ CHAOS /

\*-+-\*  
HP: 4,000          EXP: N/A          GIL: N/A          ATTACK: 100          DEFENSE: 100  
MD: 200  
NULL: Everything  
WEAK: None

-----  
/ CHIMERA /  
-----

HP: 300          EXP: 2,064          GIL: 2,500          ATTACK: 30          DEFENSE: 20  
MD: 130  
NULL: Quake, Fire  
WEAK: Ice

-----  
/ CLAY GOLEM /

HP: 176            EXP: 1,257            GIL: 800            ATTACK: 9            DEFENSE: 73  
MD: 93  
NULL: Confusion, Ice, Fire, Quake, Paralysis, Death  
WEAK: None

-----  
/ COBRA /

HP: 56            EXP: 123            GIL: 50            ATTACK: 6            DEFENSE: 6  
MD: 46  
NULL: None  
WEAK: None

-----  
/ COCKATRICE /

HP: 50            EXP: 186            GIL: 200            ATTACK: 1            DEFENSE: 4  
MD: 47  
NULL: Quake  
WEAK: None

-----  
/ CRAWLER /

HP: 84            EXP: 186            GIL: 200            ATTACK: 1            DEFENSE: 8  
MD: 51  
NULL: None  
WEAK: None

-----  
/ CRAZY HORSE /

HP: 64            EXP: 63            GIL: 15            ATTACK: 10            DEFENSE: 2  
MD: 40  
NULL: None  
WEAK: None

-----  
/ CROCODILE /

HP: 184            EXP: 816            GIL: 900            ATTACK: 42            DEFENSE: 16  
MD: 103  
NULL: Fire, Quake  
WEAK: Bolt

-----  
/ DARK FLAN /

HP: 156            EXP: 1,101            GIL: 900            ATTACK: 40            DEFENSE: 255  
MD: 85  
NULL: Quake, Bolt, ice, Death, Confusion, Paralysis  
WEAK: Fire

-----  
/ DARK WARRIOR /  
-----

HP: 200 EXP: 3,420 GIL: 3,420 ATTACK: 40 DEFENSE: 38  
MD: 186  
NULL: None  
WEAK: None

-----  
/ DEATH EYE /  
-----

HP: 360 EXP: 1 GIL: 1 ATTACK: 120 DEFENSE: 60  
MD: 160  
NULL: Quake, ice, Death, Confusion, Paralysis  
WEAK: Fire, Dia

-----  
/ DEEP EYES /  
-----

HP: 304 EXP: 3,591 GIL: 3,591 ATTACK: 30 DEFENSE: 16  
MD: 156  
NULL: Fire, Quake  
WEAK: Bolt

-----  
/ DESERT BARETTA /  
-----

HP: 352 EXP: 2,610 GIL: 1 ATTACK: 98 DEFENSE: 48  
MD: 156  
NULL: None  
WEAK: None

-----  
/ DOOM KNIGHT /  
-----

HP: 190 EXP: 2,700 GIL: 3,000 ATTACK: 55 DEFENSE: 32  
MD: 173  
NULL: Death, Confusion, Paralysis  
WEAK: None

-----  
/ DRAGON ZOMBIE /  
-----

HP: 268 EXP: 2,331 GIL: 999 ATTACK: 56 DEFENSE: 30  
MD: 135  
NULL: Quake, Ice, Death, Confusion, Paralysis  
WEAK: Fire, Dia

-----  
/ EARTH MEDUSA /  
-----

HP: 96 EXP: 1,218 GIL: 1,218 ATTACK: 11 DEFENSE: 12  
MD: 70  
NULL: Quake, Ice  
WEAK: Fire

-----  
/ EVIL EYE /  
-----

HP: 162 EXP: 3,225 GIL: 3,225 ATTACK: 30 DEFENSE: 30  
MD: 92  
NULL: Quake  
WEAK: N/A



HP: 48            EXP: 93            GIL: 50            ATTACK: 8            DEFENSE: 6  
MD: 36  
NULL: Ice, Death, Confusion, Paralysis  
WEAK: Fire, Dia

-----  
/ GIGAS WORM /  
-----

HP: 56            EXP: 63            GIL: 15            ATTACK: 17            DEFENSE: 8  
MD: 40  
NULL: None  
WEAK: Fire

-----  
/ GNOMA /  
-----

HP: 288            EXP: 1,536            GIL: 768            ATTACK: 66            DEFENSE: 20  
MD: 130  
NULL: Quake, Bolt, Ice, Death, Confusion, Paralysis  
WEAK: Fire

-----  
/ GOBLIN /  
-----

HP: 8            EXP: 6            GIL: 6            ATTACK: 4            DEFENSE: 4  
MD: 16  
NULL: None  
WEAK: None

-----  
/ GOBLIN GUARD /  
-----

HP: 16            EXP: 18            GIL: 18            ATTACK: 8            DEFENSE: 6  
MD: 23  
NULL: None  
WEAK: None

-----  
/ GOGGLER /  
-----

HP: 10            EXP: 42            GIL: 10            ATTACK: 4            DEFENSE: 0  
MD: 14  
NULL: Quake, Fire  
WEAK: Bolt

-----  
/ GRAY OOZE /  
-----

HP: 76            EXP: 255            GIL: 70            ATTACK: 30            DEFENSE: 7  
MD: 55  
NULL: Quake, Ice, Fire, Death, Confusion, Paralysis  
WEAK: Bolt

-----  
/ GREEN DRAGON /  
-----

HP: 352            EXP: 4,068            GIL: 5,000            ATTACK: 72            DEFENSE: 16  
MD: 200  
NULL: Quake  
WEAK: Ice

-----  
/ GREEN SLIME /  
-----

HP: 24            EXP: 80            GIL: 20            ATTACK: 1            DEFENSE: 255  
MD: 36  
NULL: Quake, Bolt, Death, Confusion, Paralysis  
WEAK: Ice, Fire  
-----

-----  
/ GUARDIAN /  
-----

HP: 200            EXP: 1,224            GIL: 400            ATTACK: 25            DEFENSE: 40  
MD: 110  
NULL: Death, Confusion, Paralysis  
WEAK: Bolt  
-----

-----  
/ HELLHOUND /  
-----

HP: 192            EXP: 1,182            GIL: 600            ATTACK: 30            DEFENSE: 8  
MD: 103  
NULL: None  
WEAK: Ice  
-----

-----  
/ HILL GIGAS /  
-----

HP: 240            EXP: 879            GIL: 879            ATTACK: 38            DEFENSE: 12  
MD: 120  
NULL: None  
WEAK: None  
-----

-----  
/ HORNED DEVIL /  
-----

HP: 94            EXP: 387            GIL: 387            ATTACK: 10            DEFENSE: 32  
MD: 127  
NULL: Quake, Ice, Fire  
WEAK: None  
-----

-----  
/ HYDRA /  
-----

HP: 212            EXP: 915            GIL: 150            ATTACK: 30            DEFENSE: 14  
MD: 116  
NULL: None  
WEAK: None  
-----

-----  
/ HYENADON /  
-----

HP: 120            EXP: 288            GIL: 72            ATTACK: 22            DEFENSE: 4  
MD: 76  
NULL: None  
WEAK: None  
-----

-----  
/ ICE GIGAS /  
-----







HP: 164            EXP: 489            GIL: 489            ATTACK: 22            DEFENSE: 4  
MD: 95  
NULL: None  
WEAK: None

-----  
/ MUMMY /  
-----

HP: 80            EXP: 300            GIL: 300            ATTACK: 30            DEFENSE: 20  
MD: 60  
NULL: Ice, Death, Confusion, Paralysis  
WEAK: Fire, Dia

-----  
/ NECROTAUR /  
-----

HP: 164            EXP: 489            GIL: 489            ATTACK: 40            DEFENSE: 14  
MD: 116  
NULL: Ice, Death, Confusion, Paralysis  
WEAK: Fire, Dia

-----  
/ NEOCHU /  
-----

HP: 344            EXP: 3,189            GIL: 500            ATTACK: 35            DEFENSE: 32  
MD: 170  
NULL: None  
WEAK: None

-----  
/ NIGHTMARE /  
-----

HP: 200            EXP: 1,272            GIL: 700            ATTACK: 30            DEFENSE: 24  
MD: 100  
NULL: Quake, Fire, Death, Confusion, Paralysis  
WEAK: Ice

-----  
/ OCHRE JELLY /  
-----

HP: 76            EXP: 252            GIL: 70            ATTACK: 32            DEFENSE: 6  
MD: 55  
NULL: Quake, Bolt, Death, Confusion, Paralysis  
WEAK: Ice, Fire

-----  
/ OCHU /  
-----

HP: 208            EXP: 1,224            GIL: 102            ATTACK: 20            DEFENSE: 24  
MD: 116  
NULL: Quake, Fire  
WEAK: Bolt

-----  
/ OGRE /  
-----

HP: 100            EXP: 195            GIL: 195            ATTACK: 10            DEFENSE: 65  
MD: 65  
NULL: None  
WEAK: None

-----  
/ OGRE CHIEFTAIN /  
-----

HP: 132            EXP: 282            GIL: 300            ATTACK: 23            DEFENSE: 14  
MD: 71  
NULL: None  
WEAK: None

-----  
/ OGRE MAGE /  
-----

HP: 144            EXP: 723            GIL: 723            ATTACK: 23            DEFENSE: 10  
MD: 80  
NULL: Quake  
WEAK: None

-----  
/ PIRAHNA /  
-----

HP: 92            EXP: 240            GIL: 20            ATTACK: 22            DEFENSE: 0  
MD: 68  
NULL: Quake, Fire  
WEAK: Bolt

-----  
/ PIRATE /  
-----

HP: 6            EXP: 40            GIL: 40            ATTACK: 8            DEFENSE: 0  
MD: 15  
NULL: None  
WEAK: None

-----  
/ PISCODEMON /  
-----

HP: 84            EXP: 276            GIL: 300            ATTACK: 30            DEFENSE: 16  
MD: 98  
NULL: Ice, Fire, Confusion, Paralysis  
WEAK: None

-----  
/ PRIVATEER /  
-----

HP: 50            EXP: 60            GIL: 120            ATTACK: 14            DEFENSE: 6  
MD: 37  
NULL: Quake  
WEAK: None

-----  
/ PURPLE WORM /  
-----

HP: 448            EXP: 4,344            GIL: 1,000            ATTACK: 65            DEFENSE: 10  
MD: 200  
NULL: Quake  
WEAK: None

-----  
/ PYROLISK /  
-----

HP: 44            EXP: 423            GIL: 500            ATTACK: 20            DEFENSE: 4  
MD: 45  
NULL: Quake, Fire  
WEAK: Ice

-----  
/ PYROS /  
-----

HP: 276            EXP: 1,620            GIL: 800            ATTACK: 50            DEFENSE: 20  
MD: 130  
NULL: Quake, Fire, Death, Confusion, Paralysis  
WEAK: Ice

-----  
/ RAKSHASHA /  
-----

HP: 110            EXP: 603            GIL: 800            ATTACK: 75            DEFENSE: 30  
MD: 62  
NULL: Quake, Bolt, Fire, Ice, Death, Confusion, Paralysis  
WEAK: None

-----  
/ RED DRAGON /  
-----

HP: 248            EXP: 2,904            GIL: 4,000            ATTACK: 75            DEFENSE: 30  
MD: 200  
NULL: Quake, Fire  
WEAK: None

-----  
/ RED PIRAHNA /  
-----

HP: 172            EXP: 546            GIL: 46            ATTACK: 37            DEFENSE: 20  
MD: 83  
NULL: None  
WEAK: None

-----  
/ REMORA /  
-----

HP: 320            EXP: 2,244            GIL: 1,000            ATTACK: 73            DEFENSE: 24  
MD: 185  
NULL: Ice, Fire  
WEAK: None

-----  
/ RHYOS /  
-----

HP: 350            EXP: 4,584            GIL: 5,000            ATTACK: 40            DEFENSE: 18  
MD: 143  
NULL: Quake, Fire  
WEAK: Ice

-----  
/ SABERTOOTH /  
-----

HP: 200            EXP: 853            GIL: 5,000            ATTACK: 24            DEFENSE: 8  
MD: 106  
NULL: None  
WEAK: None

-----  
/ SAHAGIN /  
-----

HP: 28            EXP: 30            GIL: 30            ATTACK: 10            DEFENSE: 4  
MD: 28  
NULL: Bolt  
WEAK: Quake, Fire

-----  
/ SAHAGIN CHIEF /  
-----

HP: 64            EXP: 105            GIL: 105            ATTACK: 15            DEFENSE: 8  
MD: 46  
NULL: Bolt  
WEAK: Quake, Fire

-----  
/ SAHAGIN PRINCE /  
-----

HP: 204            EXP: 822            GIL: 882            ATTACK: 24            DEFENSE: 20  
MD: 101  
NULL: Bolt  
WEAK: Quake, Fire

-----  
/ SAND WORM /  
-----

HP: 200            EXP: 2,683            GIL: 900            ATTACK: 46            DEFENSE: 14  
MD: 103  
NULL: None  
WEAK: Quake

-----  
/ SCORPION /  
-----

HP: 84            EXP: 225            GIL: 70            ATTACK: 22            DEFENSE: 10  
MD: 55  
NULL: None  
WEAK: None

-----  
/ SEA SCORPION /  
-----

HP: 148            EXP: 639            GIL: 300            ATTACK: 35            DEFENSE: 18  
MD: 85  
NULL: Bolt  
WEAK: Quake, Fire

-----  
/ SEA SNAKE /  
-----

HP: 224            EXP: 957            GIL: 600            ATTACK: 35            DEFENSE: 12  
MD: 116  
NULL: Bolt  
WEAK: Quake, Fire

-----  
/ SEA TROLL /  
-----

HP: 216            EXP: 852            GIL: 852            ATTACK: 40            DEFENSE: 20  
MD: 110  
NULL: Bolt  
WEAK: Quake

-----  
/ SHADOW /  
-----

HP: 50            EXP: 90            GIL: 45            ATTACK: 10            DEFENSE: 0  
MD: 37  
NULL: Fire, Dia  
WEAK: Quake, Ice, Death, Confusion, Paralysis

-----  
/ SHARK /  
-----

HP: 120           EXP: 267           GIL: 66            ATTACK: 22           DEFENSE: 0  
MD: 70  
NULL: Bolt  
WEAK: Quake, Fire

-----  
/ SKELETON /  
-----

HP: 10            EXP: 3            GIL: 9            ATTACK: 10           DEFENSE: 0  
MD: 17  
NULL: Fire, Dia  
WEAK: Ice, Death, Confusion, Paralysis

-----  
/ SOLDIER /  
-----

HP: 400           EXP: 4,000        GIL: 2,000        ATTACK: 102        DEFENSE: 48  
MD: 160  
NULL: Bolt  
WEAK: Quake, Ice, Fire, Death, Confusion, Paralysis

