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FIND SYSTEM

Just cut and paste the string above (on the Table of Contents) you want to go to. The string can be the entire sub-header, excluding the first '~'.

Explanation:

1. highlight the string
2. Ctrl + C
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5. Press "Find Next".

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I. INTRO

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Yoho... This is Fox again. The guide is, as it seems, is done. I will still accept e-mails that would help me in this guide but whatever. If you're wondering why you should use this guide over others, due to the sudden boom of new FFO guides. I'll tell you why... it doesn't have some detailed explanations on POINTLESS stuff. Like how to attack or use magic. Whatever, dude. I mean, you already know this stuff (right?) This makes the access to the walkthrough VERY SHORT and FAST. Plus, my walkthrough is very detailed, giving you info to every chest you need for the collection. I know my guide might not out-shine others in the terms of KB but this has the NECESSARY information and I feel that I display it in the best method. So sue me for trying to pull people to use my guide. *shrugs*

The Walkthroughs are on the top, the stupid lists and that crap are on the bottom. Makes sense to me, crap should be in the bottom.

Keep the praises and threats coming! I appreciate them more than you think!

Here's an e-mail from my favorite secret admirer:

"Fooled your ass you little mental defective!!!

You think thieves are puny rats?! Guess what!?

Screw your ass you little crap!!!

Quick but worthless?!?! What kind of friggin retard are you!?

I should find out where you live and kill you!!!

You call yourself a final fantasy fan! LOL

I hope you get drafted to a war and get your limbs blown off!!!!"

Hilarious stuff. Here's a little-known fact from me: I'm deaf (No, I am not shitting you.) and the United States does not let handicapped people like us (like we're actually HC anyway) into the army so no limbs picking for me. :) And no, I do not want any "Oh you're deaf? I'm sorry!" crap, please.

Please do free to critique my FAQ or submit a new info for my Walkthrough or Secrets. As for the questions... I won't guarantee you that I will respond to them... That's all I can say for that matter. If you're wondering where's the Boss section for FF2, I decided to not include it because it all depends on how much you trained beforehand so it doesn't require much strategy. They're in the guide anyway. FF1 has some tough bosses if you don't know what to do so I included them.

Peace out and happy gaming.

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II. FINAL FANTASY I BASICS

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I'll be really quick here... No need to write down POINTLESS info... that you should know already. If you do want more info, please do look in some other guide. Besides, I want the distance between the start and the walkthrough to be short. There ya go.

CONTROLS

X-----Select/confirm
Circle-----Cancel/dash (hold)
Square-----Go to the Items Menu (not in battles)
Triangle-----Main Menu
Start-----None
L1-----Equipment Menu
L2-----Config Menu
R1-----Magic Menu
R2-----Memo File

SAVING

Only ways to save into your memory card: use an Inn or use a Sleeping Bag/Tent/Cottage. Simple as that.

However, you could save into your disk with the new Memo File system. This way, you could quickly save ANYWHERE so when you die, you can come back at

that point... The catch? The file will be lost once you turn off the console. To save on your Memo File, just go to the Main Menu and select Memo. You could Soft Reset and go to the 'Memo File' at the Start screen to 'restart' your game.

CLASSES

As you start a new game, you will have to chose a class for each of your characters. They will be that way forever, until the very end. There are six classes in all, each with their advantages and disadvantages. They can get 'evolved' into a new class. Here they are:

Warrior -> Knight

-
- Most powerful class
- Wields swords, the best weapons
- High HP
- High Defense
- No Magic (Warrior)
- Low Speed
- Knight can use Level 1-3 White Magic

Thief -> Ninja

-
- Thief is a puny, weak rat
- Quick but worthless
- Ninja: one of the best fighters in the game
- Wields some Swords (Ninja)
- Can use some Black Magic
- Overall, starts off weak but finishes strong

Monk -> Master

-
- High number of attacks
- High damage
- HIGH HP
- No Swords or Armor (except for the Masamune)
- Low Defense (Def = Monk's Lv!)
- No Magic at all
- Master is not a big upgrade

Red Mage -> Red Wizard

-
- Strongest Mage/Wizard in terms of Strength
- Has plenty of Magic
- Black and White magic are the same to him
- Uses swords
- Fairly low MP
- Has better stats than White and Black Mages/Wizards, mostly

White Mage -> White Wizard

-
- Can use the entire arsenal of White Magic
- High MP
- Only thing other than Sanctuary, RM than can revive fallen characters
- Can use Holy
- Low stats other than INT and MP
- Can't attack except for Dia spells and Holy

Black Mage -> Black Wizard

- Sometimes the most damaging member in the party
- Attacks the entire squads of enemies with his magic
- Able to cast Haste and Saber two vital magic
- Lowest HP of all classes

So... what's the best party? In my opinion... A White Mage is a must. As for the Black magic, either a Red Mage or a Black Mage will be fine. Go for Red Mage, tho. The other two slots? Stick with a Fighter and one more attacker (Fighter/Monk/Thief).

I had: Fighter, Fighter, Black Mage, White Mage. Not bad.

DIFFERENCES BETWEEN EASY AND NORMAL

- At Level 50, Your BW and WW will have 99 MP on Easy while in Normal, they only have NINE!!!! BIG DIFFERENCE!
- Shopkeepers are much, much nicer to you. Therefore, the items are cheaper.
- Magic too. Lucky you!
- Your characters needs less EXP to level up in the Easy Mode. In fact, you get 40% off.
- In easy Mode, you max out at Level 99. In Normal.... only 50.

Your choice. Normal mode isn't that hard anyway.

(The following is not related to the Normal/Easy mode but it's still nice to know)

- Some other stuff: in FF1 on NES, you had to choose to attack and that was it. I know that's too vague... Let me explain: If there's 4 Goblins in the enemy party, and you select 'Attack' for all of your characters... AND you decide to attack the top Goblin for every character. OK, your Fighter or whatever attacks... and kills the pathetic enemy. The other guys will still whiff at the thin air, where the former Goblin was located. It took the old-school gamers a LOT more planning back then! Today, it's just another one, chosen automatically by the CPU AI.
- The names are different, of course. In NES, Water Naga is known as Naga. Marilith here was (I think) Kary. (Thanks, Derag, I thought Kary were Kraken! XD!)
- The HP are different, too. The final boss has 2000 HP in NES, but 4000 HP on PSX. Weird.

III. FINAL FANTASY I WALKTHROUGH

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CHAPTER 1 - THE BEGINNING

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Recommended Level: 1 (Yeah, duh)

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Cornelia
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OMG!!!! Look at that SHINY crystal!!!! I want the blue one! I bet it'll fetch me a LOT of dead presidents!!! *snaps out of the trance* Oh! Oh, hi! Yeah, well, I'm writing a walkthrough for Final Fantasy... and Final Fantasy II, too I hope. Anyway, Pick your honorable characters, which will devote their lives to you. I picked two Warriors, a White Mage, and a Black Mage. You know, you get to name them! Whoo! I called my Warriors Fox and Neo, my White Mage Slut69 and called my very sexy Black Mage Jesus. And yes, I did call my White Mage "Slut69".

Moving on...

You start off outside the little town of Cornelia, which, naturally, has a castle along with it. You start off with only 400 Gil but it's enough for some half-way decent armor... You could fight the enemies around your house for some EXP and more importantly, Gil, but let's go to the king himself right now.

Go through the town and enter the majestic castle. Go straight to the nearest set of stairs and go up the stairs. Talk to the wimp guard up ahead, when you get to 2F. He will allow you in after debating with himself if the group is the Light Warrior squad. (What kind of security is that, for a king? Bleh.) After entering the King's throne room, he will exclaim that you are the warriors after seeing the precious crystals. (dunno where they got those...) He demands you to find her daughter, the Princess Sarah from a evil do-er up north (that's Garland, for your information). In exchange for her rescue, he will force his sex slaves to make a bridge for you to cross. Guess we have to start somewhere...

Now, go back to the outside world and breathe the fresh air... Go into the village of Corneria and buy some Equipment for now. You don't have a lot of money but the equipment is cheap... for now. Wait until you see the magic's prices!!! You could buy some level one spells here in this very town... 100 Gil for Normal Level, 50 Gold for Easy level. I recommend buying Fire1 and Bolt1 for your Black Mage or Red Mage, if you have either one. For your White Mage or Red Mage, buy Cure1. The other spells are up to you...

After buying some decent magic spells and equipment, I suggest you to head to the over world and train until you reach level 3 or MAYBE 4. Won't take long to get to level 3 so don't worry. If you want to go to level 4 it's going to take you a LONG time... If you need some healing, there's an Inn in the town (30 Gil). You can save at the Inn, too (can't save in the over world except for the Sleeping Bags, Tent, and Cottages... you actually have to pay to save in the Inn!).

If you want some quick level-ups, go into the castle up to the north, where we're going to...

=====
Temple of Chaos

like a prophet) and asks you to 'rekindle' the crystals... He keeps the promise and rebuilds the bridge... Before leaving the castle, talk to Princess Sarah at least once to get a key item: LUTE.

Go to an Inn and save your game... Leave Cornelia and cross the bridge to begin your adventure!!! A nice cut scene, I might add.

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CHAPTER 2 - THE ADVENTURE STARTS

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Recommended Level: 3~4

Well, well, well... The actual adventure starts here. The preceding chapter is more like a prologue than a chapter. Your mission here is to go to Pravoca, a town to the east. As you come up to a set of mountains, take the path to the right to get to the town. However... I would recommend you to take a trek to the LEFT. That winding path leads you to a damp cave of Matoya's, where I will begin this chapter.

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Matoya's Cave

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Items:

Antidote; Potion; Potion

If you don't know where this damn place is, just go back to the bridge just north of Cornelia and take the first left you see and walk past the bay. Continue walking on the forest path until you see an isolated cave on the peninsula. Matoya's Cave! WARNING: the monsters en route to that cave is VERY tough for lower level-ers. I recommend, if you're going, that you save on your Memo File beforehand.

In the cave, open the door to meet Mister Matoya himself. He will blabber about something like 'Crystal Eye'... Whatever that means, (you will find out what that means pretty soon) it does not matter right now. He can wait, we have to save the world! Don't ever forget that! Hah... (Why are we here in this pointless cave anyway?) Oh, back to the point... Loot his room and take the POTION, POTION, and ANTIDOTE from the chests to the left.

Note: If you talk to the magical brooms, they will say this:

"Flipp'er over, flip, flip!
Elcric dn'a trats!"

It is quite simple to figure this out... The broom said 'flip' THRICE. He must be implying something. Try flipping over the last sentence? What do you get? Yes, this: "start a'nd circle" The ' in the 'and' is just there to throw you off. What does that mean? Just go to the over world and press those buttons to discover the hidden meaning.

After this short (but according to my length of writing, it is otherwise) segment, head back to the fork in the mountains to the south.

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Pravoca

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To get to this crappy mini-city, go all of the way east until you get to a dead end. When you do, drop down and you should find Pravoca, sitting comfy next to a body of water. Enter, of course.

Make sure you revive and heal your party members first, if necessary. After that, I recommend you to buy Ice (400-Normal 250-Easy Gil) for your BM or RM. As for the White Magic, there isn't a lot of good magic, but if you really want to spend some cash on those, you might want Invis1 or NulBolt. The rest of the cash should go to the weapons and armor.

After all of that crap, go to the northwestern house and talk to the pirate leader, in the middle. This will anger the leader and trigger a battle with NINE pirates! Ack! I should have never spoke to him!

BOSS: Pirates

????????????????

HP: 6 each

EXP: 40 each

Bah... only 6 HP per guy? That's like nothing... But if you're having some trouble, just vanquish them with a successful hit of 'Sleep' from your RM or BM. Otherwise, just endure their attacks and kill them one by one.

After defeating them all, the pirate boss will panic frantically so much that he gave up his coveted SHIP! I won't give a huge ship that easy myself! Heh... Now, you can either train a bit more or just go ahead and use that ship outside Pravoca, all ready for you.

NOTE: While on the Ship, hold down the Circle Button and tap the X button 55 times. If you do this, the mini-game, "Concentration" will show up. For more information, refer to the Secrets section.

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The Ship

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ALL ABOARD!!!!!!! Let's get on the ship!!! Now, you were never told where to go but that's okay, I still love you. :) First of all, let's just train some and battle with the sea monsters. Yep, you will encounter monsters even on a ship drifting away in the sea. Where to go? Just head to the west, to Cornelia. While this town have nothing to offer to you as of now, it is pretty important to use that town as the board because of its cheap fare. (30 Gil for an Inn, 40 Gil for a revive) The monsters in the sea are very tough but offers a lot of experience points so seize this chance to level up to maybe 5 or even 6, if you are patient enough. An upcoming cave is tough as nails, so you have to be prepared to make it through... Best wishes to all of you...

(If you're lost trying to find where Cornelia is, just press Circle and Start to bring the World Map. There ya go... :))

After leveling up in the waters around Cornelia and harboring at the village to heal, get on your ship and head south. Dead south. Just enjoy the ride all of the way to the next shoreline. When you finally reach the next piece of

land, go left a bit to reach yet another harbor/port/wharf (whatever floats your boat... OMG!!!!!! I GOT THE BEST PUN EVAR!!!!!! OMG!!!!!!)

The enemies, once again, here are pretty tough, especially that infamous ogre. Just pummel him with normal attacks once you see him, if ever. Continue walking to the south until you see yet another castle surrounded by some pathetic houses. Please do enter that village.

=====
Elfheim
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There are a TON of stuff you can buy from this place! There are LVL 3 AND 4 magic in this village, all excellent magic. I recommend you get Cure2, Dia2, and Heall for your WM. As for your BM or RM, maybe level 2 attack spells would work (Bolt2, etc) and don't forget to grab 'Haste' in the LVL 4 Black Magic shop, very useful in boss battles. Last but not least, go to the Weapon Shop to pick some nifty stuff for your physical fighters. I got TWO Mythril Sword for 8000 Gil, they ROCK! (got the money via the ship mini-game) Don't forget to revive or/and heal if you need.

(A NEAT thing: go to the tombstones behind the inn and press X on the left one and see what it says... "May Link rest in peace" Don't get it? This place is filled with Elves and Link himself is an elf... Still don't know who he is? The protagonist of the LEGENDARY series, the Legend of Zelda. A neat easter egg!)

Anyway, let's go to the castle now...