-----  
/ SPECTER /  
-----

HP: 114           EXP: 432           GIL: 432           ATTACK: 40           DEFENSE: 12  
MD: 67  
NULL: Fire, Dia  
WEAK: Quake, Ice, Death, Confusion, Paralysis

-----  
/ SPHINX /  
-----

HP: 228           EXP: 1,160        GIL: 1,160        ATTACK: 23           DEFENSE: 12  
MD: 115  
NULL: None  
WEAK: Quake

-----  
/ SPIRIT NAGA /  
-----

HP: 420           EXP: 3,489        GIL: 4,000        ATTACK: 7           DEFENSE: 16  
MD: 143  
NULL: None  
WEAK: None





HP: 300            EXP: 2,385            GIL: 3,000            ATTACK: 90            DEFENSE: 28  
MD: 84  
NULL: Fire, Dia  
WEAK: Quake, Ice, Death, Confusion, Paralysis

-----  
/ WARG WOLF /  
-----

HP: 72            EXP: 93            GIL: 22            ATTACK: 14            DEFENSE: 0  
MD: 46  
NULL: None  
WEAK: None

-----  
/ WARMECH /  
-----

HP: 2,000            EXP: 32,000            GIL: 32,000            ATTACK: 128            DEFENSE: 80  
MD: 200  
NULL: None  
WEAK: Quake, Bolt, Ice, Fire, Death, Confusion, Paralysis

-----  
/ WATER NAGA /  
-----

HP: 356            EXP: 2,355            GIL: 2,355            ATTACK: 9            DEFENSE: 8  
MD: 116  
NULL: Bolt  
WEAK: Quake, Fire

-----  
/ WERETIGER /  
-----

HP: 160            EXP: 780            GIL: 780            ATTACK: 30            DEFENSE: 16  
MD: 93  
NULL: None  
WEAK: None

-----  
/ WEREWOLF /  
-----

HP: 68            EXP: 135            GIL: 67            ATTACK: 14            DEFENSE: 6  
MD: 45  
NULL: None  
WEAK: None

-----  
/ WHITE CROC /  
-----

HP: 288            EXP: 1,890            GIL: 2,000            ATTACK: 56            DEFENSE: 20  
MD: 143  
NULL: Bolt  
WEAK: Quake, Fire

-----  
/ WHITE DRAGON /  
-----

HP: 200            EXP: 1,701            GIL: 2,000            ATTACK: 53            DEFENSE: 8  
MD: 196  
NULL: Fire, Bolt  
WEAK: Quake, Ice

-----  
/ WHITE SHARK /

HP: 344            EXP: 2,361        GIL: 600            ATTACK: 50            DEFENSE: 8  
MD: 170  
NULL: Bolt  
WEAK: Quake, Fire

-----  
/ WIGHT /

HP: 52            EXP: 150            GIL: 150            ATTACK: 20            DEFENSE: 12  
MD: 45  
NULL: Fire, Dia  
WEAK: Ice, Death, Confusion, Paralysis

-----  
/ WINTER WOLF /

HP: 92            EXP: 402            GIL: 200            ATTACK: 25            DEFENSE: 0  
MD: 55  
NULL: Fire  
WEAK: Ice

-----  
/ WOLF /

HP: 20            EXP: 24            GIL: 6            ATTACK: 8            DEFENSE: 0  
MD: 26  
NULL: None  
WEAK: None

-----  
/ WRAITH /

HP: 86            EXP: 231            GIL: 231            ATTACK: 22            DEFENSE: 4  
MD: 52  
NULL: Fire, Dia  
WEAK: Quake, Ice, Death, Confusion, Paralysis

-----  
/ WYRM /

HP: 260            EXP: 1,218        GIL: 502            ATTACK: 40            DEFENSE: 22  
MD: 131  
NULL: None  
WEAK: Quake

-----  
/ WYVERN /

HP: 212            EXP: 1,173        GIL: 50            ATTACK: 30            DEFENSE: 12  
MD: 115  
NULL: None  
WEAK: Quake

-----  
/ ZOMBIE /  
-----











==+\*==+\*==+\*==+\*==+\*==+\*==+\*-

[ 7.2 ] STORYLINE

==+\*==+\*==+\*==+\*==+\*==+\*==+\*-

(From the manual)

In a distant land..

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

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

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

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

And they suddenly found themselves running for their lives.

==+\*==+\*==+\*==+\*==+\*==+\*==+\*-

[ 7.3 ] BASICS/TIPS

==+\*==+\*==+\*==+\*==+\*==+\*==+\*-

MENU SYSTEM: The menu system is fairly easy to figure out. Items brings up the Items menu.. from there you can sort items, use them, etc. Magic does the same thing. Equipment lets you sort equipment as well as equip new stuff. Status displays the party members' current statuses, Formation lets you align them in a new order on the battle field, Keywords brings up a list of words you've memorized, and Config is a basic options menu.

BATTLE SYSTEM: The battle system is the same as it always is. You can attack, use items, use magic, run, defend, etc. It's turn based.

LEVELING UP: This is where the game gets interesting. You level up statistics by using them, basically. The more you use magic, the more your MP and Intelligence goes up. Individual weapons and spells go up too. The more you use each weapon and spell, the stronger they become. For every 100 times you use a weapon or spell, the level goes up by 1. For stats, if you fulfill a certain obligation for enough battles, your statistics will go up.

Attack - Higher attack accuracy.

Lose HP - Higher Max HP

Use white magic - White magic increases

Use black magic - Black magic increases

Lose MP - Higher Max MP

Attack with weapons - Higher attack power and accuracy

Targeted by physical attacks - Higher evasion

Targeted by spells - Higher evasion of magic

BASIC TIPS: - Use the cheat early. Level up weapons and spells insanely high.  
Cheat, because the game sucks and it's best to beat it as quickly as possible.

- Sell off all excess inventory. With only 64 spots on your inventory, it will fill up quickly, and you could always use the extra gold.

- Heal as much as possible. You never know when you'll run into a tough enemy.



- Memo saves are your friend. It's a really valuable addition to the game, I assure you.

- Check your inventory. Make sure to keep weapons on your characters that they have leveled up.. if they are level 7 with sword, don't give them a Bow.

==+\*-==+\*-==+\*-==+\*-==+\*-==+\*-  
[ 7.4 ] CONTROLS  
==+\*-==+\*-==+\*-==+\*-==+\*-==+\*-

(From the manual)

Directional buttons: Move character/move cursor in menus  
X Button: Confirm/talk/examine/get on and off vehicles  
Circle button: cancel/hold down to run/press with select for world map  
Triangle Button: Open the main menu  
Square Button: Shortcut to magic menu from field map  
L1 Button: Shortcut to Items menu from field map  
L2 Button: Shortcut to Equipment menu from field map  
R1 Button: Shortcut to Status menu from field map  
R2 Button: Shortcut to Formation menu from field map  
START Button: Open the main menu/confirm selections  
SELECT Button: Press with circle for world map.

==+\*-==+\*-==+\*-==+\*-==+\*-==+\*-  
[ 7.5 ] CHARACTERS  
==+\*-==+\*-==+\*-==+\*-==+\*-==+\*-

Since Final Fantasy 2 uses a "everyone is the same" kind of system, the characters are usually only separated by story, so I'll include that here. You get nine characters in your journey, but only four at a time max.

Firion: The main character of your party. He was orphaned at a young age and now considers Maria and Leon to be his family members.

Maria: Leon's sister, and a pretty good party member. I recommend giving her a sword.

Gus: One of Firion's childhood friends, he also knows Maria and Leon. He is very brawny but not very brainy. He is slow but kind hearted.

Leon: He mysteriously disappears from his sister and childhood friends shortly into the game. Where did he go?

Josef: He is willing to fight against the Empire for the sake of his beloved daughter. He is an old but tough man who lives in Salamand.

Gordon: The prince of Kas'ion may be royal, but can be a royal ass kicker too if need be. He fled Fynn and now needs to learn to forgive himself.

Leila: At first an enemy, she soon realizes that the party is on her side and joins you guys for a short while.

Gareth: Since he is looking for the Ultima Scroll as well, he decides to join you in the Leviathan. I think he was looking for an easy way out myself. ;)

Mindu: Princess Hilda's advis87

-----  
==++++++ / 8.0 WALKTHROUGH / ==++++++

-----

Even though I really hate Final Fantasy 2, that won't stop me from providing an accurate and detailed walkthrough for it. I have somehow managed to beat it not once, but two times, though. Once on NES and once on PSX.. so while I am no expert, I know what I am doing here. :P

```

^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--
| ALTAIR                                                                                                     |
^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--
| Shops:      | Armor, Weapon, Item, Magic                                                            |
| Items:      | Potion                                                                                   |
| Keywords:   | Wild Rose                                                                                       |
| Enemies:    | *OVERWORLD* Goblin, Hornet, Strangler                                                            |
| Bosses:     | None                                                                                                   |
^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--^_--

```

Ah, the start of the most hated Final Fantasy game. Hopefully you'll like it better than I do. The game actually has a story, though, as you open up by watching a scene of four people fleeing the soldiers of an evil empire after their hometown is destroyed. Kind of sad when you stop to think about it. You will eventually get into a fight with the soldiers, but there's no way you can really win, so let them just kill you and that will be over and done with.

Firion wakes up to find himself rescued by the rebellion's king and princess. Maria and Gus were also rescued, but Leon was nowhere to be found. The group will reunite then automatically go to the throne room to meet up with the princess. Speak to Hilda once you get control of the party. The characters get to learn a keyword, Wild Rose, which is the special keyword of the town.

Make sure to select Memorize and Wild Rose in order to learn it. You can then use it by talking to her again and selecting Ask. When you do so, she will tell you that Leon may be held up somewhere in Finn. So, Finn is your next destination, but we're not done here just yet. Speak to everyone in town to learn important information, and repeat Wild Rose back to people. It won't do much now, but later on it will definitely come in handy to repeat keywords to people.

There's a POTION on the west side of the rebel headquarters, but that is all the items you can pick up in this town. It is now time to get some items and armor and stuff, so head on over to the shops. Your characters already come equipped with weapons, so it's time to buy them some armor. Buy a Buckler for Gus, and Leather Gloves and Leather Caps for everyone in the party. That's all you should be able to afford for now, so let's go into the overworld.

You don't have cure magic right now, so be careful when facing the relatively weak enemies. The Hornet is the biggest concern, as it has the ability to poison your party. Goblins and Stranglers are weak enemies who won't pose too much threat to your weak, but still better, party. Make sure to heal at the Inn when needed. When you have about 2,500 Gil, go back into town.

This time, stop at the weapons shop and buy new weapons for everyone. Despite the fact they have good weapons now, anyone can use any weapon, which helps develop their various weapon skills. Which, in turn, increases their statistics. So, it is very important you get different weapons for each person. Next up, magic. Cure, Fire, Bolt, and Ice are all worthwhile spells and will help your party out tremendously in your quest to rescue Leon.

When you are ready, head north to Gatria.

```

^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--
| GATREA |
^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--
| Shops:  | Armor, Weapon, Item |
| Items:  | None |
| Keywords: | None |
| Enemies: | *OVERWORLD* Goblin, Hornet, Strangler |
| Bosses:  | None |
^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--

```

There is not much to do here in Gatreia. Pick up some Leather Armor for your characters if you wish, then ask around the town to find out that Fynn is located across the small lake to the north. Rest up at the Inn, then head west across the bridge to reach the land of Fynn, but we still need to get to the castle. Follow the edge of the lake to the left, up, then right, and soon you'll be in the castle.

```

^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--
| FYNN |
^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--
| Shops:  | None |
| Items:  | Potion x3, Ring |
| Keywords: | None |
| Enemies: | Captain, Goblin, Hornet, Loper, Strangler |
| Bosses:  | None |
^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--

```

Make sure not to speak to anybody in this town! Almost all of them will lead to random fights with powerful Captains, and they will murder you and force a game over. I was so pissed when I forgot to save, entered this town, and got my ass kicked by one of them. I had to start all over. Make sure not to make the same mistake! There are random battles in the town, but they're not too bad.

It's time to go to that pub you were told about in Gatreia. Head north, through an opening in the fence and trees, then go right until you get to the outside of the town, then go south to get to the pub. Go behind the bar and speak to the bartender. Tell him the keyword Wild Rose, then he will suddenly get into a much better mood and be more cooperative with you. Hooray.

He tells you that he is currently hiding away an injured soldier, who he is also helping out by tending to his injuries. Could it be Leon? After he moves, go through the secret passage, and you will meet the injured man.. Prince Scott. Oh, darn. He is dying, which is sad news on its own, but he will hook you up with your first event item, the RING. This allows you to open up the world map by pushing X in the overworld. Now, you have to go back to Altair to spread the sad news of the prince's passing.

```

^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--
| ALTAIR |
^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--
| Shops:  | None |
| Items:  | Potion x3, Ring |
| Keywords: | Mythril, Dreadnought, Airship |
| Enemies: | None |
| Bosses:  | None |
^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--

```

Once you are back in Altair, you have the sad task of reporting the prince's death to the townspeople. Your main objective is to report the death to the

princess, so return to Hilda's throne room immediately. When you get there and the keyword option comes up, use the Ring. She will instantly recognize it, and you will report the news to her. She will then realize your importance to the rebellion, and instructs you to get a precious metal, Mythril, which will make strong weapons and armor, and this shall prove beneficial in the war against the empire.

Make sure to learn the keyword MYTHRIL from the Princess, and then ask her about it. She tells you about a man in the town of Salamand, named Josef, who may know something about making mythril equipment. Speak with Mindu, who then joins your party with a canoe, which makes river traveling possible. Hey, it took a lot longer to get the canoe in the original Final Fantasy, this is pretty neat. ;)

Once Mindu has joined your party, talk to the princess again, and she will give you another keyword, DREADNOUGHT. Wow, slow down. ^\_^ The Dreadnought is a powerful airship being built by the empire. Ask her about the keyword, and she will give you the AIRSHIP keyword. My lord! Ask her about the airship, and she will bring up the infamous Cid. Yes, to all of you that were probably wondering, Cid managed to sneak his way into this game, as well.

Stop by the king's room, and he is suddenly more willing to talk to you. Ask him about some of the keywords to learn more of the backstory. It's not really important, but it provides you with good information. The old man inside the throne room has information about where you should go next. You must find a ship to take you from Paloom, which cannot be reached by foot itself. Fortunately, you got a canoe now, so cross the lake to reach Paloom.

```

^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^
| PALOOM |
^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^
| Shops:   | Armor, Weapon, Item, Magic |
| Items:   | None |
| Keywords:| None |
| Enemies: | Bloodsucker, Goblin, Goblin Guard, Hornet, Loper, Strangler |
| Bosses:  | None |
^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^==^

```

Mindu is now in your party for a limited time, and he is a pretty effective party member. He is a very beneficial ally because of his high HP, as well as his ability to cast white magic. He is hard to kill due to the high HP, and he can cure weaker party members. This definitely makes the game easier at this point. The only problems with him right now are the fact that he is not equipped with too much, but a quick trip to Paloom should fix that.

Around the town are enemies that aren't really much of a hassle, but they do give decent Gil, and they add to your collection, so make sure to fight one of each. Some of them you may have already seen, like the Hornet, but newer enemies, such as the Bloodsucker, are new. They're just as easy, though, as physical attacks can take down pretty much any enemy in this area. Mindu's high HP and cure magic definitely make the battles easier, too.

Getting to Paloom is very easy. Once you cross the lake, just head east until you get into the town. The ship you have to take is right when you enter the town, but let's stock up on some equipment first. The armor shop has a shield, a helmet, armor, and gloves. Make sure to buy Copper Plates for everyone, and then use the rest to fortify your healers. It really depends on how much money you have, but make sure to save some money for magic.

Magic wise, the 3 new magic spells you can purchase are Blink, Shield, and

























down again for a UNICORN HORN. Return to the 2nd floor, then go all the way south and west. Go down the stairs to pick up a PHOENIX DOWN from the treasure chest before returning to the 2nd floor.

Go to the center of the room to find the woman and her child that kept running away. Speak with the woman and she will say she is the widow of a Dragoon. The last Wind Drake is in the room, but he is dying from a poison. She cannot make out what he is saying, as she is not a Dragoon, and only Dragoons can listen to what Wind Drakes say. There is a special Pendant inside Deist Cave to the north that allows humans to speak to Wind Drakes, so time to go get it. Go outside the castle, then enter the cave.

```
^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--
| DEIST CAVE (1ST VISIT)                                |
^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--
| Shops:      | None                                      |
| Items:      | Dragon Egg, Pendant                          |
| Keywords:   | None                                      |
| Enemies:    | Adamantoise, Deadringers, Ghast, Ghoul, Gigantoad, Hill Gigas, |
|             | Howler, Ogre, Ogre Chieftain, Ogre Mage, Revenant, Screamer, |
|             | Shadow, Sliver, Spiketoise, Wraith                        |
| Bosses:     | None                                      |
^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--
```

The objective right now is to retrieve the Pendant.. the place is pretty big, and you'll be coming back soon anyways. For now, go slightly east to pick up 30 GIL from the chest, then go northwest and go down the stairs. The room here has the pendant in a helmet, so pick it up and return to Deist Castle. Go to where the Wind Drake is poisoned. He will tell you that the village is poisoned. Use the keywords Dragoon and Wind Drake to get a DRAGON EGG. You have to place the egg inside the cave's Sacred Spring to give the egg a chance to hatch. Time to head back inside the cave.

```
^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--
| DEIST CAVE (2ND VISIT)                                |
^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--
| Shops:      | None                                      |
| Items:      | Acid Bottle, Flame Bow, Knight's Armor, Mythril Helm, Mythril |
|             | Gloves, Mythril Mail, Mythril Mirror, Mythril Shield, Mythril |
|             | Shield, Potion, Sage's Wisdom, Saint's Spirit                |
| Keywords:   | None                                      |
| Enemies:    | Adamantoise, Deadringers, Ghast, Ghoul, Gigantoad, Hill Gigas, |
|             | Howler, Ogre, Ogre Chieftain, Ogre Mage, Revenant, Screamer, |
|             | Shadow, Sliver, Spiketoise, Wraith                        |
| Bosses:     | Chimera                                       |
^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--
```

Some old enemies await you here, including the always tough Adamantoises and Hill Gigas, which were bosses in previous dungeons. New additions to the enemy crew include the Revenant, a undead monster with a drain spell, and the Howler, which has high physical attack power and a bad ass fire spell. Take these enemies out quickly if you encounter them, as they can give you major problems.

Go southeast here to take the stairs down to B2. Go north, then west. At the intersections, go southwest for a MYTHRIL HELM, then north for a MYTHRIL MAIL, before going west. At the next intersection, go south to battle with some easy Screamers who guard a chest containing a MAGE'S STAFF. Return to the center









```
| CASTLE FYNN |
^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--
| Shops: | None |
| Items: | Aura Scroll, Break Scroll, Doom Scroll, Potion, Titan's Gloves, |
| | Werebane |
| Keywords: | None |
| Enemies: | Captain, Chimera, Deadheads, Deadringers, Doom Petals, Ghast, |
| | Revenant, Sergeant, Sorcerer, Specter, Splinter, Stunner, |
| | Warlock, Wizard, Wraith |
| Bosses: | Gottos |
^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--^--
```

Leila will be awaiting you upon entering, and she will rejoin the party. Sweet. Go to the east now, and follow the path to the northwest to get to a room containing two treasure chests (2,000 GIL and 1,000 GIL). Now go back to where you originally were and head west this time, and take the first path to the north to get to another chest, this one containing 1,000 GIL. Go back to the previous intersection and continue west this time, then take the southern path and follow it to a staircase.

Take the staircase on the next floor as well, then go east and follow the path to get three valuable magic spell scrolls: BREAK SCROLL, DOOM SCROLL, and AURA SCROLL. Now, return to the staircase, and go all the way back to the beginning of the castle. Take the stairs up now, and once on the second floor, go west to get an AURA SCROLL from the treasure chest. Walk onto the raised area slightly south to where you are now, then take the hidden path in the western wall.

Follow this path to get a WEREBANE from the treasure chest, before returning to the main part of this floor. Once there, go east to get a chest containing a POTION. Just east of here is another hidden path in the eastern wall, this one will lead you to a TITAN'S GLOVES. Return to the main part of the floor, then go up the stairs to the next floor above. Here, take the stairs up to the next floor, then heal and prepare for a tough boss battle. Approach him in the throne room.

```
*-+-*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--
| BOSS TIME! | | GOTTOS |
*-+-*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--
| HP: 2,000 | ATTACK: 70 | DEFENSE: 60 | MAG DEF: 5 | WEAKNESS: None |
*-+-*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--
| Wow, an undead commander. How...original. Cast Blink and Shield on your |
| party right away, then make sure to keep healing. He's not particuarly |
| weak against any one specific attack, but I noticed that physical attacks |
| alone worked pretty well. Now might be a good time to use the new spells |
| you picked up in the castle, too. He has the ability to increase his |
| attack power. However, just like the Bahamut battle, he only hits one |
| person at a time, making the battle pretty easy overall, as long as you |
| stay patient and keep healed. |
*-+-*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--*--
```

The town will be saved and there are no more battles in the town or castle. Talk to Hilda, who will inform you that Mindu went to somewhere called Mysidia and has yet to return. Memorize some keywords and ask about them. You'll find out you need to go to Castle Fynn's hidden areas to get an item called the White Mask, and Ekmet Teloez is the spell that opens the door to the hidden areas.

Now, talk to Gordon. Ask him about Mysidia, and he will talk more about the tower and the spell inside of it. Learn the Ultima Scroll keyword from him.























Wow, we're getting close to the end of the game now. AT LAST! Back in Fynn, report the sad news to Hilda. She will be concerned that Leon is back in the party, but Maria reassures her that Leon seems like his old self, and then Leon says that he is back in the party because he wants to destroy the Emperor too. Well, I guess that's a good enough reason. Now, try to get to Pandaemonium, but it won't let you.

Return to Hilda once again, and she will say that when the demons flooded the world before, they entered through the Jade Passage. Memorize the Jade Passage keyword and repeat it back to Hilda. She will say that there is a place in Mysidia by that name. Ask Gordon and Leila, and they will also say that it is in the Jade Sea, near Mysidia. Well, let's get going to Mysidia then, shall we?

Before going there, head to Deist first. They will be upset to hear of the Dragoons demise. Land in the grassy area north of the castle. Go to the second floor to break the sad news of Gareth's death to his family. They will be devastated, but they will give you one last memento of the Dragoons, the powerful Excalibur sword. This is a really awesome weapon, and it will definitely come in handy.

Since you are approaching the end of the game, make sure your party is strong enough. Fight in the overworld, as new enemies have appeared and will make good additions to your collection. When you are ready, go to the northeast peninsula of Mysidia. Approach the lake and you will be warped down into the Jade Passage. Very interesting way to get there, I guess..

JADE PASSAGE	
Shops:	Magic
Items:	Aegis Shield, Backstabber, Cat Claws, Diamond Mace, Dragon Mail, Hellfire x2, Hi Potion x2, Holy Lance, Notus, Protect Ring, Rune Axe, Yoichi's Bow
Keywords:	None
Enemies:	Abyss Worm, Frost Lizard, Gazer, Great Malboro, Green Dragon, Lifesucker, Maximus, Pit Fiend, Salamander, Scissorjaws, Succubus, White Dragon
Bosses:	None (!)

The enemies in the Jade Passage are expectedly really tough. Most of them have the ability to inflict major status effects on you, so bring along those items that help cure them. Also, Abyss Worms and Salamanders have lots of hit points and hit hard. The key is to focus on always using physical attacks, and healing with items as much as you can. If you have to use magic, use items for the most part.

Another dungeon without a boss, amazing. It is important to note that you really shouldn't waste any magic here. Just conserve it for healing, but don't use attack magic when you don't have to. The reason for this is that you cannot warp out of Pandamonieum without doing this all over again, and this is a pretty decently sized dungeon. So, just save your magic for when you need it.

When you enter, go south. Go east and then south to get a DIAMOND MAIL from the treasure chest. Go west and then south at the intersection, then go west







| Don't waste time and magic on Blink and Shield, as he mostly does magic  
| attacks. Have someone devoted to healing, while 2 of them attack, and the  
| 3rd does attacks like Stun and Slow. Tiamat is surprisingly weak against  
| those. He has 5,000 hit points, which is a LOT, so you might be here a  
| few minutes, but you should be able to win if you stay patient.

The Genji Helm is beyond awesome, so make sure to equip it right away as well.  
Go back to the fourth floor (Banish again if you want) and head into the  
eastern most doorway. Follow the path north along the east wall. Heal up, memo  
save if you want, and then get the GENJI ARMOR from the treasure chest,  
followed by yet another boss fight.

| BOSS TIME! | BEEZELBUB |

| HP: 5,000 | ATTACK: 150 | DEFENSE: 150 | MAG DEF: 8 | WEAKNESS: None |

| Just like Tiamat, he has 5,000 hit points and no real weaknesses to  
| exploit, but he also brings forth nasty status effects, which is the real  
| cause for concern in this battle. Muddle and Stun are the big killers, so  
| heal whoever is affected by those right away. Cast Shell and Wall right  
| away then do the usual strategy of attacks mixed with healing. Remember  
| to keep healing status effects, as he has the ability to cast them on  
| people quickly, and you don't want the battle getting out of hand.

Three guardians down, one to go. Equip the Genji Armor and head back to the  
fourth floor. Head through the doorway to the left now. Go north through the  
archway and then go east. Walk south through another archway, then east and  
north through another one. Go all the way to the north wall, then head west  
and south through two arches. Heal and memo save, then open the chest to get a  
RIBBON and fight the last of the four guardians.

| BOSS TIME! | ASTAROTH |

| HP: 7,000 | ATTACK: 150 | DEFENSE: 180 | MAG DEF: 8 | WEAKNESS: None |

| Wow, look at that HP and defense. Well, he is the second to last boss in  
| the game. Cast Shell and Wall right away, then head to work with the  
| same strategy as always: physical attacks and healing. In addition to his  
| high level spells, he has the ability to absorb your hit points when he  
| physically attacks you, which drags the battle out even longer. Have the  
| Blood Sword users get enhanced attack power and speed, then have them  
| attack while the third character uses high level magic and the fourth uses  
| healing magic to heal harmed characters.

Don't cast Banish this time. Equip the Ribbon, then go west and north through  
the room's west archway, and walk through another archway. Keep going west,  
then all the way south to another warp gate. Here, go all the way north and  
east to get to a warp gate. Walk west past the archways, then go north to get  
a SAGE'S WISDOM from the treasure chest. Go west and then climb the stairs to  
the top. Go east to the wall, then follow it south down to the wall, and then  
head west. Climb the stairs and head west to get to the next warp gate.

Go east and climb the stairs. Go west until you reach the wall, then follow  
the western stairs north to get the ACID BOTTLE from the treasure chest. Go  
east, then south down the stairs, and east. Head south down the stairs, then



Description: A sword that can inflict Curse.

-----  
/ AXE /

-----  
Type: Axe                                    Attack: +10                                    Accuracy: 55%  
Price: 500/250  
Description: A basic, everyday axe.

-----  
/ BATTLE AXE /

-----  
Type: Axe                                    Attack: +15                                    Accuracy: 45%  
Price: 800/400  
Description: A more advanced axe.

-----  
/ BLOOD SWORD /

-----  
Type: Sword                                    Attack: +0                                    Accuracy: 0%  
Price: 0-/4,000  
Description: Absorb's enemy's HP to give to character.

-----  
/ BROAD SWORD /

-----  
Type: Sword                                    Attack: +8                                    Accuracy: 60%  
Price: 400/200  
Description: A basic, everyday sword.

-----  
/ BOW /

-----  
Type: Bow                                    Attack: +1                                    Accuracy: 50%  
Price: 150/75  
Description: A basic, everyday bow.

-----  
/ CAT CLAWS /

-----  
Type: Knife                                    Attack: +86                                    Accuracy: 80%  
Price: -/6,000  
Description: The most powerful knife of them all.

-----  
/ CRESCENT /

-----  
Type: Sword                                    Attack: +30                                    Accuracy: 10%  
Price: -/2,000  
Description: A sword that can inflict Sleep.

-----  
/ DAGGER /

-----  
Type: Knife                                    Attack: +7                                    Accuracy: 65%  
Price: 400/200  
Description: A decent, but unspectacular, knife.

-----  
/ DEFENDER /

-----  
Type: Sword                           Attack: +78                           Accuracy: 64%  
Price: -/10,000  
Description: A sword made for defense. Evasion increases.

-----  
/ DEMON AXE /  
-----

Type: Axe                               Attack: +27                           Accuracy: 45%  
Price: 10,000/5,000  
Description: An axe with demonized powers.

-----  
/ DEMON SPEAR /  
-----

Type: Spear                             Attack: +42                           Accuracy: 60%  
Price: 10,000/5,000  
Description: A spear with demonized powers.

-----  
/ DIAMOND MACE /  
-----

Type: Stave                             Attack: +90                           Accuracy: 75%  
Price: -/7,500  
Description: The most powerful stave of them all.

-----  
/ EXCALIBUR /  
-----

Type: Sword                             Attack: +100                           Accuracy: 75%  
Price: -/65,000  
Description: The second strongest sword in the game.

-----  
/ FLAME BOW /  
-----

Type: Bow                               Attack: +42                           Accuracy: 47%  
Price: 5,000/2,500  
Description: A bow that can cast Fire damage.