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Elven Castle
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Ah, a nice castle. Wonder if Link ever saw this castle? (Hyrule Castle, anyone?) Just go up the stairs and take the left path after the dead end. Go into the room to the northwest. You see a beauty lying on the bed and the prince charming watching over him... (kiss her, dammit!) Talk to the prince charming and he will say that someone named Astos cursed the prince (oh, SHE'S a HE? XD) So... do we have to find this Astos guy? Yea, guess so...

Leave the castle and head due west. You will come upon a little path through two set of mountains, and go into that valley. Beware of Ghosts in this area, their attacks include the ability to paralyze you, so kill them quickly with your powerful fighters. The monsters here in this valley are abundant and gives you plenty of EXP. An average battle here could land you about 120 EXP so you should train around here a bit since it's pretty close to the nearest village in case you get too weak.

Anyway, there are two places to go right now, but only one of them is required. The other one is optional, but I recommend you to go there because the required cave, the Marsh Cave, is VERY tough and you need every EXP you can get. The 'optional' location is to the northwest, along the shoreline to the west. If you're going there, skip the next paragraph. (to the Western Keep)

If you want to ignore or have completed surveying the optional castle, go south of the Castle and stick to the shoreline, all of the way to the end of this continent. It is a long trek from the Elfheim or the optional castle,

so you should be healed before the journey. Also, it is a VERY good idea to bring some cottages or sleeping bags (bought from some shops).

=====
Western Keep
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As of right now, you cannot get any items but it is worth the trip because you must have gathered a lot of EXP up to this point from Elfheim. You might get mad at me because it was very difficult to get to this point (for some), but do not grieve... you will thank me later when you reach the Marsh Cave, especially if you're playing on the Normal Mode.

What to do here? Just enter the room in the middle via the door to your left when you enter this keep. You will meet the king of this bat-filled (Dracula?) castle. He will request you abruptly to retrieve a crown from the southern marsh. That's where we're going to go! Onward!

=====
Marsh Cave
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Items:

Broadsword; Steel Plate; Cottage; Copper Amulet; Dagger; Crown; Gil

Monsters:

Anaconda; Zombie; Black Widow; Werewolf; Bloodbones; Warg Wolf; Crawler; Tarantula; Shadow; Skeleton; Gargoyle; Ghoul; Gray Ooze; Scorpion; Green Slime; Piscodemons

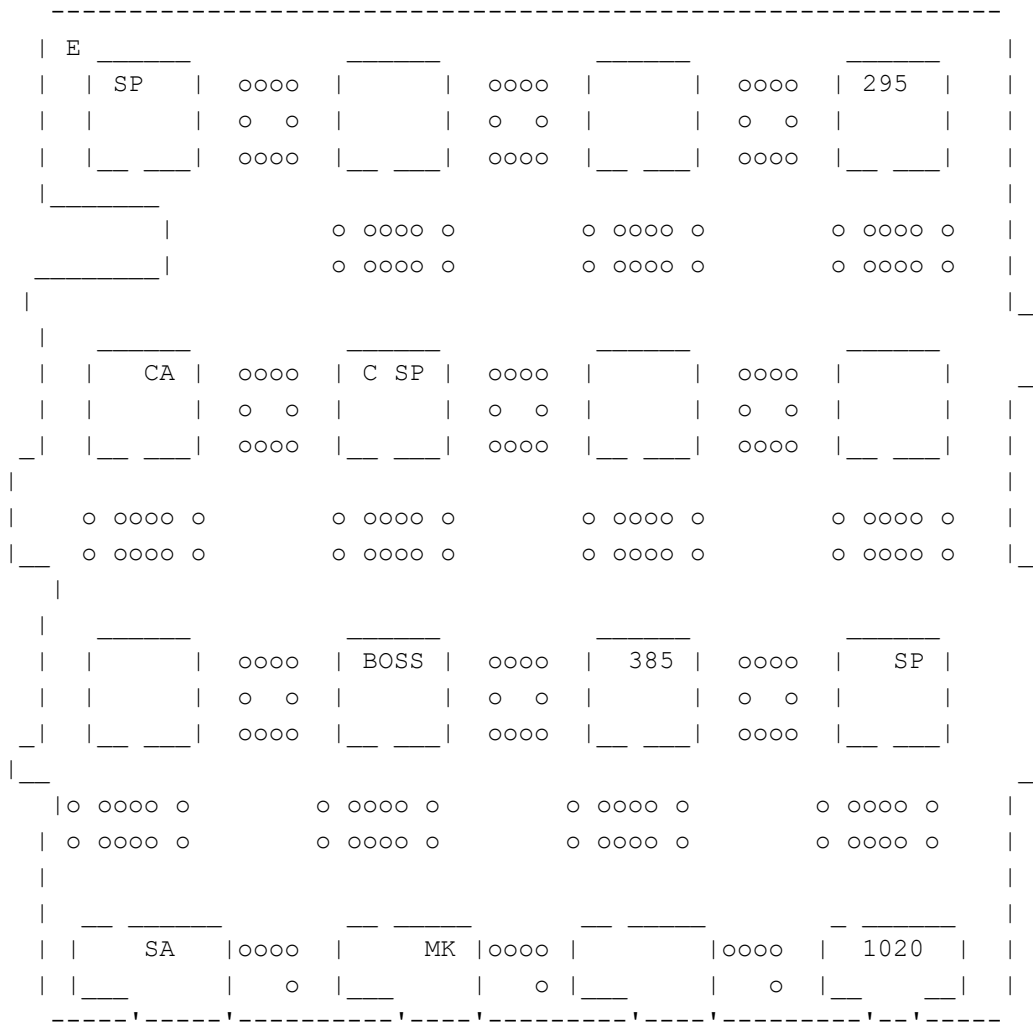
This place is basically a hole in the ground, obviously, as this place is shown as a black hole in the world map. As you're supposed to do, enter this tough cave.

In this cave, you could go north, but I don't recommend it because you would find some Gil (680 Gil and 620 Gil) and two items that could be found to the south! Doesn't sound good, does it? So let's go to the south. The stairs to the B2F is in a room, so you have to enter it from the southern door. The path to the east leads to nothing but monsters.

B2F: Pretty simple floor, if you want items. To the left, there is a room with a chest filled with 680 GIL. The two rooms to the right of that room, has the same treasure, but there's a catch: if you open one of those chests, the other chest will be empty so pick one! The item will be a BROADSWORD. After uncovering those items, go to the southeastern corner to go down to B3F.

B3F: This floor has a LOT of items! That's why I decided to make a map of this place! The chests with a STEEL PLATE inside will disappear if you open one of the other chests with Steel Plate inside so you only have to pick one (best one: the northwest room). I recommend you to pick up the COTTAGE and COPPER ARMLET, before going to the room with the crown inside. If your party is too weak to go on, make a quick exit back outside and use your cottage/sleeping bag, if you have one. If you don't... good luck making all of the way to Elfheim!

MAP: B3F OF MARSH CAVE



- E: Entrance/Exit of B3F
- SP: Steel Plate (choose one, only one will be retrieved)
- CA: Copper Armlet
- C: Cottage
- 385: 385 Gil
- 295: 295 Gil
- SA: Silver Armlet (must have Mystic Key)
- MK: Mythril Knife (Mystic Key)
- 1020: 1020 Gil (Mystic Key)
- BOSS: The boss battle and the Crown

After all that battling and item-collecting, go to the second room from the left and the bottom. Upon entering the room, you should be able to see a chest surrounded by some mystical statues... Must be something special. Before opening the chest, however, heal your party up... because it's time for a...

BOSS: Piscodemon
 ヲ〇〇〇〇〇〇〇〇〇〇〇〇
 HP: 84 (each)
 EXP: 276 (each)

Every time you step on the panel just before the chest, you fight this Piscodemon squad. You could fight up to 4, but most of the time, there's 3 of them. Each monster has only 84 HP, but they are tough because of their tough shell and their attacks have high damage. Bolt is very good against them so use it, if you have it. I fought three of those and my Warriors beat them up along with my BM's Bolt1, and finished them off in 2 rounds...

Only got hit once. Later in the game, you will encounter those jerk-offs as a normal enemy! Scared now?

After beating the enemies, do not move! Just stand there and open the chest. Alas! The CROWN! Now you have to walk all of the way back to the over world! You should know the way...

Once in the over world, you might want to use an cottage or sleeping bag for the safety's sake. Either way, go back to Elfheim to heal up 100% and save! OMG... This is a tough trip, indeed.

After getting back up 100%, go back to the Western Keep to meet that mysterious king once again.

=====
Western Keep
=====
Items: Crystal Eye

Once you arrive at this castle for the second time, (if you've visited this place before going into the Marsh Cave) you should be at least LVL 7. Yes, I know that this place has no monsters, but... you will fight a boss! Just go up to the guy and give him the crown. He will laugh maniacally and reveal his true image:

BOSS: Astos

??????????????

HP: 168

EXP: 2250 (yay!!!)

This boss is very strong and has a good-sized health points. This boss has a lethal spell: Reaper. This move = instant kill, so be very afraid! A good way to win is with Haste (will only work if you're LVL 8). Have your RM or BM cast Haste on your strongest fighters and pummel him with attacks. Your RM or WM should heal EVERY time with Cure2. The boss has level 2 magic spells so he will damage every member of your party. Strong, yes, but not tough. Fire2 or Bolt2 could easily damage him heavily (60 points!). Finish him off with attacks from your physical fighters.

If you're having some trouble, you can clamp him down with Silence.

You will receive the CRYSTAL EYE after defeating Astos. Congrats! There's nothing to do as of now so let's go back to your ship!

=====
Matoya's Cave
=====
Items: Jolt Tonic

Go back to Elfheim if you need to heal and some reviving (is that a word?). Get on your ship and sail north, toward Cornelia. However, don't stop at the port south of Cornelia... Just go around and go under the bridge that the loyal king made for you. You will find another port north of the bridge. Use that to get off to dry land. Walk further north to find... the Matoya's Cave! Remember this nut case? ^_^ And yes, his magic brooms are still here! Woo-hoo!

Go up to Matoya and give your Crystal Eye to him (her? Who knows) and he will give you the JOLT TONIC in the exchange. Guess that'll wake the Prince up...

Let's get back to the ship and ride the casbah back to the Elfheim, where the sleeping beauty is waiting for thee...

=====
Elven Castle
=====

Items:

Mystic Key; Mythril Hammer; Bronze Gloves; 400 Gil; 330 Gil; Bronze Gloves

Alright, let's cut to the chase and wake that poor guy! Walk up to the servant (I think he's a pervert!) and talk to him. He will exclaim and grab your Jolt Tonic away from you and use it to wake his lover up. The prince will talk like he's in a dream... Anyway, he gives you the MYSTIC KEY, a rare item that will open up some locked doors. Let's LOOT!!!!!!

First place to loot: here! Yay! get out of the castle but not the castle grounds... Just get out via the stairs to the southeast or southwest. Stick to the wall and walk around the castle until you see an isolated room. That's your first use for the Mystic Key! In that room, therein lies a MYTHRIL HAMMER, BRONZE GLOVES, 400 GIL, and 330 GIL. Easy!

Let's loot some more!

=====
Mystic Key
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Items:

Western Keep: Steel Gloves; Power Staff; Falchion

Marsh Cave: Silver Armlet; Mythril Knife; 1080 Gil

Temple of Chaos: Werebane; Rune Blade; Gold Needle

Those items that you can get, listed above, are optional. Some items I do recommend, but others... I do not. Nevertheless, I do think you should get some rather than none. Let's proceed.

First, go to the Western Keep to get those treasures: STEEL GLOVES, POWER STAFF, and FALCHION. I recommend getting them, especially if you're low on money. They are valuable stuff, ya know. Before getting them, just don't step on the spaces right front of the chests. Doing so will trigger a fight... not too tough, but annoying. If you really do want those fights (with Mummies and Wraiths), be my guest.

Next... the next nearest place is the Marsh Cave. What does that stupid cave have in its chests? SILVER ARMLET, 1080 GIL, and MYTHRIL KNIFE. I do NOT recommend getting those. Why? First, you have to trek all of the way to the cave, and that's long. Then you have to scale down all of the way to B3F and that's EXTRA long! THEN... you have to go find the rooms and FIGHT yet another monster to get the treasure! The monsters? The Piscodemons, the monster that

you fought to get the Crown! Isn't that ANNOYING!?!?! Chances are, you might die on the way if you're not careful. Those items are good, but not worth the trouble at all. If you want to there anyway, use the map I made up above for B3F of Marsh Cave... All of the items are there. Besides, you will get those items soon, in someplace else. However, if you want the 100% Collection rate, you'll have to grab them.

Lastly, the final place to go before getting back on the storyline: the Temple of Chaos. You know, the palace where you fought the first boss, Garland. Land just under Cornelia Castle and go north to the temple. The treasures are to the northeast and southeast. And yes, I do recommend getting those items because it's not even a hassle. The items: WEREBANE, RUNE BLADE, and GOLD NEEDLE. The weapons (Werebane and Rune Blade) are actually good, so it's worth it.

After collecting the wanted items, let's go back to the place where you started: Cornelia Castle.

=====
Cornelia
=====

Items:

Steel Plate; Iron Shield; Crosier; Mythril Knife; Saber; Nitro Powder

Very simple here. Just go left or right after entering the castle to find a narrow path. Follow the path to the back. When you're done, just go down the opening. You should stumble upon a wizard in a corner. Ignore him and move on... You see two doors leading to two different rooms. Guess what? You can enter those rooms with your new key! The right room has three treasures, and the left one also has three. The most important item of all: the NITRO POWDER. You shall find out why soon... Another valuable item is definitely the MYTHRIL KNIFE because with this, your BM could be more lethal, at last! (not by much, though! ^_^)

With the Nitro Powder, your quest can go on...

Go on the ship once again and ride it along the coast of Cornelia, to the northwest. After a while, you will find a port... Hmmm... interesting... Let's dock!

On foot, stick to the southern shoreline and walk along the beach until you reach a path to the south. In that area, there are some mountains... but one of those mountains has a cave inside. Find it and enter...

=====
Mt. Duergar
=====

Items:

450 Gil; 575 Gil; 575 Gil; Tent; Helmet; Mythril Knife; Wyrmslayer;
Grand Helm; Mythril Mail; Cottage

Treasure galore!!! Yes, first thing you got to do here is to find the treasure! I would make an ASCII map for the chests, but luckily, there's no enemies here so you can look around without any worries! (No ASCII map, too!)