-----  
/ FLAME LANCE /  
-----

Type: Spear                             Attack: +54                           Accuracy: 62%  
Price: 15,000/7,500  
Description: A spear that can cast Fire damage.

-----  
/ FLAME SWORD /  
-----

Type: Sword                             Attack: +63                           Accuracy: 60%  
Price: -/5,000  
Description: A sword that can cast Fire damage.

-----  
/ HEALING STAFF /  
-----

Type: Stave                             Attack: +78                           Accuracy: 70%  
Price: -/6,000  
Description: Heals instead of doing damage. Attack own party with this.

-----  
/ HOLY LANCE /

-----  
Type: Spear                      Attack: +90                      Accuracy: 70%  
Price: -/20,000  
Description: A spear that can cast Holy damage. The most powerful spear of  
                                  them all.  
-----

-----  
/ ICE BOW /

-----  
Type: Bow                          Attack: +56                      Accuracy: 50%  
Price: 5,000/2,500  
Description: A bow that can cast Ice damage.  
-----

-----  
/ ICE BRAND /

-----  
Type: Sword                      Attack: +72                      Accuracy: 62%  
Price: -/7,500  
Description: A sword that can cast Ice damage.  
-----

-----  
/ ICE LANCE /

-----  
Type: Spear                      Attack: +66                      Accuracy: 65%  
Price: -/10,000  
Description: A spear that can cast Ice damage.  
-----

-----  
/ JAVELIN /

-----  
Type: Spear                      Attack: +6                       Accuracy: 65%  
Price: 300/150  
Description: A basic, everyday spear.  
-----

-----  
/ KNIFE /

-----  
Type: Knife                       Attack: +3                       Accuracy: 75%  
Price: 150/75  
Description: A basic, everyday knife.  
-----

-----  
/ LONG BOW /

-----  
Type: Bow                         Attack: +5                       Accuracy: 40%  
Price: 200/125  
Description: A decent bow, nothing spectacular.  
-----

-----  
/ LONG SWORD /

-----  
Type: Sword                      Attack: +13                      Accuracy: 50%  
Price: 600/300  
Description: A basic, everyday sword.  
-----

-----  
/ MACE /

-----  
Type: Stave                          Attack: +9                          Accuracy: 60%  
Price: 500/250  
Description: A basic, everyday stave.  
-----

-----  
/ MAGE'S STAFF /  
-----

Type: Stave                          Attack: +40                          Accuracy: 64%  
Price: -/2,500  
Description: A stave that can cast thunder damage.  
-----

-----  
/ MAIN GAUCHE /  
-----

Type: Knife                          Attack: +32                          Accuracy: 70%  
Price: -/750  
Description: Boosts evasion when equipped.  
-----

-----  
/ MASAMUNE /  
-----

Type: Sword                          Attack: +150                          Accuracy: 90%  
Price: -/40,000  
Description: The strongest sword in the game.  
-----

-----  
/ MYTHRIL AXE /  
-----

Type: Axe                              Attack: +22                          Accuracy: 45%  
Price: 2,000/1,000  
Description: An axe infused with the mythril metal.  
-----

-----  
/ MYTHRIL BOW /  
-----

Type: Bow                              Attack: +13                          Accuracy: 40%  
Price: 1,000/500  
Description: A bow infused with the mythril metal.  
-----

-----  
/ MYTHRIL KNIFE /  
-----

Type: Knife                          Attack: +14                          Accuracy: 67%  
Price: 800/400  
Description: A knife infused with the mythril metal.  
-----

-----  
/ MYTHRIL MACE /  
-----

Type: Stave                          Attack: +16                          Accuracy: 60%  
Price: 1,500/750  
Description: A stave infused with the mythril metal.  
-----

-----  
/ MYTHRIL SPEAR /  
-----

Type: Spear                          Attack: +18                          Accuracy: 55%  
Price: 1,500/750  
Description: A spear infused with the mythril metal.  
-----

-----  
/ MYTHRIL SWORD /  
-----

Type: Sword    Attack: +20    Accuracy: 50%  
Price: 1,800/900  
Description: A sword infused with the mythril metal.

-----  
/ OGREKILLER /  
-----

Type: Axe    Attack: +58    Accuracy: 50%  
Price: 15,000/7,500  
Description: Works better against ogres.

-----  
/ ORICHALDAGGER /  
-----

Type: Knife    Attack: +50    Accuracy: 72%  
Price: -/1,500  
Description: Water based dagger that does decent damage.

-----  
/ POWER STAFF /  
-----

Type: Stave    Attack: +53    Accuracy: 68%  
Price: 8,000/4,000  
Description: A powerful stave.

-----  
/ RIPPER /  
-----

Type: Knife    Attack: +69    Accuracy: 75%  
Price: -/4,000  
Description: Does double damage randomly.

-----  
/ RUNE AXE /  
-----

Type: Axe    Attack: +95    Accuracy: 60%  
Price: -/25,000  
Description: The most powerful axe of them all.

-----  
/ SHADE BOW /  
-----

Type: Bow    Attack: +25    Accuracy: 0%  
Price: -/1,500  
Description: A bow that can inflict Blind.

-----  
/ SPEAR /  
-----

Type: Spear    Attack: +11    Accuracy: 55%  
Price: 500/250  
Description: A basic, everyday spear.

-----  
/ SPELLBINDER /  
-----



Type: Stave                                  Attack: +64                                  Accuracy: 68%

Price: -/5,000

Description: A stave infused with the power of poison. Randomly poisons target.

-----  
/ STAFF /  
-----

Type: Stave                                  Attack: +4                                  Accuracy: 70%

Price: 250/125

Description: A basic, everyday stave.

-----  
/ SUNBLADE /  
-----

Type: Sword                                  Attack: +83                                  Accuracy: 65%

Price: -/12,500

Description: Works especially well against undead creatures. Infused with the power of light.

-----  
/ TERRA SWORD /  
-----

Type: Sword                                  Attack: +52                                  Accuracy: 58%

Price: -/5,000

Description: A decent overall sword.

-----  
/ THUNDER SPEAR /  
-----

Type: Spear                                  Attack: +78                                  Accuracy: 67%

Price: -/15,000

Description: A spear that can cast thunder damage.

-----  
/ TRIDENT /  
-----

Type: Spear                                  Attack: +30                                  Accuracy: 57%

Price: 5,000/2,500

Description: A pretty good overall spear.

-----  
/ VENOM AXE /  
-----

Type: Axe                                  Attack: +76                                  Accuracy: 55%

Price: -/10,000

Description: Axe that can inflict Poison.

-----  
/ WEREBALE /  
-----

Type: Stave                                  Attack: +28                                  Accuracy: 62%

Price: 3,000/1,500

Description: A stave that is very effective against werebeasts.

-----  
/ WING BLADE /  
-----

Type: Sword                                  Attack: +42                                  Accuracy: 56%

Price: 5,000/2,500

Description: A sword with decent attack power.

-----  
/ YOICHI'S BOW /

-----  
Type: Bow    Attack: +90    Accuracy: 75%  
Price: -/12,500  
Description: Used to vast Berserk 3. Best bow in the game.

==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*  
[ 9.2 ] ARMOR  
==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*

---  
KEY  
---  
Name of Item: Name of Armor  
Type: Type of Armor  
Block Attack: Increased chance of blocking an attack.  
Defense Rate: Addition to Defense Rate.  
Price: Buy/Sell Price  
Description: Description of the armor.

-----  
/ AEGIS SHIELD /

-----  
Type: Shield    Block Attack: 6    Defense Rate: 10%  
Price: -/20,000  
Description: A shield that defends well against all special attacks.

-----  
/ BLACK ROBE /

-----  
Type: Armor    Defense: +35    Weight: 5  
Price: -/2,500  
Description: Also increases intelligence by 10.

-----  
/ BRONZE GLOVES /

-----  
Type: Gloves    Defense: +3    Weight: 8  
Price: 300/150  
Description: Your basic, everyday gloves. Made of pure bronze.

-----  
/ BRONZE HELM /

-----  
Type: Helmet    Defense: +2    Weight: 5  
Price: 200/100  
Description: Your basic, everyday helmet. Made of pure bronze.

-----  
/ BRONZE MAIL /

-----  
Type: Armor    Defense: +5    Weight: 14  
Price: 400/200  
Description: Your basic, everyday armor. Made of pure bronze.

/ BRONZE SHIELD /

-----  
Type: Shield                    Block Attack: 2                    Defense Rate: 5%  
Price: 200/100  
Description: Your basic, everyday shield. Made of pure bronze.

-----  
/ BUCKLER /

-----  
Type: Shield                    Block Attack: 1                    Defense Rate: 4%  
Price: 50/25  
Description: Your basic, everyday shield.

-----  
/ COPPER PLATE /

-----  
Type: Armor                    Defense: +5                    Weight: 5  
Price: 200/100  
Description: Your basic, everyday armor. Made of pure copper.

-----  
/ DIAMOND GLOVES /

-----  
Type: Gloves                    Defense: +25                    Weight: 27  
Price: -/4,000  
Description: Gloves that are resistant to Bolt.

-----  
/ DIAMOND HELM /

-----  
Type: Helmet                    Defense: +12                    Weight: 18  
Price: -/2,500  
Description: A helmet that is resistant to Bolt.

-----  
/ DIAMOND MAIL /

-----  
Type: Armor                    Defense: +43                    Weight: 47  
Price: -/10,000  
Description: Armor that is resistant to Bolt.

-----  
/ DIAMOND PLATE /

-----  
Type: Armor                    Defense: +43                    Weight: 5  
Price: -/1,000  
Description: Armor that is forged with the diamond metal.

-----  
/ DIAMOND SHIELD /

-----  
Type: Shield                    Block Attack: 4                    Defense Rate: 7%  
Price: -/4,000  
Description: A shield that is resistant to Bolt.

-----  
/ DRAGON MAIL /

-----  
Type: Armor                    Defense: +50                    Weight: 54  
Price: -/32,500

Description: Armor that is resistant to all elemental magic.

-----  
/ DRAGON SHIELD /  
-----

Type: Shield                      Block Attack: 5                      Defense Rate: 9%  
Price: -/7,500

Description: A shield that protects well against all elemental magic.

-----  
/ FLAME HELM /  
-----

Type: Helmet                      Defense: +13                      Weight: 14  
Price: -/500

Description: A helmet that is resistant to Ice.

-----  
/ FLAME MAIL /  
-----

Type: Armor                      Defense: +29                      Weight: 33  
Price: -/5,000

Description: Armor that is forged with the essence of fire.

-----  
/ FLAME SHIELD /  
-----

Type: Shield                      Block Attack: 4                      Defense Rate: 7%  
Price: -/2,500

Description: A shield that is resistant to Ice.

-----  
/ GENJI ARMOR /  
-----

Type: Armor                      Defense: +75                      Weight: 79  
Price: -/15,000

Description: The best armor in the game, it's also quite heavy.

-----  
/ GENJI GLOVES /  
-----

Type: Gloves                      Defense: +45                      Weight: 39  
Price: -/10,000

Description: The best gloves in the game, they're also quite heavy.

-----  
/ GENJI HELM /  
-----

Type: Helmet                      Defense: +30                      Weight: 31  
Price: -/10,000

Description: The best helmet in the game, it's also quite heavy.

-----  
/ GOLDEN MAIL /  
-----

Type: Armor                      Defense: +15                      Weight: 19  
Price: 2,500/1,250

Description: Armor that is resistant to Poison.

-----  
/ GOLD HAIRPIN /  
-----

-----  
Type: Helmet                                  Defense: +11                                  Weight: 2  
Price: -/300  
Description: A helmet that protects against Poison.

-----  
/ GOLD PLATE /  
-----

Type: Armor    Defense: +22    Weight: 5  
Price: 1,000/500  
Description: Armor that is resistant to Poison.

-----  
/ GOLD SHIELD /  
-----

Type: Shield    Block Attack: 4    Defense Rate: 7%  
Price: 1,000/500  
Description: A shield that protects against Poison.

-----  
/ HEADBAND /  
-----

Type: Helmet    Defense: +12    Weight: 2  
Price: -/25  
Description: Also adds +2 to attack.

-----  
/ ICE GLOVES /  
-----

Type: Gloves    Defense: +20    Weight: 22  
Price: -/2,500  
Description: Gloves that are resistant to Fire.

-----  
/ ICE MAIL /  
-----

Type: Armor    Defense: +36    Weight: 40  
Price: -/5,000  
Description: Armor that is forged with the essence of Ice.

-----  
/ ICE SHIELD /  
-----

Type: Shield    Block Attack: 4    Defense Rate: 7%  
Price: 5,000/2,500  
Description: A shield that is resistant to Fire.

-----  
/ KNIGHT'S ARMOR /  
-----

Type: Armor    Defense: +22    Weight: 26  
Price: 5,000/2,500  
Description: Best armor money can buy.

-----  
/ LEATHER ARMOR /  
-----

Type: Armor    Defense: +2    Weight: 6  
Price: 100/50  
Description: Your basic, everyday armor.

-----  
/ LEATHER CAP /  
-----

Type: Helmet                      Defense: +1                      Weight: 2  
Price: 100/50  
Description: Your basic, everyday helmet.

-----  
/ LEATHER GLOVES /  
-----

Type: Gloves                      Defense: +1                      Weight: 3  
Price: 50/25  
Description: Your basic, everyday gloves.

-----  
/ MYTHRIL GLOVES /  
-----

Type: Gloves                      Defense: +6                      Weight: 8  
Price: 800/400  
Description: Your basic, everyday gloves. Infused with the mythril metal.

-----  
/ MYTHRIL HELM /  
-----

Type: Helmet                      Defense: +4                      Weight: 5  
Price: 300/150  
Description: Your basic, everyday helmet. Infused with the mythril metal.

-----  
/ MYTHRIL MAIL /  
-----

Type: Armor                      Defense: +10                      Weight: 14  
Price: 1,000/500  
Description: Your basic, everyday armor. Infused with the mythril metal.

-----  
/ MYTHRIL SHIELD /  
-----

Type: Shield                      Block Attack: 3                      Defense Rate: 6%  
Price: 500/250  
Description: Your basic, everyday shield. Infused with the mythril metal.

-----  
/ NINJA SUIT /  
-----

Type: Armor                      Defense: +40                      Weight: 0  
Price: -/1,250  
Description: Also increases agility by 10.

-----  
/ POWER ARMLET /  
-----

Type: Gloves                      Defense: +19                      Weight: 3  
Price: -/2,500  
Description: Also increases strength by 10.

-----  
/ POWER SASH /  
-----

Type: Armor                                  Defense: +25                                  Weight: 5  
Price: -/25  
Description: Also increases strength by 10.

-----  
/ PROTECT RING /

Type: Gloves                                  Defense: +18                                  Weight: 3  
Price: -/2,500  
Description: Protects against instant death.

-----  
/ RIBBON /

Type: Helmet                                  Defense: +10                                  Weight: 0  
Price: -/5,000  
Description: Helps protect against status effects.

-----  
/ RUBY PLATE /

Type: Armor                                  Defense: +15                                  Weight: 5  
Price: 800/400  
Description: Decent but unspectacular armor.

-----  
/ SHIRT /

Type: Armor                                  Defense: +1                                  Weight: 5  
Price: 20/10  
Description: Your basic, everyday armor.

-----  
/ SILVER PLATE /

Type: Armor                                  Defense: +10                                  Weight: 5  
Price: 400/200  
Description: Armor made of pure silver, offers decent protection.

-----  
/ THIEF'S GLOVES /

Type: Gloves                                  Defense: +15                                  Weight: 3  
Price: 1,000/500  
Description: Also increases agility by 10.

-----  
/ TITAN'S GLOVES /

Type: Gloves                                  Defense: +15                                  Weight: 17  
Price: 2,000/1,000  
Description: Also increases strength by 10.

-----  
/ TITAN'S HELM /

Type: Helmet                                  Defense: +6                                  Weight: 13  
Price: 600/300  
Description: Also increases strength by 10.

-----  
/ WHITE ROBE /  
-----

Type: Armor                                  Defense: +30                                  Weight: 5  
Price: -/2,500  
Description: Also increases spirit by 10.

==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*  
[ 9.3 ] ITEMS  
==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*

---  
KEY  
---

Name of Item: Name of item.  
Type: Recovery, combat, other.  
Price: Buy price of item.  
Sell: Sell price of item.  
Description: What the item does.

-----  
/ ACID BOTTLE /  
-----

Type: Combat                                  Price: -                                  Sell: 300  
Description: Bottle of acid with poison effect.

-----  
/ ANTIDOTE /  
-----

Type: Recovery                                  Price: 200                                  Sell: 100  
Description: Cures the poison status effect.

-----  
/ BACCHUS'S WINE /  
-----

Type: Combat                                  Price: -                                  Sell: 300  
Description: Wine that boosts attack and lowers evasion.

-----  
/ BACKSTABBER /  
-----

Type: Combat                                  Price: -                                  Sell: 500  
Description: Fiend fang with muddle effect.

-----  
/ COTTAGE /  
-----

Type: Recovery                                  Price: 5,000                                  Sell: 2,500  
Description: Fully restores all member hit points, must be used at save point.

-----  
/ CROSS /  
-----

Type: Recovery                                  Price: 1,000                                  Sell: 500  
Description: Curses the curse status effect.

-----  
/ ELIXIR /  
-----



Type: Recovery                      Price: 50,000                      Sell: 25,000  
Description: Restores all of one character's hit points and magic points.

-----  
/ ETHER /  
-----

Type: Recovery                      Price: 2,500                      Sell: 1,250  
Description: Restores some magic points.

-----  
/ EYE DROPS /  
-----

Type: Recovery                      Price: 100                      Sell: 50  
Description: Cures the darkness status effect.

-----  
/ GAIA DRUM /  
-----

Type: Combat                      Price: 8,000                      Sell: 4,000  
Description: A drum that summons an earthquake.

-----  
/ GARLIC /  
-----

Type: Combat                      Price: -                      Sell: 50  
Description: Inflicts damage on the undead.

-----  
/ GOLD NEEDLE /  
-----

Type: Recovery                      Price: 2,500                      Sell: 1,250  
Description: Cures the stone status effect.

-----  
/ HELLFIRE /  
-----

Type: Combat                      Price: -                      Sell: 150  
Description: Deals decent fire damage to all enemies.

-----  
/ HERMES /  
-----

Type: Combat                      Price: -                      Sell: 400  
Description: Shoes with the Haste effect.

-----  
/ HI POTION /  
-----

Type: Recovery                      Price: 500                      Sell: 250  
Description: Restores some hit points.

-----  
/ HOURGLASS /  
-----

Type: Combat                      Price: -                      Sell: 300  
Description: An hourglass with the stop effect.

-----  
/ MAGICONCH /  
-----

Type: Combat Price: - Sell: 250  
Description: Boosts magic defense.

-----  
/ MAIDEN'S KISS /  
-----

Type: Recovery Price: 2,500 Sell: 1,250  
Description: Cures the toad status effect.

-----  
/ MALLET /  
-----

Type: Recovery Price: 2,000 Sell: 1,000  
Description: Cures the amnesia status effect.

-----  
/ MUTE BELL /  
-----

Type: Combat Price: - Sell: 1,500  
Description: A bell with the silence effect.

-----  
/ MYTHRIL MIRROR /  
-----

Type: Combat Price: - Sell: 500  
Description: Mirror with a wall effect.

-----  
/ NOTUS /  
-----

Type: Combat Price: - Sell: 500  
Description: A gem that calls forth an icestorm.

-----  
/ PHOENIX DOWN /  
-----

Type: Recovery Price: 5,000 Sell: 2,500  
Description: Revives an ally from KO status.

-----  
/ POTION /  
-----

Type: Recovery Price: 50 Sell: 25  
Description: Restores some hit points.

-----  
/ SAGE'S WISDOM /  
-----

Type: Combat Price: - Sell: 5,000  
Description: A gem that maximizes spirit in one battle.

-----  
/ SAINT'S SPIRIT /  
-----

Type: Combat Price: - Sell: 5,000  
Description: A crystal that maximizes intelligence in one battle.

-----  
/ SILK WEB /  
-----

Type: Combat Price: - Sell: 250  
Description: Silken strands with the slow effect.

-----  
/ SLUMBER STALK /  
-----

Type: Combat Price: - Sell: 400  
Description: Herbs with sleep effect.

-----  
/ THANATOS /  
-----

Type: Combat Price: - Sell: 4,000  
Description: A figurine with the fear effect.

-----  
/ UNICORN HORN /  
-----

Type: Combat Price: - Sell: 500  
Description: A horn with the esuna effect.

-----  
/ ZEPHYR'S FLUTE /  
-----

Type: Combat Price: - Sell: 4,000  
Description: A flute that calls forth a twister.

==+\*==+\*==+\*==+\*==+\*==+\*==+\*-  
[ 9.4 ] MAGIC  
==+\*==+\*==+\*==+\*==+\*==+\*==+\*-

---  
KEY  
---

Name of Spell: Name of the magic spell.  
Type: Type of spell it is.  
Scroll Price: Price you can buy the spell for.  
Effect: What the spell does.  
Level Up Effect: How leveling up effects the spell.

-----  
/ AURA /  
-----

Type: None Price: None  
Effect: Boosts attack against various foes.  
Level Up Effect: Greater chance of the spell working, more attack added.

-----  
/ BANISH /  
-----

Type: Metamorph Price: 1,500  
Effect: Removes target from battle, warps party to previous dungeon.  
Level Up Effect: Greater chance of the spell working during battle.

-----  
/ BARRIER /  
-----

Type: None Price: 8,000  
Effect: Protects against special attacks.

Level Up Effect: Accuracy and protection increases.

-----  
/ BASUNA /  
-----

Type: None Price: 800  
Effect: Removes temporary status effects.  
Level Up Effect: More likely to succeed, different effects removed.

-----  
/ BERSERK /  
-----

Type: None Price: 10,000  
Effect: Attack power of target goes way up, character can't be controlled.  
Level Up Effect: Greater chance of the spell working, more attack added.

-----  
/ BLIND /  
-----

Type: Paralyze Price: None  
Effect: Blinds the target, lowering their accuracy.  
Level Up Effect: Greater chance of the spell working, accuracy lowered.

-----  
/ BLINK /  
-----

Type: None Price: 400  
Effect: Clones a character's image to raise evasion.  
Level Up Effect: Greater chance of the spell working.

-----  
/ BOLT /  
-----

Type: Bolt Price: 400  
Effect: Does bolt damage to the target.  
Level Up Effect: Greater amount of damage inflicted.

-----  
/ BREAK /  
-----

Type: Metamorph Price: None  
Effect: Petrifies the target.  
Level Up Effect: Greater chance of the spell working.

-----  
/ CURE /  
-----

Type: None Price: 200  
Effect: Restores some of one character's hit points.  
Level Up Effect: More hit points restored.

-----  
/ CURSE /  
-----

Type: Spirit Price: None  
Effect: Lowers target's odds for success of completing various actions.  
Level Up Effect: Greater chance of spell working, increased decrease of odds.

-----  
/ DISPEL /  
-----

-----  
Type: None Price: 3,000  
Effect: Removes an enemy's good status effects.  
Level Up Effect: Greater chance of the spell working.

-----  
/ DOOM /  
-----

Type: Doom Price: 10,000  
Effect: Instantly KO's a target.  
Level Up Effect: Greater chance of the spell working.

-----  
/ DRAIN /  
-----

Type: None Price: None  
Effect: Absorbs target's HP, damaging target and healing caster.  
Level Up Effect: Greater amount of damage inflicted and HP received.

-----  
/ ESUNA /  
-----

Type: None Price: 800  
Effect: Removes permanent status effects.  
Level Up Effect: More likely to succeed, different effects removed.

-----  
/ FAZE /  
-----

Type: Spirit Price: 1,500  
Effect: Reduces a little bit of the target's MP.  
Level Up Effect: Greater chance of the spell working, more MP taken.

-----  
/ FEAR /  
-----

Type: Paralyze Price: 800  
Effect: Causes the target to run away.  
Level Up Effect: Greater chance of the spell working.

-----  
/ FIRE /  
-----

Type: Fire Price: 400  
Effect: Does fire damage to the target.  
Level Up Effect: Greater amount of damage inflicted.

-----  
/ FLARE /  
-----

Type: None Price: 40,000  
Effect: Severe non elemental damage to all targets.  
Level Up Effect: Greater amount of damage inflicted.

-----  
/ FOG /  
-----

Type: Spirit Price: 3,000  
Effect: Inflicts the amnesia status effect on the target.  
Level Up Effect: Greater chance of the spell working.

-----  
/ HASTE /  
-----

Type: None Price: 20,000  
Effect: Speeds up the target, making them act faster and more frequently.  
Level Up Effect: Greater chance of the spell working, increased speed.

-----  
/ HOLY /  
-----

Type: None Price: 20,000  
Effect: Major non elemental damage to all enemies.  
Level Up Effect: Greater amount of damage done.

-----  
/ ICE /  
-----

Type: Ice Price: 400  
Effect: Inflicts Ice damage to the target.  
Level Up Effect: Greater amount of Ice damage inflicted.

-----  
/ LIFE /  
-----

Type: None Price: 1,500  
Effect: Revives a character from KO status.  
Level Up Effect: Character will be revived with more hit points.

-----  
/ MINI /  
-----

Type: Metamorph Price: 3,000  
Effect: Reduces the size of the target.  
Level Up Effect: Greater chance of the spell working.

-----  
/ MUDDLE /  
-----

Type: Spirit Price: None  
Effect: Inflicts target with the muddle status effect.  
Level Up Effect: Greater chance of the spell working.

-----  
/ OSMOSE /  
-----

Type: None Price: None  
Effect: Absorbs the target's MP and gives it to the caster.  
Level Up Effect: Greater amount of MP inflicted and received.

-----  
/ POISON /  
-----

Type: Poison Price: None  
Effect: Inflicts poison damage to the target.  
Level Up Effect: Greater amount of damage per casting, greater amount of  
damage the poison does.

-----  
/ SHELL /  
-----

-----  
Type: None Price: 400  
Effect: Boosts the target's magic defense.  
Level Up Effect: Greater chance of the spell working, more defense added.

-----  
/ SHIELD /  
-----

Type: None Price: 400  
Effect: Boosts defense of the target.  
Level Up Effect: Greater chance of the spell working, more defense added.

-----  
/ SILENCE /  
-----

Type: Paralyze Price: 800  
Effect: Casts the silence status effect on the target.  
Level Up Effect: Greater chance of the spell working.

-----  
/ SLEEP /  
-----

Type: Spirit Price: None  
Effect: Puts the target to sleep.  
Level Up Effect: Greater chance of the spell working.

-----  
/ SLOW /  
-----

Type: Paralyze Price: 3,000  
Effect: Slows target, reducing their rate of attack.  
Level Up Effect: Greater chance of the spell working, decrease in speed.

-----  
/ STOP /  
-----

Type: Metamorph Price: None  
Effect: Stops the target's time, completely freezing them.  
Level Up Effect: Greater chance of the spell working.

-----  
/ STUN /  
-----

Type: Paralyze Price: None  
Effect: Inflicts the target with the Paralysis status effect.  
Level Up Effect: Greater chance of the spell working.

-----  
/ SWAP /  
-----

Type: Metamorph Price: 8,000  
Effect: Switches hit points and magic points with the target.  
Level Up Effect: Greater chance of the spell working.

-----  
/ TOAD /  
-----

Type: Metamorph Price: None  
Effect: Turns the target into a toad, meaning they can't cast magic.  
Level Up Effect: Greater chance of the spell working.

-----  
/ ULTIMA /  
-----

Type: None Price: None  
Effect: The most powerful spell in the game.  
Level Up Effect: More damage. Very useful. ;)

-----  
/ WALL /  
-----

Type: None Price: 8,000  
Effect: Boosts defense against black magic.  
Level Up Effect: Greater chance of the spell working, more magic defense added

-----  
/ WARP /  
-----

Type: Metamorph Price: 1,500  
Effect: Warps party out of dungeon, warp target out of battle.  
Level Up Effect: Greater chance of the spell working during battle.