Head up after entering to find a cozy room with two treasure chests: 450 GIL and 575 GIL. Lousy crap. Bah... Let's look some more... Go all of the way south and find the south-most room in the mountain. The rest of the items are all there! EIGHT of them! Enjoy the spoils! By the way, if you have a Thief in your party, make sure you pick Wyrmslayer up... it's the best weapon in the game for that class, besides the almighty Masamune.

After the hunting, go to the dwarf closest to the chest-filled south room. He has a white beard, a green hat and red clothes. (minus the hat, he's Santa!) Talk to him and he want go like this "!", the famous exclamation bubble. He takes your Nitro Powder from you and puts it into a good use and explodes the rock to form a canal... Guess what does this mean? Yes, you can pass through it to broaden your horizons!!!! You rock! (Pun intended)

Get out of this place and get back to your ship...

=-----=
CHAPTER 3 - THE EARTH CRYSTAL
=-----=

Recommended Level: 10~12

In the ship, you can explore the new leagues of water, but there's not much to look. The place to go is to the west of Mt. Duergar... There lies a small ghost town called Melmond. Luckily, it is a mere 3 steps away from its nearest port...

=====
Melmond
=====

Jumpin' jacks! The first thing I said about this place that is positive: the Magic! Simply amazing arsenal... Life1, Cure3, Fire3, AND Heal2! Make sure you have PLENTY of Gil to buy those! *drools* Enjoy this ubiquitous town and buy some Magic, Weapons/Armor, and rest at the ever-comfy Inn. Make sure you buy the Silver Armlets. Knight's Armor is pricey and that makes you think that it is very... how to say... special. Well, no. It raises your DEF by 34 but decreases your EVA by 33. Not good.

I recommend you to talk to people around here, because they will explain to you about what's going on in this area. Some people would talk to you about a scary place called 'Terra Cavern'. Curious...

If you're like Curious George, then let's GO!!!! To where? Fool! The Terra Cavern, of course! Walk out of the town and walk to the southwest. You should be able to detect a narrow strip of dry land leading to an isometric triangle island. Naturally, that's where the mysterious Terra Cavern lies. Go between the ranges to discover the cavern.

(Make sure you're going to the SOUTHWEST, not EAST! There's a cave called Titan Cave and that's not the right one...)

=====
Terra Cavern
=====

Items:

B1F: 1975 Gil, 880 Gil, Potion, 795 Gil, Antidote

B2F: Coral Sword, Tent, 330 Gil, 5000 Gil, Leather Shield, 575 Gil

B3F: 1020 Gil, Potion, Sleeping Bag, 3400 Gil, Star Ruby

B4F: 1455 Gil, 5450 Gil, 1520 Gil, Staff, 3400 Gil, Tent, 1250 Gil,
Mythril Shield

Monsters:

Anaconda; Black Widow; Cobra; Cockatrice; Gargoyle; Ghast; Gnoma; Golbin
Guard; Hill Gigas; Lizard; Minotaur; Mummy; Ochre Jelly; Ogre; Ogre Chieftain;
Ogre Mage; Piscodemon; Sphinx; Tarantula; Troll; Warg Wolf; Werewolf; Wight;
Wraith

This damn cavern is too damn long and hard! 'Tis a deadly combination...
Despite all of that, this underground place is an excellent place to train and
a fabulous place to discover treasure. As you can see from the item list,
there are plenty of chests to open up. However, do not be afraid to go back to
Melmond for healing. It might take you 2-3 trips to fully complete this
scavenger. Let's pray for a moment...

For your information, most of the chests have a monster waiting for you: Gnoma.
This monster is VERY lethal, can REALLY damage your party with his single
physical attack. However, he gives out a good deal of EXP (325 for each one
in 4 surviving characters) so don't complain. :) Remember, you can go back out
to heal!

Start off by going straight up to find a chest and around the path to find a
chest with 1975 GIL. Yeah, too much work for something so little... but it's
important to get great EXP. And yep, a Gnoma here. Good luck.

You could either go south to find two rooms with 880 GIL, POTION, 795 GIL, and
an ANTIDOTE or just ignore the Gnoma-infested traps and go to the right and
get to B2F.

B2F: Several crossing paths and they end up with different treasures... The
best one would be the north/middle path because the south path leads to crappy
stuff and you don't want to fight Gnomas for those CRAP! Yea... Thought so...
The northern path leads to the northeast corner, which has a neat treasure:
CORAL SWORD. There are also a TENT and 330 GIL sitting nearby. If you want to
go to the southwestern corner, here's the treasure that you will uncover:
5000 GIL, LEATHER SHIELD, and 575 GIL. After all of that, go to the middle
path and go down to B3F... the stairs are located to the right, in the
middle.

B3F: Go right and you will see a door leading to a little room with a single
chest. Walk up to it (don't worry, no Gnoma this time :-)) and open it up
for a nice, comfy SLEEPING BED. Go back onto the original path and walk up.
You see yet another door to the left, but therein lies an encounter with a
Gnoma. The spoils: 3400 Gil. Your decision. The path to the right will lead
to another Gnoma for... (drum roll) a POTION! Blargh. Let's take the left
path. Go around the path and head south. (on the way, you see two doors...
The second door has a chest for 1020 GIL and a Gnoma encounter so I recommend
you to ignore it...) Finally, a door at the very end. Guess what? Gnoma?
Nope. The LAST battle in this damn dungeon... Just endure this battle and it's

all over after this battle.

BOSS: Vampire

????????????????

HP: 156

EXP: 1200

So easy yet so tough to keep all of those alive. Well, not that hard. This boss has HIGH attack power so you better heal your party up if you want all of them alive. The HP is ridiculously low for a boss so it should be no problem for you. Fire2 and Dia2 are the killer spells against him. Physical attacks also work wonders. I killed him with only 3 attacks: 2 Physical Attacks and a Fire2. However, he killed my WM before I could kill him. Sad.

After the battle, go ahead and open the treasure for... the STAR RUBY! Go ahead and try to open the remaining door... It's locked! Bah... let's leave to heal up. I trust you know the way out and I sure don't hope you're low on health, either! Run, Forrest, Run! Sorry, I always wanted to say that!

Get back to Melmond to heal up your surviving members, but if you want some reviving, you'll have to use the ship to get back to Cornelia... Yeah, no church here! (I know, this is a frickin' madness!)

What now? Walk to the west from Melmond and, after a long stroll, you come upon a cave in the mountains...

=====
Titan's Cave
=====

Items:

Great Axe; 450 Gil; 620 Gil; Mythril Helm

I like this place... Little place with some nice items, nothing big.

Go up to the rock guy blocking your way (you would know already if you came here before going to Terra Cavern) and he will ask you to give up the Star Ruby you uncovered in Terra Cavern. He'll much it up and let you pass... I know you see the stairs just north of there, but just go south to find a room with some valuable treasure: GREAT AXE, 1070 GIL, and MYTHRIL HELM. After that, yes, you may go back to the stairs you saw earlier to get out of the cave.

You will appear at the over world again. There are only one path to follow and please do walk on it to find yet another cave...

=====
Sage's Cave
=====

Items: Earth Rod

Pretty simple! No items to find, nothing to do except to go to the northwestern corner and talk to the hermit sage. Somehow, he knows about your venture with the Vampire... he gives you the EARTH ROD. You have to go back to the point where you made a rendezvous with the Vampire. Yes, the end of B3F of Terra Cavern. Tough luck...

If you need some healing (but I doubt it), go to Melmond for their unique (maybe not) Inn! When you're ready, go to Terra Cavern to explore the dangerous cave even further. Be prepared...

=====
Terra Cavern
=====

Items:

B4F: 3400 Gil; Staff; 1520 Gil; 5450 Gil; 1455 Gil; Tent; 1250 Gil;

Mythril Shield

(B4F only- B1F to B3F items are on previous Terra Cavern section)

Monsters:

Anaconda; Black Widow; Cobra; Cockatrice; Gargoyle; Ghast; Gnoma; Gobin Guard; Hill Gigas; Lizard; Minotaur; Mummy; Ochre Jelly; Ogre; Ogre Chieftain; Ogre Mage; Piscodemon; Sphnix; Tarantula; Troll; Warg Wolf; Werewolf; Wight; Wraith

****IMPORTANT NOTE:** If you go to the left of the entrance in this cavern, you might get into a famed, but infamous, hall: the Hall of Gigas. In this spot, you will fight 3-4 (most of the time, it's 3-4 but sometimes... it might be 1 or 2) HILL GIGAS, OGRES, or OGRE CHIEFTAINS! Scary! This yields you a GREAT deal of experience and Gil, paving your road to make it smoother! All of this were notified to me by Natah Villegas! I was aware of this before but I wasn't 100% certain on this one. Thanks, man.***

Fight your way to the point on B3F where you fought Vampire. You can get some of the items you didn't get on the first run through now. Up to you... Since you're a bit more stronger, you should stay around a more longer to train up. Again, it is a good idea to make multiple trips to this cavern for the health.

Get up to the point with the stone wall... Open up your items menu and choose the 'Key Items' Sub-header to display the key items. Highlight the 'Earth Rod' and... use it! The stone tablet will disappear into thin air. The stairs to B4F appears. Gogogogogogo!

B4F: To the north, there is some chests with Gil totaling up to 11,825 and a STAFF. However, some monsters guard it. The southern path leads to a treasure room with 1250 GIL, TENT, and a MYTHRIL SHIELD. Your decision. Either room has some guardians that you have to defeat to get through. Or you could bypass them and go down to B5F, the final level in this horrid dungeon. The exit is to the EXTREME northwest. You know what to do.

B5F: Very easy here: Stick to the left path and go south when you can. It will lead you to a door. A... CRYSTAL?!?!?! Wait... let's HEAL up first and save your game (Memo). Why? It's time for a boss battle! Proceed and press X on the crystal.

BOSS: Lich

??????????

HP: 800

EXP: 2200

As you can see, this boss has a LOT of HP. This boss also has level 2 Black Spells such as Ice2, Bolt2, Slow2, Sleep2, etc. They are very damaging, too,

inflicting damage upwards to 150. Despite the size of the HP, you have to make this battle swift. Don't heal too much, your WM have to use the Dia2 spells, it works WONDERS on this boss, 150 easy damage points. Your attackers should keep hitting on the boss, for maybe 50-60 points each attack. Your BM should cast Haste because Lich as high defense against Magic so it's worthless to cast Magic. If you're having trouble... it could be a good idea to cast NulIce or NulBolt to cease the heavy damage you receive from the magic. Don't stop pressing him with attacks and he should go down within 5 rounds. Remember, try to maximize your attack options. If you have a Black Mage, cast Haste or Steel on your attackers...

After the battle, your Earth Crystal will shimmer! 1 down, 3 to go! After a rather lengthy dance of your comrades (jumping jacks), go around the crystal and stand on the light portal. It will transport you all of the way to the over world! Stay and heal up in Melmond to prepare for your next objective!

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CHAPTER 4 - THE FIRE CRYSTAL

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Recommended Level: 15~17

Get back into your ship and ride the waves to the west. More like southwest... To make it easier, press Start and Circle while in the over world. It will bring the map up. You should be in the middle left, below a dot (Melmond)... Your next target is all of the way to the east... It's the SOUTHEAST-MOST dot in the map. See it? Yeah, that's where. Go to the west (remember, the world is round so if you go across the border to the west, you will come out on the east line) and go south a bit to find a port directly east of the next target (use the map to see if it's the right port). There are some ports around that shoreline but only one will access that town.

Walk to the west and around a thin body of water to find a town...

=====
Crescent Town
=====
Item: Canoe

This place is REALLY cool... for your physical attackers, that is. The weapon and armor stores is filled with Mythril items, and most of them are limited to Warrior, Ninja, and Red Mage. If those characters aren't full of Mythril, go buy the missing Mythril items to even it up. As for Magic... not bad, but not good, either. For your BM, Bolt3 is a definite choice. You could get Quake, it's a very good spell... As for Reaper and Stun, they're ALRIGHT... Not worth it tho. WM: Just get Invis2 and Shld2 for the hell of it. The other two are worthless. If you want one more spell for your WM, then get Stona.

After the Shop-A-Thon, go to the back of the town to find a small bridge to the east side. Follow the grassy path down and right to find a circle of 12 sages (Knights of the Round?) Talk to all of them if you like, but the only one you have to talk is the one right to the 'leader' of the sages. The 'X' is the one:

o o
o o

o o
o o
o o
o x

He will grant you a VERY important Key Item: the CANOE! now you can travel across shallow waters where your ship couldn't! The sage also tells you to go to Mt. Gulg to vanquish the demon who resides there.

By the way, remember when someone said something about a 'Lukin' guy (the King said that, I believe)? The 'x' is Mr. Lukin himself.

Let's go!

**NOTE: You don't have to follow my path, through the areas in order (Ice Cavern then Citadel of Trails, then etc...), so you can go ahead and do some other dungeon and mix the order up to make this game more harder/fun. You can go to: Mt Gulg; Ice Cavern; and Citadel of Trials.

=====
Mt. Gulg
=====

Items:

B2F: 4150 Gil; Claymore; 750 Gil; 795 Gil; Mythril Helm; 1520 Gil;
Mythril Shield; 1455 Gil; Mythril Axe; 1760 Gil; Potion; Antidote;
1520 Gil; 1975 Gil; Mythril Gloves; Mythril Helm; Potion; Tent

B4FB: Gold Needle; 2750 Gil; 1760 Gil; 880 Gil; Antidote; Ice Brand;
Flame Shield; 7340 Gil; 10 Gil; 155 Gil; Cottage; 2000 Gil; Staff;
1250 Gil

B5F: Gold Needle; Flame Mail

Monsters:

Centipede; Fire Gigas; Fire Hydra; Fire Lizard; Hellhound; Gray Ooze; Hill Gigas; Horned Devil; Hyenadon; Lava Worm; Lizard; Minotaur; Ogre Chieftain; Ogre Mage; Pyrolisk; Pyros; Red Dragon; Scorpion; Sphinx; Wraith

NOTE: You should stock up your Potions to 99 and buy a couple of Cottages before going to the volcano!!!

Seriously, before you go to this hell, (it is literally hell, it's a volcano!) you need to train up to LVL 14 or even 15 because the monsters there are not grateful to you and there is a boss at the end to make it even worse. The monsters in the shallow waters are pretty tough but yield a lot of EXP points. Train in the waters front of the Crescent Town until you're LVL 14 or 15, if needed.

Use your Canoe on the waters right next to the town and follow the river to the north (turn left on the 1st fork). On the next fork, go right. Then left and continue until you see a branch going DIRECTLY west. Go on that way and you will end up, after a LONG ride, at an area with a fiery mountain and some trees around it. Enter that mountain.

First thing: the lava WILL hurt you, but only 1 HP per step. The upside: NO monster encounters here. So if you're hurting really badly, it's good to step on the lava. The lava will decrease your health, but it won't kill you (stays

at 1 HP). So it's pretty valuable to you in certain situations.

B1F: No items here! This is a 'fool' level. You would walk around this level, looking for some items but there aren't any. Just go STRAIGHT to the left to find a nice set of stairs down to B2F.

B2F: The stairs to B3F is to the left, no obstructions on the way... but... There are a LOT of treasures waiting for you up above. The most valuable prize is easily the Claymore, the most POWERFUL weapon yet. Everything else is just Gil or Mythril stuff. The Claymore is the only thing that is 'unique' or 'exclusive' in this level. Now, I recommend you to go through the second door from the right (start). After entering that door, you will see a chest... it's just some GIL (1520) protected by two Pyros. Not too tough but is it worth it? Up to you. After that, go up to find yet another chest so open it up from the SIDE (I don't know if there's an encounter from the front) for a MYHTRIL HELM. Continue walking north, towards that unopened chest to the left. Walk up to it and a Pyros will face you. Defeat it and... open the chest for the CLAYMORE! Yay!

The rest of the chests on this level are pure crap... If you really want to get them, suit yourself. The chest to the right has a POTION. and the chests to the left has Gil and Mythril Glove/Helm/Shield/Axe. You know, that crap you already have. If you've explored the north part of the B2F, I recommend you to go back to the Over world and use your Cottage or Sleeping Bag to get ready for the venture downstairs.

***Another recommendation: Collect ALL of the items in B2F for a LOT of experience points and go back to the over world... use the Cottage if you have one. If you don't then just go back to town to buy one and return to the mountain and save outside the entrance with your Cottage. You NEED the MP but not HP because it will go down anyway (lava). By the time you get to B3F, you should be at least Lv 16-17.

To get to B3F, like I said before, just go left of the entrance to B2F and endure the lava.

B3FA: Like B1F, this is a REALLY simple floor. Nothing to do here expect to go left for the entrance of B4F. Just try to watch your HP, you don't want it to be too low when you finally fight a monster.

B4FA: A LARGE floor! It's ALL lava here! The exit is to the southeast, so run across the layer of lava to the exit.

B3FB: Another empty floor, but it's more like a maze this time. The stairs to the fourth floor is in the southwestern corner. To get there, go left, down, down and left.

B4FB: Finally, some chests! Wait... is that good thing? Anyway, there are several places with chests. The only important room: the northwestern. It has a FLAME SHIELD and ICE BRAND waiting for you. The Ice Brand is VERY valuable in this dungeon, especially against the boss! There are also an ANTIDOTE, 7340 GIL, and 880 GIL in that room. Not bad! However, you have to fight TWO Lava Worm to get them all. Don't worry, they're not tough! :)

The other rooms has some crappy number of Gil and sucky stuff like... STAFF. Ignore them unless you're going for the perfect Collection record. Some of them are protected by some tough monsters so be prepared if you want to get them.

You want to go deeper into the cavern? Alright, the entrance to the FINAL

floor is located at the southern-most point. Just follow the path all of the way south. You'll find it, don't worry.

B5F: Alas... The final level in this grueling dungeon... It's a big level, but only a small portion is worth anything. To the east, (north, middle, and south) there are three rooms with a chest each. The chests are 'connected' so you have to pick which one to open and the other two will be empty. The treasure: a puny GOLD NEEDLE. Grab it if you want to get the 100% in the Collections. More importantly, there is an excellent treasure to the west. DEAD west. From the stairs, go that way and you should find a door. Make your way through that room to the chest. However, you will have to encounter a Red Dragon and a Fire Lizard if you want the treasure. Defeat those bastards to get to the almighty FLAME MAIL! The DEF is just... AMAZING! This is all worth it!

Go back to the 'main'/'central' room and head to the southwestern corner. After a long walk on the solid ground, (or frozen lava, but whatever) you witness a door leading to a room very similar to the one you saw in Terra Cavern. Uh-oh... A boss battle??? Yep! CURE ALL OF YOUR CHARACTERS AND SAVE ON YOUR MEMO FILE!

Walk up to the shiny red crystal and press on it to initiate a boss battle...

BOSS: Marilith

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HP: 1200

EXP: 2475 (not bad...)

The first thing... This boss is OBVIOUSLY a fire lover, since it is buried within the raging lava. What do you do? Cast Ice on him? Nope... Cast NulFire, you fool! Along with your Flame Mail and Shield, you should be all right. After that, don't cast any Ice spells because she is not weak to those spells... Just use your BM or RM to cast Haste or any status enriching spells to your attackers. After that, you may cast the magic to damage the boss. The healers should just keep watch and see if anyone need some help. Cure3 is always helpful!

You need some more tips? Shield2 is not a bad idea, considering that the boss tends to attack more than cast magic. Level 3 spells are a very good alternative for your BM even though it may not damage Marilith a lot.

If all is well for your party, your fire crystal shines at last! There goes the lame dance/jump again! I hate that dance! X\_X Then... GO INTO THE PORTAL to warp back to the over world!!! (Sorry, you have to travel back to a town by yourself... HA)

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CHAPTER 5 - THE LEVISTONE

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Recommended Level: 18~20

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What's new? No, I'm not trying to initiate a friendly conversation with you. Who cares about you anyway? I mean, what is NEW? What did you get? Yeah, the Canoe! That's right. So what do you do now? Look for some more streams to find some new stuff!

Where to start? Let's return to the ship first (make sure you buy the items that you didn't have a chance to buy in the Crescent Town such as magic before leaving) and go due north. If you don't know where you parked your ark, it's just east of here, beyond some mountains.

Ride the ship to the north and stick to the shoreline (should be to your west) until you see a small gap for your ship to get through. Go into that little bay and turn to your left. A river! Cool... Just hop into the river via your ship (you will get into the canoe) or dock at the port nearby and walk to the river.

In the river, there are MANY branching paths, but only one path really matter but thing can get really confusing, so please do follow me! Tip-toe to the fork and grab the north path. Another fork awaits, but take my word and go to the right. YET another fork: upper and lower. Take the lower one and take the west path after that to come to a rest at a grassy area.

Have a nap in your Cottage/Tent/Sleeping Bag or whatever, and save on your Memo File, if you wish. After that, enter the isolated cave to get into...

=====  
Ice Cavern  
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Items:

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B1F: 9500 Gil; Sleeping Bag; Ice Shield; 10,00 Gil; Potion

B4F: Shirt; Flame Sword; Levystone

B5F: Ice Armor; Mythril Gloves; 7900 Gil; 5454 Gil; 180 Gil; 12,350 Gil;  
5000 Gil; 9900 Gil (SO MUCH Gil!)

\*\*\*\*\*

Monsters:

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Bloodbones; Cockatrice; Dark Wizard; Ghast; Ice Gigas; Mindflayer; Mummy;  
Piscodemon; Remora; Specter; White Dragon; Wight; Winter Wolf; Wraith

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This level is a fun and a relatively short one. You could breeze through this one if you have a BM with Fire2 or 3. Otherwise, make sure you have a well-equipped party and you should be fine. The monsters here are actually weaker and yields LESS EXP than the previous ones so don't worry! Even the boss ain't that hard! However, you have to be aware for a potentially dangerous monster: the White Dragon. Its most lethal attack, IceStorm, hits every character for upwards of 150 damage each! It has only 200 HP so kill it quickly with your attackers and Fire3 before it could even attack one.

Your goal is to grab the well-hidden treasure: the Levystone. What does it do? 9999 damage to the final boss? Nah... It's nothing except an item to allow something to FLY! Let's move on...

B1F: There are 5 items on this floor, but you can't access them right now so let's ignore them and follow the road to the next staircase.

B2FA: Bah. There's nothing to see here except some fine-sheeted ice (did a Zamboni come by?) so just take either path (west, south) to get to the next staircase.



B3F: REALLY small one. You know what to do. If you don't then you're not playing the game or haven't looked at the screen.

B2FB: Another small one, but this one has a room. Go around the wall to find the door leading to this puny room. In this room you see a weird glowing blue object flanked by two chests. Wait... did you notice the cracks on the floor? Aye, they are indeed cracks. Do not step on them unless you really want to fall down to B4F. Take your time to dodge the cracks to get to the chests (SHIRT and FLAME SWORD). The right chest is a SHIRT, but you have to fight 3 or 4 dangerous Dark Wizards that are more than capable of taking all of the characters away in 2 rounds. I suggest you to get the chest for the Collection percentage later, when you're much, much more stronger. If you try to find a way to the middle object, you can't find one. What to do? Just step on a crack and let gravity pull you down!

B4F: Immediately after you fall down, you fight a squad of Specter-type enemies. Destroy them and move on. After exiting the room, you see a weird type of tile that is completely unique to you. Stepping on it will damage your characters for 1 Hp each. However, there are no random encounters in those platforms. If you've gotten to Mt. Gulg, you would know what I'm talking about because this stuff is VERY similar to the lava in Gulg. Back to the point, you may go to the left to find a room guarded by a White Dragon with two chests: MYHTRIL GLOVES and ICE ARMOR. The Ice Armor, like the Fire Armor, is VERY useful in this dungeon. Go further south and you see a fork... to the left is a room filled with Gil, guarded by some wolves. You could bypass the encounter point by not stepping on the middle space to the left of the chests. Like this:

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xxx
o
xxx
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The 'o' is the encounter point. You should be able to figure out how to get all of the chests without fighting the tough wolves. The six chests total up to 40,784 Gil! Wow... Anyway, to the right, the stairs just leads you back to B1F.

B1F: Go around the room to open a chest with a POTION. Go through the other door (you can go to the room just below for 10,000 Gil without any encounter fight) and go to the right. Now, before you do anything... You have two options: take the staircase to the northeast and go back to the over world (do this if you DESPERATELY need some healing) OR enter the room for three nice items and a Boss Battle. Also, if you go back to the over world, you'll have to explore the dungeon all over again to get to this point again!

Let's enter the final room! You see a crack up ahead. Of course, don't step on it YET. Grab 9500 GIL, SLEEPING BAG, and ICE SHIELD from the chests and DROP down the hole!!!

Just as you were going to grab the blue stone away, you get an encounter battle! NOOOOOOOO!!!!!!!!!!!!!!!!!!!!!!

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BOSS: Evil Eye

????????????????

HP: 162 (yes, 162!!!!!!!!!!)

EXP: 3225 (For a 162-HP boss? Pretty good!)

A very simple boss. SIMPLE. Just do 162 worth of damage and he's down. Wait... there MUST be a catch in this! He can't be THAT easy! Well, there

is a small catch... Doom. He knows THE nasty spell, Doom. It, if connected, will result in a fatal hit. Remember, he has only \_162\_ HP! Just attack with everything you got and you're done!

You wanna know how I beat the boss? Well... I commanded my two Fighters to Attack, my WM to cast Invis2 (just in case it makes the Doom attack miss) and make my BM cast Bolt3. My WM came out first and cast the seemingly worthless Invis2... Then my BM cast Bolt3 for 172 damage. Battle over. :)

Grab the LEVISTONE and step on the crack to the either side. If you want to fight Evil Eye again, please feel free to go one step south! You have to maneuver your way through B4F to get back to B1F and take the northeastern stairs to return to the sweet, sweet over world!!!

=====  
Crescent Town  
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Make your way back to Crescent Town (dock your ship the next port south of here) and save at the Inn if you like. Do whatever you want to do here, and leave to the west.

Remember the river to Mt. Gulg? Its way is to the northwest. You will use the same river, but don't go to the north or west... Just go directly south of Crescent Town and you should see a broad-open river, eager for your canoe. Ride it to the east and south. Get on the solid ground just before the deep sea. Hmmm.. what's that? A desert? Never seen a desert around this area, how strange! Anyway, go into the desert (just be ON the desert/sand) and go to your Item Menu and select Levistone from the 'Key Items' sub-menu.

Mysterious as its seem, or even impossible, the sand breaks apart like God did to the Red Sea and spurts the AIRSHIP out! It's all yours now!

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CHAPTER 6 - CLASS CHANGE!

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Recommended Level: 20~24

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With your new levitating machine, you can access to the entire realm of Final Fantasy. However, the first place you should go is the Citadel of Trials, to the north. This place has an item, Rat's Tail, that will trigger a class change, THE most important advancement in this game you will ever undertake. You may and can bypass this ordeal, but please do it unless you want a harder challenge. That castle also has two VERY unique and RARE items: (other than the Rat's Tail) the Healing Staff and the Gauntlets. Those items are very vital to your success in the Normal Mode. Yep, you REALLY need to go there!

First off, go to the northeast corner and look around for a town enclosed by mountains... that's Gaia. Some decent BM and WM magic awaits you but you don't have to buy them right now. The equipment here are too expensive, but if you have plenty of Gil, you could buy them (Protect Rings). You should buy 99 potions, 99 antidote and some cottages/tents if you need.

Back on your airship, go west of Gaia, to the central part of the northern hemisphere. Look for a broken down, shabby, fugly castle. You cannot land

anywhere close to it because the ground is unsuitable for your airship (light green). What to do? Just go a bit north and west to find a place with dark green grass. Land there, since it is the closest place to the Castle.

Walk around the bay... it's a long walk so you might want to save your game on the memo file after every few battles. The monsters to the Citadel aren't too tough but they can be deadly, especially that Sand Worm, which will use Earthquake, an automatic KO. I recommend staying close to the airship and fight the monsters until you're at least LVL 21 or 22 if you're not there yet.

After walking around the bay, save your game with a tent or cottage and enter the ordeal.