==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*  
[ 9.5 ] ENEMIES  
==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*

---  
KEY  
---

Name of Enemy: Name of the enemy.  
HP/MP/GIL: Hit Points/Magic Points/Gil received from defeating the enemy.  
ATK/ACC/DEF: Attack, accuracy, and defensive power of the enemy.  
EVA/MDEF/MRES: Evasion rate, magic defense, and status defense of the enemy.  
ITEMS/ABILITIES: Items and abilities you receive from the enemy

-----  
/ ABYSS WORM /  
-----

HP: 1,290	ATK: 150	EVA: 70%
MP: 370	ACC: 90%	MDEF: 5
GIL: 1,000-2,000	DEF: 85	MRES: 70%

ITEMS: None  
ABILITIES: Twister 13

-----  
/ ADAMANTOISE /  
-----

HP: 450	ATK: 50	EVA: 0%
MP: 0	ACC: 75%	MDEF: 1
GIL: 200-500	DEF: 60	MRES: 50%

ITEMS: Diamond Shield  
ABILITIES: None

-----  
/ ANTLION /  
-----

HP: 370	ATK: 50	EVA: 50%
MP: 0	ACC: 75%	MDEF: 3
GIL: 250-500	DEF: 40	MRES: 50%



ITEMS: None

ABILITIES: Paralysis Attack

-----  
/ ASTAROTH /  
-----

HP: 7,000                    ATK: 150                    EVA: 80%  
MP: 540                      ACC: 100%                   MDEF: 8  
GIL: 10,000                  DEF: 180                    MRES: 70%

ITEMS: White Robe

ABILITIES: Doom 16, Drain 16, Fire 16, Life Absorb 16, Poison 16

-----  
/ BALLOON /  
-----

HP: 20                        ATK: 9                      EVA: 0%  
MP: 10                        ACC: 50%                    MDEF: 1  
GIL: 3-25                    DEF: 0                      MRES: 50%

ITEMS: None

ABILITIES: None

-----  
/ BARREL WORM /  
-----

HP: 2,000                    ATK: 120                    EVA: 10%  
MP: 0                         ACC: 95%                    MDEF: 4  
GIL: 1,500-2,000            DEF: 100                    MRES: 50%

ITEMS: None

ABILITIES: None

-----  
/ BASILISK /  
-----

HP: 750                      ATK: 70                     EVA: 65%  
MP: 140                      ACC: 80%                    MDEF: 6  
GIL: 500-1,000              DEF: 50                     MRES: 30%

ITEMS: None

ABILITIES: Gaze 5

-----  
/ BEEZELBUB /  
-----

HP: 5,000                    ATK: 150                    EVA: 80%  
MP: 450                      ACC: 100%                   MDEF: 8  
GIL: 10,000                  DEF: 180                    MRES: 70%

ITEMS: Backstabber

ABILITIES: Dispel 16, Flare 16, Muddle 16, Stun 16

-----  
/ BEHEMOTH /  
-----

HP: 1,620                    ATK: 85                     EVA: 40%  
MP: 0                         ACC: 95%                    MDEF: 4  
GIL: 0                        DEF: 50                     MRES: 40%

ITEMS: None

ABILITIES: None

-----  
/ BLACK KNIGHT /  
-----

HP: 1,140                    ATK: 85                    EVA: 70%  
MP: 0                        ACC: 80%                   MDEF: 5  
GIL: 1,500-2,000           DEF: 85                    MRES: 40%  
ITEMS: None  
ABILITIES: None

-----  
/ BLOOD FIEND /  
-----

HP: 1,000                    ATK: 70                    EVA: 75%  
MP: 140                     ACC: 80%                   MDEF: 6  
GIL: 2,000                  DEF: 60                    MRES: 60%  
ITEMS: None  
ABILITIES: Dispel 8, Fog 8, Stop 8

-----  
/ BLOODSUCKER /  
-----

HP: 20                      ATK: 4                     EVA: 0%  
MP: 0                        ACC: 60%                   MDEF: 1  
GIL: 3-12                    DEF: 0                     MRES: 50%  
ITEMS: Poison, Antidote  
ABILITIES: None

-----  
/ BLUE DRAGON /  
-----

HP: 3,500                    ATK: 180                   EVA: 75%  
MP: 240                     ACC: 100%                   MDEF: 8  
GIL: 1,500-2,000           DEF: 150                   MRES: 40%  
ITEMS: Backstabber, Dragon Mail, Dragon Shield, Holy Lance  
ABILITIES: Thunderbolt 16

-----  
/ BOLTFISH /  
-----

HP: 540                     ATK: 60                    EVA: 50%  
MP: 80                      ACC: 80%                   MDEF: 4  
GIL: 400-800                DEF: 50                    MRES: 40%  
ITEMS: None  
ABILITIES: Thunderbolt 8

-----  
/ BOMB /  
-----

HP: 640                     ATK: 60                    EVA: 0%  
MP: 140                     ACC: 80%                   MDEF: 4  
GIL: 300-600                DEF: 50                    MRES: 40%  
ITEMS: None  
ABILITIES: Self-Destruct 7

-----  
/ BORGHEN /  
-----

HP: 240                     ATK: 25                    EVA: 40%  
MP: 20                      ACC: 75%                   MDEF: 3  
GIL: 400                     DEF: 17                    MRES: 50%  
ITEMS: None  
ABILITIES: None



ITEMS: None

ABILITIES: Poison Attack

-----  
/ DEADHEADS /  
-----

HP: 300                      ATK: 40                      EVA: 50%  
MP: 0                         ACC: 65%                     MDEF: 3  
GIL: 200-500                DEF: 25                      MRES: 50%  
ITEMS: None  
ABILITIES: None

-----  
/ DEADRINGERS /  
-----

HP: 80                        ATK: 25                      EVA: 20%  
MP: 0                         ACC: 50%                     MDEF: 2  
GIL: 12-200                 DEF: 17                      MRES: 50%  
ITEMS: Battle Axe, Mace  
ABILITIES: None

-----  
/ DEATHMASK /  
-----

HP: 640                      ATK: 50                      EVA: 65%  
MP: 300                      ACC: 75%                     MDEF: 4  
GIL: 1,000-2,000          DEF: 40                      MRES: 40%  
ITEMS: None  
ABILITIES: Ice 12, Stun 16, Toad 10

-----  
/ DEATH RIDER /  
-----

HP: 1,290                    ATK: 120                     EVA: 70%  
MP: 0                         ACC: 85%                     MDEF: 5  
GIL: 10,000                 DEF: 120                     MRES: 70%  
ITEMS: Ether, Thunder Spear  
ABILITIES: Life Absorb

-----  
/ DOOM PETALS /  
-----

HP: 540                      ATK: 40                      EVA: 0%  
MP: 0                         ACC: 80%                     MDEF: 3  
GIL: 200-500                DEF: 40                      MRES: 50%  
ITEMS: Antidote, Eye Drops, Potion, Slumber Stalk  
ABILITIES: Muddle Attack

-----  
/ EMPEROR /  
-----

HP: 1,290                    ATK: 70                      EVA: 65%  
MP: 190                      ACC: 80%                     MDEF: 4  
GIL: 10,000                 DEF: 50                      MRES: 40%  
ITEMS: None  
ABILITIES: Blink 8, Bolt 10, Elixir 1, Haste 6

-----  
/ EMPEROR 2 /  
-----

HP: 10,000                   ATK: 180                   EVA: 80%  
MP: 540                      ACC: 100%                  MDEF: 16  
GIL: 0                        DEF: 210                   MRES: 70%

ITEMS: None

ABILITIES: Blind 16, Curse 16, Dispel 16, Flare 16, Life Absorb 16, Slow 16,  
Starfall 10

-----  
/ EVIL BUD /  
-----

HP: 1,140                    ATK: 70                    EVA: 65%  
MP: 0                        ACC: 85%                  MDEF: 5  
GIL: 600-1,500              DEF: 70                   MRES: 70%

ITEMS: None

ABILITIES: Muddle Attack, Venom Attack

-----  
/ FALLEN EMPEROR /  
-----

HP: 3,000                    ATK: 120                  EVA: 80%  
MP: 120                     ACC: 100%                MDEF: 8  
GIL: 0                      DEF: 120                 MRES: 30%

ITEMS: None

ABILITIES: Curse Attack, Curse 8, Doom 8

-----  
/ FENRIR /  
-----

HP: 870                     ATK: 180                  EVA: 75%  
MP: 300                     ACC: 80%                 MDEF: 6  
GIL: 2,000                 DEF: 50                  MRES: 60%

ITEMS: None

ABILITIES: Banish 9, Curse 8, Fire 11, Muddle 16

-----  
/ FIRE GIGAS /  
-----

HP: 1,800                    ATK: 100                  EVA: 40%  
MP: 240                     ACC: 95%                 MDEF: 4  
GIL: 600-1,000             DEF: 100                 MRES: 50%

ITEMS: Flame Mail, Flame Sword, Muddle Scroll

ABILITIES: Boulders 9, Fire 16

-----  
/ FLOATING SKULL /  
-----

HP: 45                      ATK: 17                   EVA: 20%  
MP: 0                        ACC: 60%                 MDEF: 2  
GIL: 6-50                   DEF: 9                   MRES: 40%

ITEMS: None

ABILITIES: None

-----  
/ FROST LIZARD /  
-----

HP: 1,000                    ATK: 85                   EVA: 65%  
MP: 190                     ACC: 85%                 MDEF: 3  
GIL: 600-1,500             DEF: 70                   MRES: 50%

ITEMS: None

ABILITIES: Icestorm 16



MP: 0                           ACC: 75%                           MDEF: 3  
GIL: 200-500                   DEF: 40                           MRES: 50%  
ITEMS: None  
ABILITIES: None

-----  
/ GOBLIN /  
-----

HP: 6                           ATK: 4                           EVA: 0%  
MP: 0                           ACC: 50%                        MDEF: 1  
GIL: 6-50                       DEF: 0                           MRES: 50%  
ITEMS: None  
ABILITIES: None

-----  
/ GOBLIN GUARD /  
-----

HP: 10                          ATK: 4                           EVA: 10%  
MP: 6                           ACC: 50%                        MDEF: 1  
GIL: 6-50                       DEF: 0                           MRES: 50%  
ITEMS: None  
ABILITIES: Arrows 1

-----  
/ GOBLIN PRINCE /  
-----

HP: 30                          ATK: 9                           EVA: 10%  
MP: 10                          ACC: 60%                        MDEF: 2  
GIL: 12-50                      DEF: 4                           MRES: 40%  
ITEMS: Bronze Shield, Longbow, Long Sword, Potion  
ABILITIES: Arrows 3, Sleep 4

-----  
/ GOTTOS /  
-----

HP: 2,000                       ATK: 70                          EVA: 65%  
MP: 80                           ACC: 90%                        MDEF: 5  
GIL: 800-2,000                 DEF: 60                          MRES: 40%  
ITEMS: Bacchus's Wine, Haste Scroll, Ripper  
ABILITIES: Belch 6, Haste 6

-----  
/ GREAT MALBORO /  
-----

HP: 1,290                       ATK: 85                          EVA: 70%  
MP: 0                           ACC: 85%                        MDEF: 5  
GIL: 1,500-2,000               DEF: 85                          MRES: 70%  
ITEMS: None  
ABILITIES: Mini Attack, Muddle Attack, Silence Attack, Sleep Attack, Venom  
Attack

-----  
/ GREEN DRAGON /  
-----

HP: 3,000                       ATK: 150                         EVA: 75%  
MP: 190                          ACC: 100%                       MDEF: 8  
GIL: 2,000-10,000              DEF: 150                         MRES: 40%  
ITEMS: Diamond Helm, Gaia Drum, Healing Staff  
ABILITIES: Toxin 16

-----  
/ GREEN SLIME /  
-----

HP: 10                      ATK: 4                      EVA: 0%  
MP: 6                        ACC: 50%                    MDEF: 1  
GIL: 3-25                    DEF: 210                    MRES: 50%  
ITEMS: None  
ABILITIES: Venom Attack

-----  
/ GRENADE /  
-----

HP: 60                      ATK: 25                     EVA: 0%  
MP: 10                       ACC: 65%                    MDEF: 2  
GIL: 6-50                    DEF: 17                     MRES: 50%  
ITEMS: None  
ABILITIES: Self Destruct 3

-----  
/ HECTEYES /  
-----

HP: 1,140                    ATK: 100                    EVA: 0%  
MP: 0                        ACC: 75%                    MDEF: 6  
GIL: 800-2,000               DEF: 60                     MRES: 30%  
ITEMS: None  
ABILITIES: None

-----  
/ HELLDIVER /  
-----

HP: 140                     ATK: 35                     EVA: 50%  
MP: 0                        ACC: 65%                    MDEF: 2  
GIL: 50-300                   DEF: 17                     MRES: 50%  
ITEMS: None  
ABILITIES: None

-----  
/ HILL GIGAS /  
-----

HP: 750                     ATK: 25                     EVA: 30%  
MP: 0                        ACC: 80%                    MDEF: 4  
GIL: 200-400                 DEF: 60                     MRES: 40%  
ITEMS: Titan's Gloves, Titan's Helm  
ABILITIES: None

-----  
/ HORNET /  
-----

HP: 6                        ATK: 4                     EVA: 10%  
MP: 0                        ACC: 50%                    MDEF: 1  
GIL: 3-25                    DEF: 0                     MRES: 50%  
ITEMS: None  
ABILITIES: Venom Attack

-----  
/ HOWLER /  
-----

HP: 20                      ATK: 35                     EVA: 40%  
MP: 80                       ACC: 70%                    MDEF: 3  
GIL: 100-400                 DEF: 25                     MRES: 40%



ITEMS: None  
ABILITIES: Fire 5

-----  
/ ICE GIGAS /  
-----

HP: 2,000                    ATK: 120                    EVA: 50%  
MP: 140                      ACC: 95%                    MDEF: 4  
GIL: 600-1,000              DEF: 120                    MRES: 50%  
ITEMS: Ice Brand, Notus, Stop Scroll  
ABILITIES: Boulders 9, Ice 12

-----  
/ ICICLE /  
-----

HP: 60                        ATK: 17                     EVA: 0%  
MP: 0                         ACC: 60%                    MDEF: 2  
GIL: 12-100                  DEF: 17                     MRES: 40%  
ITEMS: None  
ABILITIES: None

-----  
/ IMP /  
-----

HP: 300                      ATK: 35                     EVA: 50%  
MP: 100                      ACC: 70%                    MDEF: 3  
GIL: 500-1,000              DEF: 35                     MRES: 100%  
ITEMS: None  
ABILITIES: Blink 8, Muddle 16, Poison Attack

-----  
/ IRON GIANT /  
-----

HP: 3,500                    ATK: 180                    EVA: 0%  
MP: 240                      ACC: 100%                   MDEF: 14  
GIL: 2,000-10,000           DEF: 180                    MRES: 100%  
ITEMS: Genji Helm  
ABILITIES: Fire 5

-----  
/ KILLER FISH /  
-----

HP: 100                      ATK: 25                     EVA: 30%  
MP: 0                         ACC: 65%                    MDEF: 2  
GIL: 25-200                  DEF: 17                     MRES: 50%  
ITEMS: None  
ABILITIES: Poison Attack

-----  
/ KILLER MANTIS /  
-----

HP: 750                      ATK: 60                     EVA: 60%  
MP: 0                         ACC: 75%                    MDEF: 4  
GIL: 400-800                 DEF: 50                     MRES: 40%  
ITEMS: None  
ABILITIES: None

-----  
/ KING BEHEMOTH /  
-----

HP: 5,000                    ATK: 150                    EVA: 50%  
MP: 0                        ACC: 100%                    MDEF: 8  
GIL: 100-400                DEF: 20                      MRES: 30%  
ITEMS: Yoichi's Bow  
ABILITIES: None

-----  
/ LAMIA /  
-----

HP: 1,000                    ATK: 70                      EVA: 65%  
MP: 60                        ACC: 85%                      MDEF: 6  
GIL: 800-2,000              DEF: 70                      MRES: 30%  
ITEMS: None  
ABILITIES: Entice 6, Sleep Attack