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=====
The Citadel of Trials
=====
  
```

Items:

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2F: Gauntlets\*

3F: Healing Staff; Ruby Armlet; Ice Brand; Steel Gloves; Cottage; Gauntlets\*;  
 7340 Gil; 1455 Gil; Rat's Tail

\*\*\*\*\*

Monsters:

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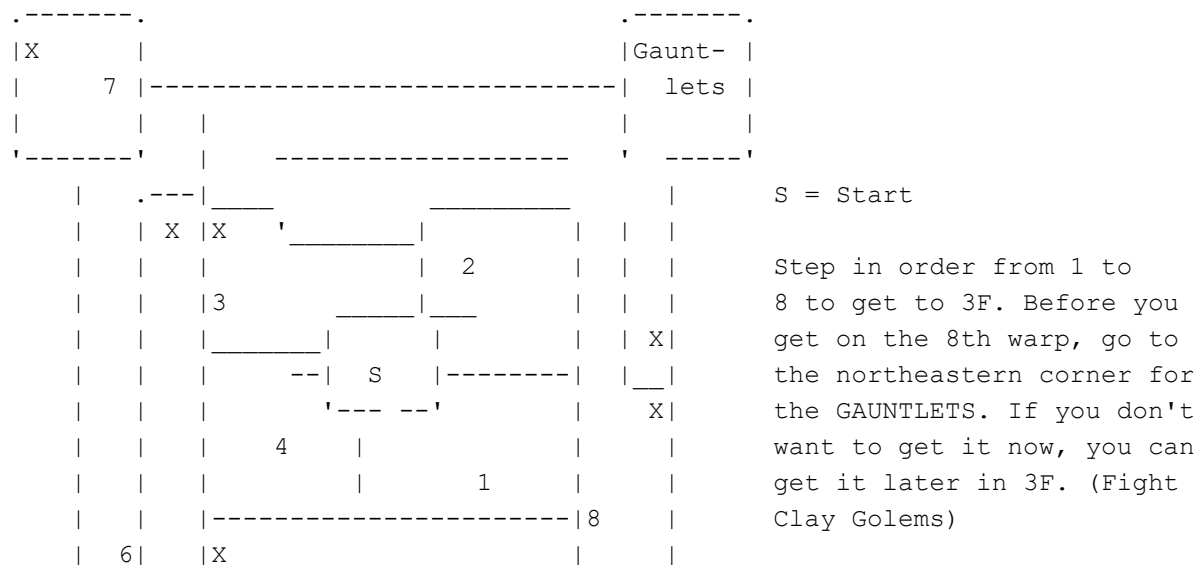
Clay Golem; Dragon Zombie; Horned Devil; King Mummy; Medusa; Mindflayer;  
 Mummy; Necrotaur; Nightmare; Rakshasa

-----

Alright, you ready? If you're not... I'm going to tell you here, right now. This castle hunting is OPTIONAL. Yes, you don't have to go. Decide for yourself.

Start off by going up to the exact center of the floor to find a elder. He will notice that you have the crown (you got this a LONG TIME ago) and warp off to Neverland (or whatever). What to do? Go to the northwestern corner of the floor to find a door leading to a throne. Get on the throne to warp up to 2F.

The second floor is very deceiving and confusing. You have to travel around the floor by the warp points. Since it's illogical to explain the warps and their points with words, I'm going to make a map for ya. You can thank me later. :)



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.-----| |_____| .-----. X = worthless warp point
|      X| |         | | Stairs|
|      |-----| | to 3F |
|      5| |         |
'-----' |         |

```

3F: How fun! You just revolve around the origin of the floor, picking items from the chests on the way! Just go up to the first chest for the famous HEALING STAFF and equip it on your WM. However, the plate directly behind the door is guarded by a pack of Nightmare so if you want the item, you'll have to fight them twice... one for entering and one for leaving. Afterwards, go left (of course!) for the RUBY ARMLET, ICE BRAND, and STEEL GLOVES. To the south of that point has three more chests: COTTAGE, 7340 GIL, and 1455 GIL. If you haven't gotten the Gauntlets back in 2F, you can get it right here. (By the way, did anyone notice the increase of the frequency of the battles between this place and the over world? Maybe it's just me...)

BEFORE YOU GO UP TO THE LAST REMAINING CHEST, save your game on your memo file, equip your attackers with the Flame Brand(s), make sure you characters are all right, no one below 100 or 150 HP.

Now, go open the chest and you get the RAT'S TAIL... Yay! Walk to the throne to warp back to the over world... but wait... before you go, you have to fight the...

---

BOSS: Dragon Zombie(s)

????????????????????

HP: 268 each

EXP: 2331 each

Another easy one... Just use your WM's Dia spells and BM/RM's Fire spells. Your attackers should have the Flame Sword to damage them heavily. That's all. Yep, pretty easy.

Step on the chair to warp back to 1F and pave your way to the over world!

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=====
The Dragon Caves
=====

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Items: Tent; Gold Needle; 575 Gil; 10 Gil; 500 Gil; Cottage;  
1455 Gil; 2750 Gil; 2000 Gil; 9500 Gil; 160 Gil; 2750 Gil; 1520 Gil

Save with your Tent or Cottage if you like and fight your way back to the airship. You really don't have to heal in any Inn/Church but you can if you want. To make the Rat's Tail useful, go to the southwest of the Citadel to find a string of islands with some holes in them. I recommend you start off with the west-most island to get some items and cash. The items you can get are listed above, and you don't have to fight anything to get them because there are no random encounters in those Dragon Caves. Take your time getting them all.

When you've gotten all of the items in the caves by jumping from one cave to another via the airship, enter the right cave on the island with two caves. After a LONG shrinking hallway, you finally find a stairs leading to a sword-infested hall. At the end of the room is... the incomparable BAHAMUT!!!!

He sees the Rat's Tail and recognizes your efforts to get it. He immediately

transform all of your characters to the ultimate form. We kick ass now...

The 'evolutions':

-----

Warrior -> Knight  
Thief -> Ninja  
Monk -> Master  
Red Mage -> Red Wizard  
White Mage -> White Wizard  
Black Mage -> Black Wizard

You should go ahead and buy Warp2 for your WM, Lifel for your RW, Cure spells for youe Knight, and Black spells for your Ninja. (Thanks to Red Scarlet for the help!)

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CHAPTER 7 - THE WATER CRYSTAL

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Recommended Level: 22~25

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Gaia & The Search for the Fairy

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Gaia: Japanese for 'Earth'. Thought you'd like to know... :) Go to the town of Gaia to the northeast, surrounded by mountains. From the over world, the town looks gray, probably symbolizing the depressing earth background.

Once in this town, you, of course, would think fast and dash for the magic stores. Well, you could... but I won't advise you on it. I'd rather you to hold back for now because of the steep prices and the chances are: you won't use it as much any time soon. But if you have a butt-load of cash, just go ahead and shop like there's no tomorrow.

The point of this town is the valuable information about the Faeries's unique ability. If you talk to the man next to the magic shops to the left, he will tell you about an substance called Oxyale (sounds like some kind of a liquor... but whatever) and only Faeries can collect it. Interesting...

You could search for hours and hours to find more information about the missing Faeries, but you could just come here and find out about them... :) Just go to your Airship and ride the casbah to the northwest piece of land. However, the northwest continent is just right of the town of Gaia so it's not a long ride from the town if you went the right way! Hah. The lone desert on the land has a smaller piece of sand to the north, next to a forest. Land just next to that desert, to the west, right next to the shore. Walk to that 'separated' desert and enter the caravan, which is in the middle of the desert.

In the little gypsy town, enter the sole store and open up the shop menu. Aha. The BOTTLED FAERIE. Grab it for the low, low, looooooow price of.... 50,000 Gil! If you don't have the money, then sell some of your equipment! HAHAHA! Well, that's what I did! Heh.

After buying the worthless piece of junk, return to your Airship and head for Gaia yet again. By now, you should know what you should do... to locate the

spring and use the Faerie to retrieve the Oxyale. The spring is to the northeast, but you have to trek to the west and circle the path to the east for the spring. Go to your Key Items Menu and release your poor, trapped Faerie. She will thank you and get the OXYALE for you! (This reminds me of... the original Legend of Zelda... Hmmm...)

The function of the town of Gaia is done for now. Its has served its purpose. Good-bye. Nah, I'm just kidding, you'll be back. Leave to the same location where you got the Bottled Faerie. This time, however, you should land just below the large desert. Find a spot just north or south (doesn't matter) of the river and land there.

You have two options now. You could travel by foot to the right to the town of Onlak for some shopping, or you could stop by the Waterfall Cavern for a quick level up and get an essential item. I recommend you to go to the town first to heal up or get some new stuff. I'm going to the Cavern first because I will return to Onlak later.

=====  
Waterfall Cavern  
=====

Items:

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Spellbinder; Ribbon; 13,450 Gil; 6,400 Gil; 5,000 Gil; Defender; Warp Cube

\*\*\*\*\*

Monsters:

-----

Clay Golem; Cockatrice; Green Dragon; King Mummy; Mummy; Nightmare; Pyrolisk

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To get to this dark underground abode, use your canoe to go north, against the current of the river that lies a few steps left of the town of Onlak. At the end of this stream, there is a waterfall pouring. Go into the waterfall to discover this palace. (Well, not a palace... but anyway)

This place is REALLY oh-so-simple. You start off in the bottom right corner and everything you need/want is in the bottom left corner so let's go there! Go left all of the way until you reach a fork with two paths: up and down. Take the bottom path and you should reach the hidden room with all of the items: SPELLBINDER, RIBBON(!!!), 13,450 GIL, 6,400 GIL, 5,000 GIL, and the DEFENDER. You might have noticed a robot walking around in the room... He's actually friendly, so don't be afraid. Talk to him and he will you the WARP CUBE. Right now, it's not important, but it will be pretty soon.

Let's backtrack to the stairs and canoe back to the land and walk east to Onlak.

=====  
Onlak  
=====

Heal up and buy whatever you want. This place has the great Saber and Heal3 magic so buy them for 45,000 Gil apiece. Unfortunately, there is no equipment store so you'll have to bear with your current format. Luckily, the following dungeon has plenty of newer equipment and they will replace most of your equipment... Saves ya money, I guess. :) Save at the Inn if you like.

Go across the tiny stream cutting the town in half and follow the path right.

At the end, there is a mermaid (or at least she looks like one, I guess) blocking your way to a submarine. Talk to her and she will state: "Warriors with Oxyale..." and disappear into thin air... A ghost?! Hmmm...

Go into the sub (turns out that it's actually a barrel!) and it will transport you to the ocean bottom, where you will reach the 'Sunken Shrine', 3F.

=====  
Sunken Shrine  
=====

Items:

-----

2F: Light Axe; 5450 Gil; 385 Gil; Giant's Glove; 7690 Gil; 8135 Gil; 2750 Gil; Ribbon; 9900 Gil; 7340 Gil

3F: 2000 Gil; 9900 Gil; 450 Gil (3FB); 100 Gil (3FB)

4F: 20 Gil; Diamond Armor; Light Axe; Mage's Staff; 12,350 Gil

5F: Diamond Armlet; 9000 Gil; 1760 Gil; 4150 Gil; 2750 Gil; 10,000 Gil; 10 Gil; Antidote; Diamond Shield; 5000 Gil; Diamond Gloves; Diamond Helm; Rosetta Stone

\*\*\*\*\*

Monsters:

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Aquos; Cockatrice; Deepeyes; Ghost; King Mummy; Mummy; Pyrolisk; Sahagin Chief; Sahagin Prince; Sea Scorpion; Sea Snake; Sea Troll; Shark; Water Naga; White Shark

-----

Before we start, I want to tell you have TWO objectives here. The first one is go up and search for the Rosetta Stone. The second one is to go down and eliminate the third Fiend, Kraken. You have to do both but, obviously, you should go up because you gather EXP on the way that might benefit on the boss fight. To begin, there are two stairs on the opening floor (3F, not 1F). The right set goes up, to the Rosetta Stone. The left one, as you figured, goes down, toward the depths of the dungeon to Kraken. I'm going to start going up.

3F: Walk up, through the Roman pillars (Atlantis?) and go right when you see two big black slabs to reach a room with 2000 GIL inside. If you want another 9900 GIL, go left from the 2000 Gil room and walk past the central path to get to the other side. Walk up to find yet another door. Yep, the 9900 Gil is in there. Now, you know what to do... pick one of the stairs. The right one goes up, to the Rosetta Stone. The left one goes down, to Kraken. Your choice.

4F: Items are aplenty here. Since the enemies aren't that hard, just take your time collecting the items. The most important item: the DIAMOND ARMOR, which is hidden in the chest in the top room. Trek to the north and enter the room for this item. 20 GIL is in the middle room, and to the bottom left: LIGHT AXE. In the rooms left of the stairs to 5F, MAGE'S STAFF and 12,350 Gil lies all alone in their rooms. The stairs is to the extreme bottom right.

5F: My favorite floor of all! NO ENEMIES HERE!!! Yep, you heard (read) me right! All you have to do is gather every treasure and grab the Rosetta Stone! There are many treasures to uncover and they are scattered throughout the rooms in this shrine. There are THIRTEEN treasures, including the Rosetta Stone in this floor so count them so you don't miss anything! You could talk to the Mermaids if you like, but they are full of blabber.

If you're wondering how to get to the room with the Rosetta Stone, just go to the northwestern path and it will lead you there. This room is spherical, like the Earth so if you go left, you will come out in the right side...

neat, huh?

If you have the magic spell Warp2, you can use it here to teleport back to Onlak for a quick heal. If you don't, then I guess you have to go back the hard way. :) Good luck. Remember to take the left stairs when you come back to go down to Kraken.

2F: This floor has some treasures but you cannot access them right now. The only thing you can do is to go up to a new set of stairs, leading to 3FC.

3FC: Hah. What do you think? Go on to 4FA.

4FA: There is a room with nothing inside so ignore it and go around it to locate the stairs to 3FB.

3FB: Open the door and enter the room to find two chests (450 GIL and 100 GIL). After finding how pathetic the cash is in here, take the other door to the stairs.

2F: Finally! The OTHER side of 2F, the side with the treasures! Let's go south to a room with 8135 GIL and 7690 GIL. Leave the room and go left to find one more room with those treasures: 5450 GIL, 385 GIL, and the ever powerful GIANT'S GLOVE! This item, when used in battle, will heighten your attack power!! Go north to find a lone treasure: LIGHT AXE (another one, blah). RIBBON (protects you from status ailments so it is better than you think, despite its +1 DEF advantage), 9900 GIL, 7340 GIL, and 2750 GIL are all in the room right of the Light Axe. After collecting them all, go to the northwest corner for the final stairs.

1F: Bah... No treasures here but you have to walk for a while to get to the end... The end of this floor has the third crystal, the blue one... Hmmm... Go left once you enter this floor. Go up and continue until you see a left. Of course, take that left and proceed until you see a door. Yep. The final door, leading to the boss. Nah, I'm kidding! :D This room is a winding one, just there to make this dungeon a bit longer. (damn you, Squaresoft!) Find the other door and go on to the final room. (I'm serious this time...)

As you should have already knew, save on your memo file and heal up. This boss is fairly tough, but not too tough that you can't handle it. Go up to the ball and tap X... (been a long time since our last boss, sniff)

---

BOSS: Kraken

??????????????

HP: 1600

EXP: 4245

This battle is a VERY anti-climax one. While the boss is gigantic, the size of the HP is off the charts, and the strength of this boss is overwhelming, this one is simple to master. This boss has no magic other than Bolt2 to damage you so he depends on his brute strength to kill you. Now, to take away the 1600 HP he has, you use your attackers. With their pure strength, they will damage him for about... 15 points. Yes, 15! It does make it even tougher, doesn't it? Well, no. If you've gotten the GIANT'S GLOVE earlier, you can master this battle without any trouble. The Giant's Glove heightens your attack power and it seems to 'remove' the defense of Kraken's. Use this glove as an item to boost your fighter (he must be choosing it). After that, boost your fighters even more with your BM/RM's Haste. With those, your fighters can attack for upwards for 450 damage! Your WM/WW should cast physical barriers (Shld2 and Invis2). I could talk all day



about this battle but I'll sum it up with a few steps:

(My team: Neo-Knight; Fox-Knight; Slut69-WW; Jesus-BW)

Round 1:

Neo: Giant's Glove

Fox: Gauntlets for 100 Damage

Slut69: Invis2

Jesus: Haste on Neo

Round 2:

Neo: Attack (8x) for 400 Damage

Fox: Giant's Glove

Slut69: Shld2

Jesus: Haste on Fox

Round 3:

Neo: Attack (8x) for 400 Damage

Fox: Attack (8x) for 400 Damage

Slut69: Gauntlets for 100 Damage

Jesus: Bolt3 for 150 Damage

Round 4:

Kraken has about 50-150 damage left so finish him off!

See? Extremely easy. No healing needed!

After the enjoyable battle, you get to dance again! Step on the portal to warp back to the over world, just outside Onlak. Enter the town to heal up or whatever.

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CHAPTER 8 - THE WIND CRYSTAL

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Recommended Level: 25~28

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With three of the Fiends out of the way, let's charge the fortress of the fourth Fiend. Without a doubt, this Fiend has a large following to help him survive any opposers. Therefore, you have to encounter through some large obstacles... to be specific: TWO dungeons. Well, unless you're dyslexic, (why are you reading this if you are, anyway?) you DID read about the two dungeons. To add injury to insult, you have to go through the dungeons consecutively without any 'breaks' for healing. All I have to say: good luck.

First, go to Melmond to meet a rather strange person, Dr. Unne. You probably don't remember where Melmond so bring your World Map up (Circle + Start) and move the pointer down to 'Melmond' and press X. Look at the World Map... you should be shown the location of Melmond. It is just across the ocean from Onlak, in the middle of the world.

=====  
Melmond  
=====

Upon the arrival, ignore everything you see in the beginning and go up and walk over the bridge to the upper part of Melmond. Immediately turn right and stick to the right side. You should eventually see a blond man standing patiently on the graveyard. Go talk to him and he will exclaim about your Rosetta Stone, which you just got from the Sunken Cavern. (I did tell you to get it, didn't I?) He explains that this stone deciphers the legendary

Lufenian language (Latin, perhaps?) The wacky doctor Unne teaches you the magical Lufenian language. Congrats, you're now fluent for that language!

Leave the town and hop into your Airship. Your next location: Lufenia, the birthplace of the language you just learned. Go northwest or northeast, to the northeastern continent, where Gaia lies. To the west of Gaia, there is a fairly large desert that resembles the Sahara Desert. Wait, don't go there yet, kiddo. Go southeast from that desert and follow that forest-y peninsula. At the extreme end of that jutting piece of land, you finally find the town of Lufenia. Oddly, you cannot land anywhere near it because of the lack of de-forestation. The nearest landing spot for your lovable airship: to the north, just next to the pond/lake. The spot is only one unit in length and width so look around carefully for it (northeastern side of the pond).

Yes, you have to walk all of the way to Lufenia. Good training, no? No? Too bad.

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=====  
Lufenia  
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There's virtually nothing to do here, yet this is a valuable town for your game progress. First, ignore the fruitcakes and go to the northeastern corner. You will see a gap leading to nowhere. Trust me on this and walk directly east. You won't be placed in the over world... Instead, you will see a well-hidden Magic store. They have the BEST spells in the game, one for your WW and another for your horny BW (I mean the hat!). Flare will make the enemies scream for their mommies and Life2 will revive your fallen warriors back to FULL health! They rule...

Your next objective (it was your primary one anyway): To locate the man with the Bell. The man standing on the bottom corner of the eastern hemisphere, undoubtedly waiting for you. Talk to the blonde and he will give you the BELL.

Leave this just-got-worthless town (now this town has LITERALLY nothing!) for your airship again. (Yeah... another long walk back! Round trip fare!)

Once back at your Airship, heal up (nearest town is Gaia) and re-stock your items with 99 Potions and some Cottages. Time for the 4th Fiend!

Let's go west of Lufenia and Gaia, to the desert. Fly over the desert and circle around it until you see a tower speared into the desert's heart. That's your next journey, the Tower of Mirage. Memorize its location so you won't get lost and go south and final landing spot just below the desert. Walk up and battle the monsters until you reach the Tower...

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=====  
Tower of Mirage  
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Items:

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1F: Vorpall Sword; 18,010 Gil, Tent; Aegis Shield; 2750 Gil; 3400 Gil; 800 Gil; Healing Helm

2F: Dragon Mail; 10,00 Gil; Sunblade; 7600 Gil; Cottage; 8135 Gil; 7900 Gil; Thor's Hammer; 12,350 Gil; 13,000 Gil

\*\*\*\*\*

Monsters:

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Black Knight; Blue Dragon; Chimera; Cockatrice; Guardian; Hellhound; King Mummy; Medusa; Mummy; Nightmare; Pyrolisk; Sabretooth; Vampire; Weretiger; Wyrms; Wyvern

-----

Before we start, you have to know the following: You can use Warp2 to return to the over world after the chest-collecting if you feel that you cannot endure 5 more floors that exist in the next dungeon. But if your party are well-equipped and strong enough, you can collect all of the items and beat the Fiend all in one run. However, don't be afraid to return for some healing if you need since this Tower is fairly short with 3 straightforward floors. You can literally blow through this place if you don't pay attention to the items.

Now, let's start.

1F: The stairs to 2F is RIGHT NEXT to the entrance! Just go through the door that you can see right now. Go left a bit and you will see another door. Once you enter through that door, you can see the stairs to 2F. However, if you want the delicious (and worthy) items on this floor, you'll have to search a bit longer. They are located at the middle of the room but you have to circle the room to discover the tombs. The treasures: TENT, HEALING HELM (works the same way at the Healing Staff if you use it as an item), 800 GIL, 2400 GIL, 18,010 GIL, VORPAL SWORD, AEGIS SHEILD, and 2,750 GIL. Then return to the bottom part for the stairs to 2F.

2F: Another simple one, but you have to walk a great distance to get to the spoils and the exit. Just follow the path that comes before you until you finally reach an opening that leads you deeper into the room (a LONG walk). If you want the prizes, go right to another opening and go down for a door leading to the central room, which has: 8135 GIL, 7900 GIL, THOR'S HAMMER, 12,350 GIL, 13,000 GIL, COTTAGE, 7,600 GIL, SUNBLADE, 10,000 GIL, and the DRAGON MAIL. Exit the room and head up again. Don't go through any openings! If you paid attention on your walk around this floor, you should've saw a set of stairs with a monster walking around it. Yep, go up those stairs (north part).

3F: The last floor in this Tower... Another straightforward one, but this time, it's much, MUCH easier. Go down to find a door leading to a lone room... Before you enter those doors, save on your memo and heal up your party (not to the max, not that tough of a battle). Proceed to the doors and a Blue Dragon will confront you for the sake of his job (guardian). This guy has a feverishly high attack power, but he has only 454 HP so you could take him down if you have two powerful physical attackers. Just cast Haste on one of your attackers and pick him apart.

After the battle, proceed to the flashing stone flanked by 4 stone slabs. Once you step on it, you will be warped up to the Flying Fortress! If you didn't get warped, then it is very evident that you forgot to get the WARP CUBE earlier. Refer to the Waterfall Cavern in Chapter VIII for this item.

=====  
Flying Fortress  
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Items:

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1F: Potion; 9,900 Gil; 4150 Gil; 7900 Gil; Venom Blade; 6720 Gil; Healing Helm; Protect Ring; 180 Gil; 5000 Gil

2F: Diamond Gloves; Mythril Helm; Cottage; 13,000 Gil; 880 Gil; Adamantine;

Ribbon; Diamond Shield; White Robe; Black Robe  
 3F: 9,000 Gil; Potion; Protect Ring; 5,450 Gil; Gold Needle; 6,400 Gil;  
 9,500 Gil; Shirt; Protect Cloak; 8,135 Gil; Gold Needle; 4,150 Gil;  
 Sasuke; 3,400 Gil

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Monsters:

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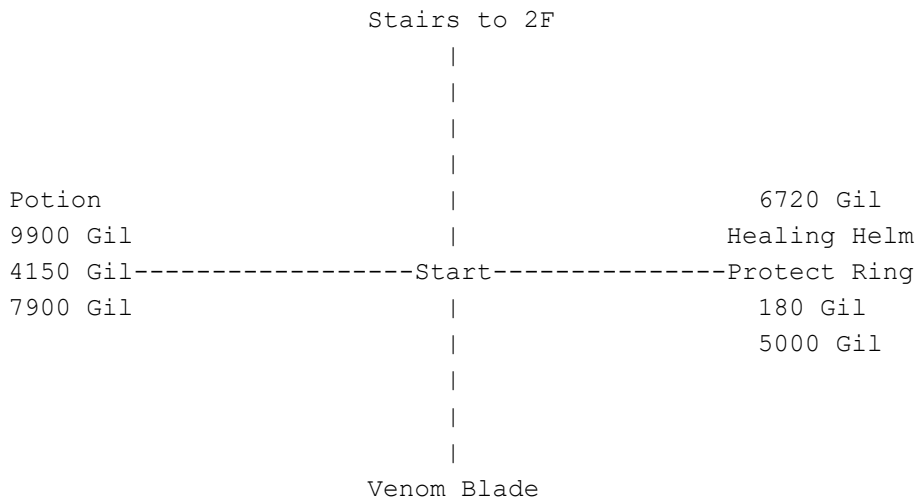
Aeros; Black Knight; Chimera; Clay Golem; Dark Flan; Dark Warrior; Earth  
 Medusa; Evil Eye; Fire Hydra; Manticore; Medusa; Mindflayer; Neochu;  
 Nightmare; Rakshasa; Soldier; Spirit Naga; Stone Golem; Vampire Lord

-----

If you dash for the stairs on every floor without grabbing any treasures, you could end up in the top floor, facing Tiamat without any scratches on your party. Of course, you could differ. The items here are extraordinary and you, without a doubt, will benefit from it. Items such as Diamond Shield, Adamanite, and Protect Ring will make you salivate when you discover their true meanings. (Especially Adamanite, a MUST get!) The monsters here can be annoying with their status-changing spells (Death, etc.) so I recommend you to save on your Memo file every battles or so (cheap but it works... heh).

Remember, save often and beware of the dangerous monsters here!

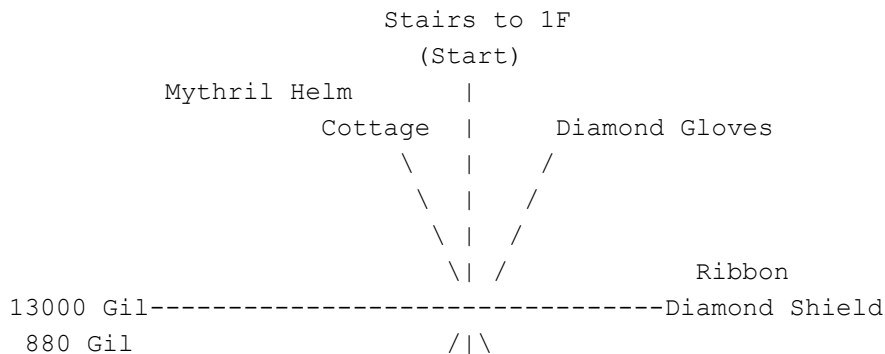
1F: Plenty of items here... As you go out of the room you got in via the Warp Cube, you see that you have 4 paths to go... Where to go? Well, let me summarize all that with a nice ASCII art!



Venom Blade is fairly effective, since it can kill this dungeon's boss in one hit.

Easy as that, huh? Go wherever you wish.

2F: An easy level to paint out.



```

      / | \
     /  |  \
Adamanite (A / | \ White Robe
MUST GET!!!) |           Black Robe
              |
            Stairs to 3F

```

3F: The layout is more chunked than 1F's but it has the basic directions so I can make a ASCII map of it. Please note that the directions to the treasure are GENERALLY speaking, not the direct arrow. The upper room is a bit to the left but it痴 more to the north than it is to the left so you should know what I mean.

```

                                Protect Ring
                                Potion
                                5450 Gil
                                9000 Gil
                                |
                                |
                                |
                                |
Sasuke                            |                            9500 Gil
Gold Needle                        |                            Gold Needle
4150 Gil-----Start-----Protect Cloak
3400 Gil                            |                            8135 Gil
Stairs to 4F                        |                            6400 Gil
                                |
                                |
                                |
                                none

```

I would say go to the north AND east rooms first (order doesn't matter) and go to the west room last because the stairs is right next to the room. Make sure you get Sasuke if you have a Ninja in your party, it's his best weapon next to the Masamune (Masaume again... blargh). Protect Cloaks are the best shields for the mages.

4F: Just go right or left twice and go south twice to find the entrance to 5F. Yawn.

5F: Save your game now, and heal up all of the way! Walk up the hall and click on the Crystal for.... (drum roll) a BOSS BATTLE!!!

---

BOSS: Tiamat

??????????????