-----  
/ LAMIA QUEEN /  
-----

HP: 1,290                    ATK: 50                      EVA: 75%  
MP: 370                        ACC: 95%                      MDEF: 7  
GIL: 2,000                    DEF: 50                      MRES: 40%  
ITEMS: Diamond Plate, Gold Hairpin, Protect Ring  
ABILITIES: Blink 16, Entice 9

-----  
/ LIFESUCKER /  
-----

HP: 750                      ATK: 40                      EVA: 65%  
MP: 300                       ACC: 75%                      MDEF: 4  
GIL: 1,500-2,000              DEF: 50                      MRES: 40%  
ITEMS: None  
ABILITIES: Drain 16, Osmose 10

-----  
/ LOPER /  
-----

HP: 30                        ATK: 9                        EVA: 40%  
MP: 0                          ACC: 50%                       MDEF: 1  
GIL: 3-25                      DEF: 0                        MRES: 50%  
ITEMS: None  
ABILITIES: None

-----  
/ MALBORO /  
-----

HP: 750                        ATK: 50                        EVA: 60%  
MP: 0                          ACC: 80%                       MDEF: 4  
GIL: 300-600                   DEF: 50                        MRES: 40%  
ITEMS: Ether, Hi-Potion  
ABILITIES: Paralysis Attack

-----  
/ MANTA RAY /  
-----

HP: 870                        ATK: 70                        EVA: 60%  
MP: 0                          ACC: 80%                       MDEF: 4  
GIL: 400-800                   DEF: 60                        MRES: 40%  
ITEMS: None  
ABILITIES: None

-----  
/ MANTIS DEVIL /  
-----

HP: 1,290                    ATK: 85                    EVA: 75%  
MP: 370                      ACC: 85%                  MDEF: 5  
GIL: 2,000                  DEF: 85                    MRES: 70%  
ITEMS: None  
ABILITIES: Fire 16, Paralysis Attack

-----  
/ MANTIS KING /  
-----

HP: 1,140                    ATK: 85                    EVA: 65%  
MP: 0                        ACC: 80%                  MDEF: 5  
GIL: 2,000-10,000         DEF: 70                    MRES: 40%  
ITEMS: None  
ABILITIES: None

-----  
/ MAXIMUS /  
-----

HP: 1,140                    ATK: 85                    EVA: 70%  
MP: 370                      ACC: 90%                  MDEF: 5  
GIL: 2,000                  DEF: 70                    MRES: 40%  
ITEMS: None  
ABILITIES: Bad Breath 1, Blaze 16

-----  
/ MEEZO MALBORO /  
-----

HP: 1,000                    ATK: 60                    EVA: 65%  
MP: 0                        ACC: 80%                  MDEF: 6  
GIL: 500-1,000            DEF: 60                    MRES: 30%  
ITEMS: None  
ABILITIES: None

-----  
/ MINE /  
-----

HP: 190                      ATK: 35                    EVA: 0%  
MP: 30                        ACC: 70%                  MDEF: 3  
GIL: 25-200                DEF: 25                    MRES: 40%  
ITEMS: None  
ABILITIES: Self-Destruct 5

-----  
/ MYTHRIL GOLEM /  
-----

HP: 2,000                    ATK: 150                   EVA: 50%  
MP: 0                        ACC: 95%                  MDEF: 14  
GIL: 1,000-2,000         DEF: 180                   MRES: 100%  
ITEMS: None  
ABILITIES: None

-----  
/ OGRE /  
-----

HP: 100                      ATK: 25                    EVA: 20%  
MP: 0                        ACC: 65%                  MDEF: 2  
GIL: 50-200                DEF: 17                    MRES: 50%

ITEMS: Mythril Helm, Mythril Mace  
ABILITIES: None

-----  
/ OGRE CHIEFTAIN /  
-----

HP: 300                      ATK: 40                      EVA: 40%  
MP: 0                        ACC: 70%                     MDEF: 3  
GIL: 300-500                DEF: 15                      MRES: 40%  
ITEMS: Ice Shield  
ABILITIES: Wing Blade

-----  
/ OGRE MAGE /  
-----

HP: 140                      ATK: 25                      EVA: 40%  
MP: 30                       ACC: 65%                     MDEF: 3  
GIL: 50                      DEF: 17                      MRES: 40%  
ITEMS: Banish Scroll, Blind Scroll, Blink Scroll, Hellfire, Ice Scroll, Sleep  
      Scroll  
ABILITIES: Blind 4, Blink 3, Ice 5, Sleep 4

-----  
/ PARASITE /  
-----

HP: 300                      ATK: 35                      EVA: 40%  
MP: 0                        ACC: 70%                     MDEF: 3  
GIL: 300-600                DEF: 40                      MRES: 50%  
ITEMS: None  
ABILITIES: MP Absorb

-----  
/ PHORUSRACOS /  
-----

HP: 140                      ATK: 35                      EVA: 30%  
MP: 0                        ACC: 65%                     MDEF: 2  
GIL: 0                       DEF: 25                      MRES: 50%  
ITEMS: None  
ABILITIES: None

-----  
/ PIRATE /  
-----

HP: 45                       ATK: 17                      EVA: 30%  
MP: 0                        ACC: 60%                     MDEF: 2  
GIL: 50                      DEF: 4                       MRES: 40%  
ITEMS: None  
ABILITIES: None

-----  
/ PIT FIEND /  
-----

HP: 750                      ATK: 60                      EVA: 65%  
MP: 300                      ACC: 80%                     MDEF: 6  
GIL: 1,500-2,000            DEF: 50                      MRES: 60%  
ITEMS: None  
ABILITIES: Fire 16, Stun 16

-----  
/ POISON TOAD /  
-----

-----  
HP: 300                            ATK: 35                            EVA: 30%  
MP: 0                                ACC: 70%                           MDEF: 3  
GIL: 50-100                        DEF: 35                            MRES: 50%  
ITEMS: Antidote, Maiden's Kiss, Potion, Thanatos  
ABILITIES: Poison Attack  
-----

/ QUEEN BEE /

-----  
HP: 30                                ATK: 9                               EVA: 10%  
MP: 0                                ACC: 50%                           MDEF: 1  
GIL: 3-6                             DEF: 4                             MRES: 50%  
ITEMS: Potion  
ABILITIES: Poison Attack  
-----

/ RED DRAGON /

-----  
HP: 5,000                            ATK: 180                           EVA: 75%  
MP: 450                              ACC: 100%                           MDEF: 8  
GIL: 10,000                         DEF: 180                           MRES: 40%  
ITEMS: Ninja Suit  
ABILITIES: Blaze 16  
-----

/ RED MOUSSE /

-----  
HP: 100                              ATK: 25                              EVA: 0%  
MP: 45                                ACC: 65%                            MDEF: 2  
GIL: 50-300                         DEF: 210                            MRES: 50%  
ITEMS: None  
ABILITIES: None  
-----

/ REVENANT /

-----  
HP: 240                              ATK: 40                              EVA: 40%  
MP: 0                                ACC: 70%                            MDEF: 3  
GIL: 300-600                        DEF: 25                             MRES: 40%  
ITEMS: None  
ABILITIES: Life Absorb  
-----

/ RHYOS /

-----  
HP: 750                              ATK: 60                              EVA: 60%  
MP: 140                              ACC: 80%                            MDEF: 4  
GIL: 500-1,000                      DEF: 50                             MRES: 40%  
ITEMS: None  
ABILITIES: Bad Breath, Blaze 7  
-----

/ ROYAL GUARD /

-----  
HP: 870                              ATK: 60                              EVA: 65%  
MP: 0                                ACC: 75%                            MDEF: 6  
GIL: 800-1,000                      DEF: 60                             MRES: 30%  
ITEMS: Banish Scroll, Stun Scroll, Unicorn Horn, Venom Axe  
ABILITIES: Poison Attack  
-----



GIL: 400-800

DEF: 60

MRES: 40%

ITEMS: Magiconch

ABILITIES: Tsunami 8

-----  
/ SEA SERPENT /  
-----

HP: 300

ATK: 40

EVA: 40%

MP: 0

ACC: 75%

MDEF: 3

GIL: 50-300

DEF: 40

MRES: 40%

ITEMS: None

ABILITIES: None

-----  
/ SERGEANT /  
-----

HP: 140

ATK: 35

EVA: 30%

MP: 10

ACC: 70%

MDEF: 3

GIL: 100-200

DEF: 25

MRES: 50%

ITEMS: Mythril Axe, Mythril Bow, Mythril Helm, Mythril Mail

ABILITIES: Arrows 3

-----  
/ SHADOW /  
-----

HP: 45

ATK: 17

EVA: 20%

MP: 0

ACC: 60%

MDEF: 2

GIL: 12-100

DEF: 9

MRES: 40%

ITEMS: None

ABILITIES: Darkness Attack

-----  
/ SHRIEKER /  
-----

HP: 540

ATK: 35

EVA: 60%

MP: 30

ACC: 80%

MDEF: 4

GIL: 12-100

DEF: 40

MRES: 40%

ITEMS: None

ABILITIES: Bolt 8, Ice 8, Fire 8, Poison 8

-----  
/ SILVER /  
-----

HP: 240

ATK: 25

EVA: 30%

MP: 100

ACC: 75%

MDEF: 3

GIL: 400-800

DEF: 25

MRES: 40%

ITEMS: None

ABILITIES: None

-----  
/ SOLDIER /  
-----

HP: 45

ATK: 17

EVA: 10%

MP: 10

ACC: 60%

MDEF: 2

GIL: 6-50

DEF: 9

MRES: 50%

ITEMS: Potion, Garlic, Antidote

ABILITIES: Arrows 1

-----  
/ SORCERER /  
-----

-----  
HP: 140                    ATK: 25                    EVA: 50%  
MP: 60                     ACC: 70%                   MDEF: 3  
GIL: 400                   DEF: 17                     MRES: 60%  
ITEMS: Aura Scroll, Doom Scroll, Drain Scroll, Haste Scroll, Toad Scroll  
ABILITIES: Fire 8, Doom 6, Drain 8, Haste 6, Ice 8, Muddle 6, Stun 6  
-----

/ SPECTER /

-----  
HP: 300                    ATK: 25                    EVA: 40%  
MP: 100                   ACC: 75%                   MDEF: 3  
GIL: 400-800              DEF: 25                    MRES: 50%  
ITEMS: None  
ABILITIES: Break 6, Ice 8, Life Absorb, Sleep 6  
-----

/ SPIKETOISE /

-----  
HP: 140                    ATK: 35                    EVA: 0%  
MP: 0                     ACC: 65%                   MDEF: 2  
GIL: 25-200               DEF: 35                    MRES: 50%  
ITEMS: Mythril Shield  
ABILITIES: None  
-----

/ SPLINTER /

-----  
HP: 240                    ATK: 40                    EVA: 30%  
MP: 0                     ACC: 70%                   MDEF: 3  
GIL: 400-800              DEF: 40                    MRES: 40%  
ITEMS: None  
ABILITIES: None  
-----

/ STONE GOLEM /

-----  
HP: 1,800                  ATK: 120                   EVA: 50%  
MP: 240                   ACC: 95%                   MDEF: 14  
GIL: 600-1,500            DEF: 150                   MRES: 100%  
ITEMS: None  
ABILITIES: Stop 8  
-----

/ STRANGLER /

-----  
HP: 6                     ATK: 4                     EVA: 0%  
MP: 0                     ACC: 60%                   MDEF: 1  
GIL: 3-25                 DEF: 0                     MRES: 50%  
ITEMS: None  
ABILITIES: None  
-----

/ STUNNER /

-----  
HP: 100                    ATK: 17                    EVA: 30%  
MP: 0                     ACC: 65%                   MDEF: 2  
GIL: 50-300               DEF: 17                    MRES: 50%  
ITEMS: None  
ABILITIES: Paralysis Attack  
-----



-----  
/ SUCCUBUS /  
-----

HP: 1,140                    ATK: 85                    EVA: 70%  
MP: 140                      ACC: 85%                  MDEF: 6  
GIL: 1,500-10,000          DEF: 85                   MRES: 30%  
ITEMS: None  
ABILITIES: Ice 12, Sleep 16

-----  
/ SWAPPER /  
-----

HP: 140                      ATK: 35                    EVA: 50%  
MP: 80                      ACC: 70%                  MDEF: 3  
GIL: 100-400               DEF: 25                    MRES: 40%  
ITEMS: None  
ABILITIES: Swap 4

-----  
/ THUNDER GIGAS /  
-----

HP: 190                      ATK: 35                    EVA: 0%  
MP: 30                      ACC: 70%                  MDEF: 3  
GIL: 25-200                DEF: 25                    MRES: 40%  
ITEMS: None  
ABILITIES: Self-Destruct 5

-----  
/ TIAMAT /  
-----

HP: 5,000                   ATK: 150                   EVA: 80%  
MP: 450                      ACC: 100%                 MDEF: 8  
GIL: 10,000                 DEF: 180                  MRES: 70%  
ITEMS: Elixir  
ABILITIES: Blaze 16, Icestorm 16, Thunderbolt 16

-----  
/ VAMPIRETTE /  
-----

HP: 540                      ATK: 40                    EVA: 60%  
MP: 100                      ACC: 80%                  MDEF: 4  
GIL: 500-1,000             DEF: 50                    MRES: 40%  
ITEMS: None  
ABILITIES: Entice 6, Self Absorb

-----  
/ WARLOCK /  
-----

HP: 80                      ATK: 17                    EVA: 40%  
MP: 30                      ACC: 65%                  MDEF: 3  
GIL: 50                      DEF: 9                     MRES: 60%  
ITEMS: Berserk Scroll, Bolt Scroll, Fire Scroll, Mage's Staff, Poison Scroll,  
      Stun Scroll  
ABILITIES: Berserk 3, Blind 4, Bolt 5, Fire 5, Ice 5, Poison 5, Sleep 4

-----  
/ WEREPAANTHER /  
-----

HP: 190                      ATK: 35                    EVA: 30%

MP: 0                           ACC: 70%                           MDEF: 3  
GIL: 50-300                   DEF: 25                           MRES: 40%  
ITEMS: None  
ABILITIES: Poison Attack

-----  
/ WERERAT /  
-----

HP: 60                           ATK: 17                           EVA: 20%  
MP: 0                           ACC: 60%                           MDEF: 2  
GIL: 25-200                   DEF: 4                           MRES: 40%  
ITEMS: None  
ABILITIES: Poison Attack

-----  
/ WEREWOLF /  
-----

HP: 540                        ATK: 50                           EVA: 50%  
MP: 0                           ACC: 80%                           MDEF: 4  
GIL: 500-1,000               DEF: 50                           MRES: 40%  
ITEMS: None  
ABILITIES: Poison Attack

-----  
/ WHITE DRAGON /  
-----

HP: 2,500                       ATK: 150                           EVA: 75%  
MP: 140                        ACC: 95%                           MDEF: 5  
GIL: 2,000-10,000           DEF: 120                           MRES: 50%  
ITEMS: Backstabber, Ice Bow, Notus  
ABILITIES: Icestorm 16