HP: 2000

EXP: 5496

A menacing boss and she look tough to slay... and she is! Especially with 2000 HP... She throws a variety of attacks at you such as physical claw attacks, Thunderbolt, Toxin (VERY lethal!), and some other minor ones. Make sure your WW keeps your party's HP at the VERY HIGH levels! Toxin can throw your party off if you're not careful enough. As usual, your Knights/Ninjas should use the Giant's Glove and have your BW/RW cast Haste on them. With those, your Knights can attack for about 500 Damage! Pretty nice! Your WW and BW can barely scratch the boss so let them concentrate on the healing and the status boosters. Your WW could cast NulBolt to prevent the high damage from the Thunderbolt spell. After that, you could heal or cast Shld2

to shut down the physical damage all of the way. Again, like Kraken, you have to rely on your physical attackers to win this semi-tough battle.

One more tip: Break can wipe her out in a single fierce blow. (Thanks, Red Scarlet.)

After the battle... just go on the warp!

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CHAPTER 9 - BACK FROM THE FUTURE

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Recommended Level: 35+

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Before we all start raiding the final dungeon and assassinate the ultimate boss, make sure your party are at least level 35. You could do this by fighting enemies with fairly high EXP (Rivers) or fighting the Evil Eye in the Ice Cavern over and over (one hit kill from your Knight or Master). If you're on a roll, just go on to level 40 because you will need every level up!

The dungeon is a grueling test for your ENDURANCE... not your power! Well, you need power, but you need the endurance more. So buy 99 Potions, 99 whatever, and get all of the magic you need (Flare and Life2... you must have those magic!) Another must-have item: EXCALIBUR! If you've gotten the Adamantite from the previous dungeon, you can get this item. Go to the Dwarf Cave and enter the northern room to talk to Smithy. He will forge the sword for free! It's all yours!

All done? Let's go back to the beginning of the time! Toward the timeless town of Corneria! Save and heal at the Inn and go to the Temple of the Fiends (to the north, where you fought the first boss, Garland.)

=====

Temple of Chaos

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Items:

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3F: 45,000 Gil; 65,000 Gil  
B2F: Sasuke; Protect Ring; Protect Cloak; 26,000 Gil  
B4F: Masamune

\*\*\*\*\*

Monsters:

-----

1F-3F: Black Knight; Chimera; Dark Flan; Dark Warrior; Death Eye; Dragon  
Zombie; Green Dragon; Ice Gigas; Purple Worm; Rhyos; Vampire Lord;  
White Dragon; Winter Wolf

-----

B1F: Basilisk; Clay Golem; Earth Medusa; Gnoma; Lich; Stone Golem

-----

B2F: Fire Gigas; Fire Lizard; Lava Worm; Manticore; Pyros; Red Dragon

-----

B3F: Aquos; Deepeyes; Kraken; Sahagin Prince; Sea Scorpion; Sea Snake; Sea Troll; Water Naga; White Shark

-----

B4F: Aeros; Doom Knight; Dragon Zombie; Iron Golem; Mindflayer; Nightmare;  
Purple Worm; Stone Golem; Vampire; Vampire Lord

-----  
The Temple is fairly long and there's a good reason behind it. You have to go up to 3F first to unlock a way down to the basements, where the true battles occur. The Four Fiends are back, hence the name of this temple. Yes, Lich, Marilith, Kraken and Tiamat are all here.

Before we start, you should know about a neat survival technique: (you should have known about this but I'm saying this just in case) use your Healing Staff and Helm to heal your party EVERY battle. Use your Wizards for healing. Never, never use magic unless it is used for wiping out a LARGE (6+) party of enemies OR the bosses. Your Knights and Monks can handle them all with some decent healing. Got that? Good.

The enemies here are pretty tough, but nothing that you can't handle. They are actually pretty easy for you if your levels are high enough (35+). Some enemies to watch out: Mindflayer and Vampires in B4F and White Dragons in 1F-3F. That's about it. Onward!

Go up to the crystal in the central room and touch it...

1F

--

Four staircases here. Two inaccessible right now. One leads to the dead end. One remains. The southeastern corner. Yep, that stairs goes up to 2F. Let's go!

2F

--

Go to the east and a sparkling brand new stairs leads you to 3F.

3F

--

Go down until you clear the second room and head east. Follow the pillars to the entrance to the central room, where a Death Eye will confront you. Destroy it with Fire magic and physical attacks. Hmm... You see your first chests in this dungeons! Must be tasty! Let's see what's inside! Ughhh... 45,000 GIL and 65,000 GIL? We don't need that now! We need some powerful swords that split the bosses in half! Meh.

Back to the point, stand on the tile in front of the stone slab in the middle of the room. Play the LUTE that you got AGES ago. A ladder appears out of nowhere!

2F

--

Get out of the room you're in and head west, then north. Go to the northwestern corner to find the stairs down to 1F.

1F

--

Just hop from the northeastern corner to the northwestern corner for the stairs down.

B1F - Earth

--- -----

Sigh... NOW there's a TOUGH floor! Walk around the horn (up, right, and down, to the other side of the floor) to locate the highly protected stairs. Why protected? Let's SAVE and HEAL before you find out! ^\_^

You will fight the first Fiend, Lich, here. Just pummel him with your Knights and Monks while your Wizards use Healing Helm/Staff (don't want to waste magic on him). He has only 1000 HP so your Fighters should be able to take him down within 2 rounds. However, he casts FLARE to your party so be prepared to withstand the damage! Good luck.

#### B2F - Fire

--- ----

Yep, another floor guarded by a Fiend. But before that, you should pick up some of the treasures that reside on this floor. To the south of the entrance from B1F, there's a PROTECT RING. To the right of the Protect Ring, therein lies a PROTECT CLOAK. Further east is a chest with 26,000 GIL. Not recommended. To the extreme south (go to the western end for the path down) is a room with SASUKE. You could just skip them all and head to the stairs, just to the right of the stairs you came in, down to B3F without any hassle.

Of course, you have to defeat the second Fiend before moving on... Marilith! Bah. Too easy. Just cast NulFire and kick her ass with Haste powered-up Knights/Monks. 1400 HP is nothing to you right now.

#### B3F - Water

--- -----

Oh boy, oh boy. Nothing in this level but you have to go through countless rooms to get to the next set of stairs. Just maneuver through the rooms, heading to the southeastern corner, where the stairs awaits.

The next Fiend? Kraken. Surprisingly, he isn't weak to Bolt. He has buffed his muscles and is prepared to smash your party to pieces. Fear not. Cast Shld2 to offset this. Your RM and BM should cast Haste to power your attackers up to finish him off. His HP is another 400 above the previous one: 1800.

#### B4F - Wind

--- ----

This floor has one of the game's BEST weapons, but it's long and far away... You'll have to fight through a LOT of battles to get it. The weapon: MASAMUNE! IMO, I think it's worth it, since ANY character can use it!!!!!! Really! To get it, go south to the next block room, and go east. Continue going east until you see a narrow path, still heading east. Take that path and it will lead you to the room with the Masamune inside. Do what you please with it.

Whether if you've collected the weapon or not, go to the room right of the one that you entered (you entered the northwestern corner so go to the north-eastern corner). However, the only way to that room is from the northwestern corner so you have to go there first in order to get to the stairs.

Yet another boss... Bah. This is REALLY getting old! Tiamat is tougher this time so you should cast your toughest magic for your party's sake. He wields a variety of magic and attacks so you have to be prepared to take the damage. You could always cast NulAll to lessen the damage. Like always, haste your attackers to maximize the inflicted damage. You could waste a turn to cast Saber (Giant's Gloves) if you think you can take a round's worth of damage. If you have Masamune, just equip it on your Knight and use Giant's Glove and cast Haste on him. He should do 1000+ damage easily.

#### B5F

---

HEAL TO THE MAX AND SAVE!!!!!!!!!!!!!! No battles here except for the FINAL boss! Dodge the pillars and head to the heart of the floor. Alas... you meet the young Garland! He already knew that you killed him 2 thousand years in the



future (he was rather easy, bah) but the Four Fiends revived him back...  
Bah, let's FIGHT!!!

BOSS: Chaos

??????????????

HP: 4000 (!!!)

He has a lifetime's worth of HP AND he casts Cure4, which heals himself ALL OF THE WAY to the MAX, OFTEN! (Did all of that caps hurt you? too bad.) He has, like most of the bosses, has a high defense against magic so don't waste your Flare and Holy on him. Your WM should cast NulAll while your BM or RM casts Haste and Steel to your party. Your attackers MUST use the Giant's Glove or you're going to have a tough time!

In other words, this is just another regular boss battle... it's just a prolonged one. Here's my battle report:

|           | Round 1          | Round 2       | Round 3        | Round 4        |
|-----------|------------------|---------------|----------------|----------------|
| KN-Neo    | Attack           | Giant's Glove | Attack         | Attack         |
| KN-Fox    | Giant's Glove    | Attack        | Attack         | Attack         |
| WW-Slut69 | NulAll (Neo)     | Shld2         | Life 2 (Jesus) | NulAll (Jesus) |
| BW-Jesus  | Haste (Neo)      | Haste (Fox)   | Dead           | Steel          |
| Chaos     | Attack           | Blaze         | Tsunami        | Tornado        |
|           | Round 5          |               |                |                |
| KN-Neo    | Attack           |               |                |                |
| KN-Fox    | Attack (KILL!!!) |               |                |                |
| WW-Slut69 | Cure4 (69)       |               |                |                |
| BW-Jesus  | Flare            |               |                |                |
| Chaos     | Attack           |               |                |                |

That's about it. Luckily for me, Chaos never cast the ever-annoying Cure4 so I was able to kill him quickly.

When you've defeated him, congrats! And enjoy the ending! The ending is just a crappy text-based one. But you had fun playing this game, right? Heh... thanks for using my Final Fantasy I Walkthrough!!! Remember to save at the end!

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FF2j guide

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(over MANY BATTLES means that it is counted together from every battle)

HP ----> Severe loss of HP in ONE BATTLE
MP ----> Frequent use of MP in ONE BATTLE
Strength ----> Attacking, over MANY BATTLES
Endurance ----> Losing HP, over ONE BATTLE
Spirit ----> Using White Magic, over MANY BATTLES
Intelligence ----> Using Black Magic, over MANY BATTLES
Accuracy ----> Use of Weapons, over MANY BATTLES
Evasion ----> Physical Attacks are aimed at you, over MANY BATTLES
Agility ----> Physical Attacks are aimed at you, over MANY BATTLES
Magic Defense ----> Magic Spells are aimed at you, over MANY BATTLES

Weapon Level ----> Levels up after 100 uses
Magic Level ----> Levels up after 100 'points' of usage

You also can get some losses in those attributes if you're lucky.

-As you gain STR, you might decrease INT.
-As you gain INT, you might decrease END.
-As you gain SPR, you might decrease STR.

As for the Magic Levels, its power increases as its level goes up. The maximum is 16. Same thing goes to the Weapon Levels.

I know this is a weak explanation but this has a reason. The explanations is below...

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BATTLE SYSTEM/LEVELING UP
(This includes the dirty way of doing this so read this!)

As expected from a NES game, this one is turn-based in the form of the party. The ENTIRE party selects its commands for the turn and you watch as both sides duke it out for a turn each. So simple, you can't NOT understand it. However, the question is the absense of the most important number in most RPGs: the levels of your characters. Instead, your HP, MP, Strength, Intelligence, and everything else is determined by your frequency for the need of them. The developers intended the system to be created so that whenever you get to a tougher place, the stats goes up accordingly. So when you fight a huge behemoth and your party is amusingly weak and barely survives it, you are rewarded physically so the next time you face this monster, it is easier. Well, it was their INTENTIONS. Sadly, it does not show.

Why won't it show? Well, for one, it is VERY easily abused, which I will explain to you further on. Another reason is that it is not effective. You're in the middle of a dungeon and you're battling to survive it until the end, you don't have the chance to heal up except if you can afford to go back. Now, you are supposed to get rewarded HERE! Your HP is in peril and MP is almost dried up! You get rewarded by raising the MAXIMUM number of the HP/MP, not by a curative method. So you got 100 HP and you get 50 HP bonus... You die trying to get out. Where's the 50 HP now?

That brings us to the reason why we abuse the concept. It is simply too

difficult to do it in the 'honest' method. We just get the bonuses BEFORE we are supposed to get it, that's all. I sound like a ex-con trying to prove why I did it. But you will do the same, so don't call me anything yet. Getting the bonuses early just paves the way to an easy road. The example I gave you in the second paragraph should be enough for you to comprehend why we do it.

The only statuses that can be manipulated are: HP, MP, Weapon level and Magic Level, the visual effects. The other statuses can, theoretically, be manipulated but I won't call that because you actually earned it but whatever.

How do you do it? Simple. As for the HP, you just hack at yourself until you have under 50% of the original HP (the number of HP when you entered that battle). If you do it successfully (deaths won't work, sorry), you have a good chance, not definite, of getting the HP bonus.

The MP bonus, like every stat bonus, is only attained in the battles despite its ability to be used outside the battles. You have to use it quite frequently in a battle to get the bonus. Again, like the HP bonus, the more MP you use in a battle, the better the chance of getting it.

The Weapon Level is the dirtiest one of all. It is used to make your proficiency, the ability to use the given weapon well, stronger. It is determined by the number of your uses of that weapon. Every 100 hacks with the weapon, you gain a level. So... you might have figured the trick out... No? OK, here goes. You select your enemy (or ally! ha) for your attack and confirm it. Now the cursor (the hand) should be on the next person. At this time, de-select (Circle) and the cursor is back to the original guy. Do it over and over (X, X, O, X, X, O, repeat). The reason why this works is that the developers programmed the game to count the SELECTION of the attack bar, not when you USE it. Hell, the programmers probably knew of this trick, but they just had to leave it in because without it, your weapons would be kinda weaker because think of the battles that you only had to use one or two attacks to win. By the way, you can only level your weapon up once per battle so don't go doing the X, X, O thing a thousand times! You'll only level your weapon once in that battle!

Magic Level... Same as weapons level: select the magic you wish to use, then the target, then cancel, and repeat up to 100 times. But beware not to over-level-up your magic, since MP use goes up as your level for that magic goes up. It's no use having a strong magic if you don't have enough MP to use it.

ASK/MEMORIZE/ITEMS

A unique addition for this game: the Keyword/Memory system. Throughout the game, you will undoubtedly hear new terms that you have to learn to get along. In the previous (and future!) games, you would just talk to anyone and they'd know what you were talking about. Not in this game. You will have to actually ASK people the SUBJECT and they might tell you what's up. The key terms are rather easy to spot, it's always in red. When this happens, select the 'Memorize' option and it's in your log book! Yay!