-----  
/ WILD HORN /  
-----

HP: 300                        ATK: 40                           EVA: 30%  
MP: 0                           ACC: 85%                           MDEF: 3  
GIL: 100-400                 DEF: 35                           MRES: 50%  
ITEMS: None  
ABILITIES: None

-----  
/ WINGED RAY /  
-----

HP: 750                        ATK: 60                           EVA: 65%  
MP: 0                           ACC: 80%                           MDEF: 4  
GIL: 400-800                 DEF: 50                           MRES: 40%  
ITEMS: None  
ABILITIES: None

-----  
/ WIZARD /  
-----

HP: 540                        ATK: 40                           EVA: 70%  
MP: 190                        ACC: 75%                           MDEF: 4  
GIL: 1,000-1,500           DEF: 35                           MRES: 60%  
ITEMS: Banish Scroll, Drain Scroll  
ABILITIES: Banish 7, Break 6, Drain 8, Fire 11, Flare 10, Osmose 8, Stop 8,  
          Toad 7

-----  
/ WOOD GOLEM /  
-----

HP: 1,620                      ATK: 100                      EVA: 50%  
MP: 0                              ACC: 95%                      MDEF: 14  
GIL: 600-1,500                  DEF: 120                      MRES: 100%  
ITEMS: None  
ABILITIES: Sleep Attack

-----  
/ WRAITH /  
-----

HP: 60                              ATK: 9                              EVA: 20%  
MP: 0                              ACC: 65%                      MDEF: 2  
GIL: 25-200                      DEF: 9                              MRES: 50%  
ITEMS: None  
ABILITIES: Life Absorb

-----  
/ YELLOW JELLY /  
-----

HP: 45                              ATK: 17                              EVA: 0%  
MP: 6                              ACC: 60%                      MDEF: 2  
GIL: 3-25                          DEF: 210                      MRES: 40%  
ITEMS: None  
ABILITIES: None

-----  
/ YETI /  
-----

HP: 45                              ATK: 9                              EVA: 20%  
MP: 0                              ACC: 60%                      MDEF: 2  
GIL: 12-100                      DEF: 4                              MRES: 40%  
ITEMS: None  
ABILITIES: None

-----  
/ ZOMBIE /  
-----

HP: 30                              ATK: 17                              EVA: 0%  
MP: 0                              ACC: 60%                      MDEF: 1  
GIL: 6-50                          DEF: 0                              MRES: 50%  
ITEMS: None  
ABILITIES: None

-----  
/ ZOMBIE BORGHEN /  
-----

HP: 2,500                      ATK: 120                      EVA: 60%  
MP: 370                              ACC: 95%                      MDEF: 10  
GIL: 2,000                      DEF: 120                      MRES: 100%  
ITEMS: None  
ABILITIES: None

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[ 9.6 ] BOSSES  
==+-\*==+-\*==+-\*==+-\*==+-\*==+\*==+\*







| with the Ogre Killer or Blood Sword weapons) act as the primary healer.  
| First, do the usual Shield/Blink casting to get some protection from his  
| strong attacks. Have the healer heal, someone else cast Ice, and the other  
| two attack. The battle should only last two rounds at most.

| BOSS TIME! | ICE GIGAS |

| HP: 2,000 | ATTACK: 120 | DEFENSE: 120 | MAG DEF: 4 | WEAKNESS: Fire |

| Same as the previous boss, have your healers heal, spell caster cast Fire,  
| and other two characters attack with their Ogre Killer and Blood Sword  
| weapons. The Ice Gigas has slightly more HP, more attack and defense, and  
| tends to go a little quicker, so this battle is harder than the one before,  
| but you should be able to survive just fine.

| BOSS TIME! | THUNDER GIGAS |

| HP: 2,500 | ATTACK: 150 | DEFENSE: 150 | MAG DEF: 4 | WEAKNESS: Bio |

| This is by far the toughest of the three Gigas Guardians. For one, the HP  
| is up by 500. Also, the attack and defense is 20 percent more than it was  
| for the Ice Gigas. The magic defense is lower, but its only weakness is  
| Poison for christs sake! Cast Haste, Shell, Blink, whatever you can right  
| away, then follow the same strategy as ever, only having the spell caster  
| use the Spellbinder weapon this time. This is a tough battle, so make sure  
| to keep healing. Don't be afraid to devote multiple characters to healing  
| if you have to, saving yourself is more important than inflicting damage  
| sometimes, so be smart and stay patient and you should win.

| BOSS TIME! | EMPEROR |

| HP: 1,290 | ATTACK: 70 | DEFENSE: 50 | MAG DEF: 4 | WEAKNESS: None |

| Actually, I lied, he is surprisingly easy. Take care of the Wood Golem  
| with Fire, and dispatch the two Royal Guards before focusing your attacks  
| on the Emperor. Then, just heal and attack with the Blood Swords to take  
| care of him. Simple, yet effective. Just the way I like it.

| BOSS TIME! | ZOMBIE BORGHEN |

| HP: 2,500 | ATTACK: 120 | DEFENSE: 120 | MAG DEF: 10 | WEAKNESS: Fire |

| Just attack and use Fire spells to take care of him quickest. Don't waste  
| time and valuable magic points on casting Blink and stuff like that, you  
| won't need it and you will need it later.

| BOSS TIME! | TIAMAT |

| HP: 5,000 | ATTACK: 150 | DEFENSE: 180 | MAG DEF: 8 | WEAKNESS: None |





Concentration: Sort of like FF1's infamous secret. When you are on the Snowcraft, hold X and push circle 20 times to bring up the game.

Chocobo Forest: The forest is south of Castle Kas'ion. Approach a chocobo and push X to capture it, and then you can ride it. It's useful to get to hard to get to areas, but watch out, it disappears back to the forest when you get off it.

After the ending: Did you know that after the ending, you can save your game? When you load that save game, you start off right before the final boss, you can explore and finish collection datas. This also lets you start a new game on normal mode.

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=+=+=+=+=+=+=+=+=+=+=+= / 11.0 OTHER INFORMATION / =+=+=+=+=+=+=+=+=+=+=+=  
-----

Here is just me rambling about unimportant crap. Ignore.

==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*  
[ 11.1 ] CONTACT INFORMATION  
==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*==+\*

You can check out all of my other guides on GameFAQs, which will hopefully include a very sexy Tales of Symphonia guide soon. I can't wait to finish that thing. I am most proud of this guide and Legend of Legaia, but I did guides for a lot of Final Fantasies, as well as some random Castlevania and wrestling games, and both Tales of Destiny games. Check them out!

In addition on my quest to write for all the Final Fantasy games, I will try to finish my Aria of Sorrow and NCAA 2004 guides, as well as some random NES games (Predator, NOES, Jeopardy Jr., and Puss and Boots, anyone?) and guides for the other 2 Castlevania games that employ the new style. Oh, and I might do a Wild Arms 3 guide. And I still have to finish my FFX-2 and FF8 guides with my beautiful girlfriend..

And there's always Final Fantasy 12 and Star Ocean 3 to look forward to...

I appreciate any information you can contribute, especially to game basics, and team ratings. Also, feel free to email any questions that would be good for a FAQ section, as I plan to add one to a future update.

Any errors and omissions that you may see can be corrected if you inform me of them. I'll also credit you, if your error or omission is actually correct and worth an update for me to fix. I am somewhat busy, you know.

That's about it. If anyone would like me to add anything, you can always email me.

AIM: JuanDixonFor3  
MSN: mcfa4834@bellsouth.net  
YIM: nicklacheysnightmare

If you contact me on one of the instant messengers, and I do not respond, it probably means I am busy. I am always talking with my girl, and friends, so sometimes I just ignore some instant messages from people I do not know. Be nice, and I will talk to you, just don't come out and ask the question and be

all rude if I do not respond in five seconds, otherwise I probably will just block you. I will answer all e-mails about the game, however.

You can contact me by emailing me at [penguin\\_faqs@yahoo.com](mailto:penguin_faqs@yahoo.com)

One last note: Only email me about the game at [penguin\\_faqs@yahoo.com](mailto:penguin_faqs@yahoo.com), all emails about Alias sent to my other e-mail addresses will be deleted and/or ignored. Thanks to all those that have emailed me so far, I appreciate it!

1. Check my email backlog. If it's filled up, you may have to wait a while before you get a response.
2. I check my email once in a while. Please wait for a response, because I will respond to all emails.
3. Please read my guide before asking questions, that's why I have a FAQ section.
4. I will only post your question/tip in my guide if it is good, and has not been answered in this guide.

Also, I have AIM and Yahoo. My AIM name is JuanDixonFor3, but PLEASE do not harass me with annoying questions or I'll block you. I only wish to chat with people.

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[ 11.2 ] REVISION HISTORY  
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v1.1 - July 6, 2005 - 523.7K

I am on a roll updating guides lately so I figured I'd update this one, as well. Boss guides added and TONS of mistakes/corrections/additions made. 2 hours worth!

v1.0 - September 1, 2004 - 487.3K

YES! The entire guide is done! Finished! I did it. :) Added a section of walkthrough, then did the magic list, then finished the walkthrough. The final bosses were easier than I remembered.. oh well. This will hopefully be posted tonight. :) I'm so happy!! After nearly 10 months, the guide is finally done!

v0.17 - September 1, 2004 - 452.5K

A monster update. Huge. Gigantic. I am so happy with myself. I added two sections to the walkthrough of FF2, now it is complete through when Leon rejoins you towards the end of the game. Also, I finished Final Fantasy completely.. did the last two sections of the walkthrough, then added the secrets list. I then did the items list for FF2, added in its secrets section, then added on the rest of the guide I didn't do, like credits, author info, etc. I now only need to do the magic list for FF2 and finish its walkthrough! Yay!

v0.16 - August 31, 2004 - 410.0K

Hey all, I got super sick for days on end and then I had to catch up on life, but I am back now to update. Got the walkthrough updated through the completion of the Mysidia Tower (getting there..), did the entire game basics section (thank god!), and finished the armor list. Tomorrow I'm going to try to knock out the items list and add on a section in the walkthrough. Good update today, I am proud of myself.

v0.15 - August 19, 2004 - 375.1K

I am getting it done, whoo.. walkthrough updated through the Tropical Island, started the armor list. I'm going to try to finish this by September 19th, wish me luck there.

v0.14 - August 18, 2004 - 355.3K

To be fair, I updated this a few days ago and forgot to post progress. Walkthrough is now updated through the Obligatory RPG Prison Escape. Damn NCAA 2005 for being so addictive online, but when I get bored of it this guide will definitely be finished.

v0.13 - August 12, 2004 - 336.7K

LOL, how about this for a quick update? After my last update, I called my girlfriend and then went right back to the guide.. added in the weapons list for FF2, as well as updated the walkthrough through destroying the Dreadnought. Keep on rolling, baby.

v0.12 - August 12, 2004 - 303.4K

This guide will be done by 2023, or the year that Maryland finally goes more than 3 games into a year without losing. I actually got done what I wanted to do on March 1st though, lol.. enemies list for FF2 finished, walkthrough through Snow Cavern done. That was fun. See you.. whenever. I'm getting the network adapter back tomorrow, so we'll see.

v0.11 - February 28, 2004 - 268.3K

No holding me back now, heh. Enemies list updated some more, walkthrough updated through the Bafsk Cave. Tomorrow, I hope to get the walkthrough done through the Snow Cavern, and then work on the enemies list more. 300K is still the goal.

v0.10 - February 27, 2004 - 255.5K

Yay, finally back on the updating warpath. Got the walkthrough updated through Semmit Falls. Going to work on more of that tomorrow, as well as more FF2 enemies listings hopefully. Shooting for 300K by the end of the weekend..

v0.09 - February 26, 2004 - 239.8K

Sorry for the late update, I went away on vacation for a week or so. Back now, started FF2 and got the walkthrough updated through Fynn. Also started the enemies list and got it done through H. Added more section headers to make the guide look nicer, and decided to remove boss guides and shopping guides from this guide. Next update, I plan to have more FF2 walkthrough done. That's my main concern right now.

v0.08 - February 15, 2004 - 200.3K

Well, maybe not by Sunday night, but it's a start.. everything is done in FF1 except for the final parts of walkthrough and shopping list. Doing the game basics was a drag, but it's all done. ;D

v0.07 - February 14, 2004 - 163.6K

My plan to get FF1 done by Sunday night is well under way. I finished all the lists except magic. Time to do magic lists, game basics, and finish the walkthrough..

v0.06 - February 13, 2004 - 133.7K

Well, that was certainly a long break. I'm back now, though, in an attempt to finish this before I move to Australia. FF1 walkthrough updated through Sunken Shrine, started the armor list, and updated the enemy list through R. Also, got cool section headers for the starts of the FF1 and FF2 guides, since my girl didn't like the old ones much.

v0.05 - December 27, 2003 - 110.2K

Yep, I'm really addicted now. :( Oh well, I'm back now with an update. Worked on the enemies list a little more, and updated the walkthrough through Dragon Caves.

v0.04 - December 2, 2003 - 99.1K

Heh, I got a network adapter for PS2 so I am hooked on playing NCAA 2004 online. I found time to update, though. :) Walkthrough is updated through Mt. Gulg, and enemies list is updated through M. I am happy with this update.

v0.03 - November 30, 2003 - 75.7K

Big update. Still just working on FF1, I might finish that before going to FF2. Updated the walkthrough through Terra Cavern, updated the enemy list through F, and added all the weapons. Big time update, I am very pleased with my progress today.

v0.02 - November 29, 2003 - 30.8K

Updated the FF1 walkthrough through Provoca and updated the FF1 enemy list as well.

v0.01 - November 26, 2003 - 20.3K

Got the guide started. Finished the game and guide introductions, then started the FF1 walkthrough and enemy list.

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[ 11.3 ] CREDITS

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- My soulmate and love of my life, Rebecca Skinner, AKA the fabulous and awesome writer Karpah on GameFAQs, for always believing in me and supporting me, even when it seemed like this guide would never get done. I love you baby. :)

- Brady's awesome FFO guide, probably the best one they've done yet besides FF11, I got some minor information from them.

- winnie the poop 2's guide, I used it to help me through FF2 the first time I played, although it didn't influence the guide.

- That's it. No one else helped me or motivated me at all.

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==+==+==+==+==+==+==+==+==+==+==+==+==+ / 12.0 CONCLUSION / ==+==+==+==+==+==+==+==+==+==+==+==+==+  
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This was a very interesting guide to write, as I lost motivation at least thirty eight times throughout the process, as I always found other things to do. I am so glad I finally got this guide done and hope you are happy with the effort I put forth in writing it.

Copyright: DO NOT STEAL MY GUIDE, FUCKER.

See you soon.

- Psycho Penguin