To ask a person, just select the 'Ask' option after you've come up to the person and pressed X to have a chat. Some people will know what to tell you, but not everyone.

Also, in some courses throughout the game, you will have to give or show a

person a certain item. To do this, select the 'Item' command and select the item! It's all simple!

SAVING

A bit different from Final Fantasy 1. Well, completely different. The ONLY time, and I mean ONLY, you can save on your MEMORY CARD is when you're on land in the overworld. However, there is still a MEMO FILE available. Like Final Fantasy 1's, it allows you to save anywhere, even in the dungeons. That way, if you made a stupid mistake in a deep place, you won't have to re-do the entire thing or even more. BUT... once you turn your PSX/PS2 off, it's all gone since it is stored in the disc not the hardware or the memory card. Tough luck. *shrug*

MAIN MENU

Items

=====

Pretty obvious here. All of the items are shown here, including the 'Key Items'. They cannot be thrown away so you have to preserve your space and constantly sell some of your un-needed stuff. There is only 63 slots for your precious items so items has to come and go. You can sort/organize it.

Magic

=====

View your magic and its levels here. Some White Magic can be used in this menu.

Equipment

=====

View your character's Attack and Defense and the weapons/armors. You can have the AI pick the best set for your Attack or Defense via the sub-menu "Strongest" and "Best Defense".

Status

=====

View every stat your character has. The Mastery thing on the right is your character's proficiency for the given weapons.

Formation

=====

Change the row formation for the characters.

Keywords

=====

View the keywords you have learned so far and its meanings.

Config

=====

Auto Target--- If ON, the character will change targets when its target is defeated. If OFF, it won't and miss.

Map--- GLOBE will give you the spherical view of the map. MAP is the flat version.

O Dash--- Turn on/off for the ability to run.

Cursor--- In battles, ON will make your cursor stay on the last target you attacked on the next turn. OFF will do the opposite.

Sound Output---Stereo or Mono.

Controller---DEFAULT controls are shown above. You may change the controls via the CUSTOM selection to your preference.

Text Speed---4 is the slowest, 1 the fastest. On 1, the text will almost literally pop out.

Item Sorting--- Select the order you would like your items to be arranged.

Vibration--- Turn it on or off, duh.

Window Color--- Change the color to your preference.

Collections--- View your collection of the data (Bestiary, Items, Arts)

ONE MORE THING...

Red Scarlet recommended me to discuss the 2 Weapons versus one Weapon and a Shield. RS has told me that he prefers two weapons over one and a shield. Myself, however, has always used one and one. Both sides has its highs and lows, but they're around equal.

TWO WEAPONS

Of course, you would opt for this since, if both of them connects, they would combine to execute a LARGE number of damage to the enemy. Yeah, it would rock... BUT there is an if. IF BOTH of them connects. As you could have seen in the menus while you were fondling with them, each person is either right-handed or left-handed. What does it mean? Yes, it is their DOMINANT arm. So, the weapon on that arm will use the weapon to its fullest potential. On the other hand, literally, will only do the partial amount. The partial effect also has a effect on its ACCURACY! Shocking... You don't know what it means? It just means that the weapon on that arm will miss more than it should. While it does miss, it does hit sometimes... Ultimately, the theory of this one would be: "It miss, yeah, but if it works, it's awesome! It's like 'just in case'." Remember, the weak arm has an impact on the STR and ACC.

One more advantage: if you use two different weapons, you could level them up at the same time, making it easier to level them all. But eh.

ONE WEAPON AND SHIELD

That's where I come in. You got the weapon on the stronger arm, hacking at the bad guys with powerful strokes. The other arm is left to dry out... with a stale shield. Sounds horrible? Wait until you get this... the BEST shield would only absorb 10% of the attacks. Even worse now? Not for me. Having a shield have saved my ass several times, especially in tough battles with guardians. It has a cumulative effect on your HP. In one battle, it won't look much if it absorb only one... but if you trek through a large dungeon such as Jade Passage/Pandaemonium, you will absorb more and more attacks, rather strong mind you, and it adds up. You use less MP for curing and you save yourself the trouble of reviving, perhaps. That's why I wear my ever-trusty shield... I'm alright with one.

BOTTOM LINE

Both sides are useful, so don't go straight to my method because I use it or go to the 2 weapons because it sounds so bad-ass. Think it over. In fact, I equip my first three characters with a sword and shield and equip the fourth character with two weapons. You do whatever you like, I don't care. I'm just doing my hobby, which is to educate you about this game.

=====

V. FINAL FANTASY II WALKTHROUGH

=====

Here's the strings for the chapters, use the find system to get there quickly.

- Chapter 1 - Royal's Orders
- Chapter 2 - Dreadnought
- Chapter 3 - The King's Last Words
- Chapter 4 - The Turn of the Tide
- Chapter 5 - The Masks and the Crystal Rod
- Chapter 6 - Up the Tower
- Chapter 7 - Chasing the Emperor
- Chapter 8 - Pandaemonium!

=====

CHAPTER 1 - ROYAL'S ORDERS

=====

- Joining the Rebellion
 - Getting the Canoe
 - The Semitt Falls Rescue
- =====

We'll start off simple. Select your character's names and press Start... and watch a fantastic FF8-esque cinema including a wizard casting arson upon a town with helpless, hapless fools... Majestic knights with razor-sharp swords come stomping for more murders... until two brave warriors come forth to save the children! After a wait, you face 4 Imperial guards, which stopped your run for freedom. Battle 4 of them, just to get to know the commands of the battle system. As you can tell, the system is turn-based... Think Final Fantasy I, not Final Fantasy X, tho. Go ahead and watch as your team gets obliterated...

Heh, heh...

Rebel's Hideout

After the inevitable loss, you see a bright white light... No, you're not dead. Not yet. It's some rabbi (no, not a rabbi, it's just an attempt in being funny. I'm sorry) reviving you up. You hear a conversation between a lady and a gentleman about the state of your health. Not important as of now. Just as they were leaving, you suddenly wake up. Looks like nobody's here...

You meet up with two of your comrades, Maria and Gus. No Leon?!?! Oh well, it's just a story, this was supposed to happen (wink). You guys shrug it off (WTF?) and goes back to the princess Hilda, who saved you all, for an audience for some thanks and all that crap. At the throne room, you ask the princess (should be the queen to me but whatever) for the permission to join her

honorable rebellion group. Sadly, she turns you down and demands you to go back to your hometown. You PWN her by telling her that you have no family anymore (*sniff*) so she lets you stay and live in her castle as long you know the password. So... after the conversation, go up to the princess Hilda and ask her about the password. Memorize the password: 'WILD ROSE'. Ask her with the password to learn about Leon: he's at Fynn!

Finally, you have the opportunity to get out of the smelly room. At the left side of the main room, there's a chest with a POTION. What else? Nothing except the door leading to the town!

Altair

There are several stores around, and all of them should be familiar to you if you've played the other game in this collection. There's an Inn, a Sanctuary, a Weapon shop, an Armor shop, an Item shop, and a Magic shop. The Magic shop has BOTH of the types: White and Black. Except this time, it's not really called White or Black... it's just magic. You have 400 Gil, which is very little but I recommend you to go to the Magic Shop and spend 200 Gil on a Cure Scroll and use it on one of your characters (Maria is the best choice). The other 200? Up to you. (Bought another Cure spell for me, used it on Firion)

Get out of the town to train!

Training!

As you should have been acknowledged, there are no levels in this game. Instead, you are greeted with a furious level-up method. If you want more HP, you have to lose HP (half of your HP is best)... want more MP? Use it often in battle! Strength? Attack often! Makes sense? Good! Just stick around Altair and train with Hornets, Goblins and such. Just attack yourself until there's half of your HP left and kill the monsters off. You should be rewarded with a HP bonus (well, most of the time) AND an endurance bonus, which strengthens your defense/protection. Another trick: (an infamous one among the FF2 gamers) press the attack button and select the enemy and confirm the cursor on the monster. Then decline it. Re-do it many times (up to 100) and you should get a weapon level up at the end! Simple! Cheating? Yep. You want the honest way, suit yourself. You'll find out pretty soon why I did it.

Anyway, I leveled myself up to 350 HP for Gus, 110 or so for Maria, and 200 for Firion. Not a bad start, could've been better but whatever! ^_^ Make sure you level your HP first because if you level your weapons first, you'll kill yourself instead of attacking for half of your HP! LOL

Also, you might want to select your rows, the back rows can use the Bows to attack from afar while using Magic. People in back row can still cast Magic as well as anybody but it can't attack as well except with the Bows. Those people take less physical damage, though.

Gatera

Head north from Altair, over a puny bridge and continue north. Behind the cowering forest lies a small, homely town of Gatera. Rest at the Inn if you like, but there's nothing special to buy or mention here. Just leave to the west.

Hug the lake's shore as it goes up and left. After walking west then east, you should be able to see a grassy plain directing south. Having said that, you know that you have to go there. Therein lies your first castle, Fynn!

Fynn

DO NOT TALK TO THE GUARDS UNLESS YOU WANT TO BE PICKED APART LIKE A FLY!!!
Simple as that. Now, the shops are all abandoned so they are no use. What to do? I guess you could go to the pub, which is always filled with people with information. Now, go all of the way to the north, JUST past the wooden fence. Just one step. One. Turn right and go down the first chance you have. After all that, you have discovered the pub, despite its bad zoning.

In the pub, you see a ton of knights, the ones Firion fought in the opening cinema, standing around, full of booze. You see a rogue man standing in the corner, looking suspiciously. Talk to him and tell him the password (Wild Rose) and he will recognize you as one of the rebels and tell you a secret: he's blocking the entrance to a secret path. He moves on and lets you pass. Enter the hole that he was blocking.

You find a room with three chests: all POTIONS. Take them all and talk to the man in bed (ask him with the password, of course) and he will exclaim about the conditions back home in Altair. He will, while telling you the secrets of his life and Hilda, give you your first key item: the RING! Sadly, he perishes... All for naught? Not yet! There's nothing to do here so get out of here and go back to your town of Altair.

*Note: You can now use the World Map: Circle + Select.

Altair

Yep, forget about that sad example of a town, Gatera. Bypass it to Altair. Enter the house stationed on the middle of the zone to re-enter the mansion of Hilda's. Go up to the throne room and show Hilda the Ring that the befallen comrade in Fynn gave you. She will recognize it as Scott's and grieve the loss. However, she will applaud on your toughness and bravery and let you join the rebel force (like you didn't already!). Your next mission: to retrieve the uber-powerful Mythril, a metal. Memorize the keyword: MYTHRIL. Now, talk to the guy next to the princess (he revived you in the beginning, remember?) and he will abruptly join your party as a great magician. His name? Mindu. Really, he's not all that important BUT you have to recruit him to order to get a transportation method: the CANOE! Before leaving, talk to the Princess one more time. You will learn about a new term: the DREADNOUGHT, an airship. Memorize it and ask her about it. Another term to memorize: the AIRSHIP, a strange machine made by the now-famous Cid.

Get the hell out of here (don't forget to shop a bit *wink*) to look for the Mythril!!!

Paloom

To get to the port land of Paloom, just make good use of your canoe. Head north of Altair to find a lake (east of Gatera) and step into it. Your party will use the Canoe automatically so don't worry about going into your menu or anything. Now that you're in the water for the first time, head to the east. Alas! (maybe I'm exaggerating a bit too much since it doesn't take THAT long) Paloom! You can enter the town and snoop around if you want to. The shops aren't that much different from the other towns that you have been to... The magic shop has nothing special either.

Talk to the sailor just next to the entrance, standing around impatiently, and he will offer you a bargain: 32 Gil for a ride to Poft! Accept it, of course! Go back outside and get on the ship floating on a wharf for a lightning-quick ride!

*Note: You could take the Ether from Mindu's inventory and sell it for 1500 Gil.

Poft

The shops here have the exactly same items as the ones in Paloom so don't bother. AGAIN! The shops here suck!!!! Man! You could go into the Pub and talk to Mr. Cid himself if you want to use the Airship. He can guide you to Bafsk or Salamand for some Gil but I recommend you to decline for now. Just take a good walk for some cheap-ass training, heading to the north.

Walk to the north until you reach a set of snow-capped mountains and turn left for a bit to find your next destination: Salamand.

Salamand

GUESS WHAT?!?! This town actually has some DECENT equipment!!! Yay!!! The first thing I did: bought me a shiny new LONG SWORD!!! My Firion officially kicks ass now. I know you must be very low in money so be careful and pick what you think you need the most. Make sure you talk to people strolling around outside to learn about the slaves in the Semmit Falls. The most important person: Josef, which is in the house to the right side. Ask him (he's standing right next to a bed) about Mythril and he says he knows of it but he won't tell you about it unless you save the hostages/slaves in the falls! Meh.

Keep in mind: When you have 1500 Gil or more, make sure you come back here and buy the improbable Life spell. It's ALWAYS important, y'know.

Going to the Semmit Falls yet? If so, here's the directions: (although the people in the town stated that the cave is to the south, we will go otherwise) Go west, through the mountain ranges (top: snowy, bottom: brown) and hug the bottom range until it ends. You should be able to see a lonely stream connecting the open sea to god-knows-what. Hop onto your Canoe and ride the river to the east. After emerging at the mini-lake with some waterfalls

around, hug the mountains to the north and land at the thin strip of land.
On that piece of land, there's a cave leading down to...

DUNGEON: Semitt Falls

Items: 10 Gil; 200 Gil; Eye Drops; Potion; 50 Gil; 1 Gil; Fire Scroll; Warp
Scroll; Mythril

Monsters: Balloon; Goblin Guard; Goblin; Loper; Sasquatch; Zombie; Green
Slime; Solider

*NOTE: Make sure you have Ice and Bolt ready! (Bought at Altair, used to kill
Green Slimes here)

This dungeon is literally NOTHING to you if you have, at least, been training
adequately via the 'cheap' method. If you didn't... then good luck, brother.
I applaud your bravery. Anyway, the monsters here aren't really a threat...
they're just normal monsters for now. Just kill them for Gil but don't
overkill yourself (for HP bonuses or whatever) because you will face a boss
in the end so you need some HP remaining.

B1F

Cool and cozy here. Not bad. As you're walking, you may have noticed a
vivid blue crystal etching itself in the dungeon, full of aura. Well, as of
now, it's not valid. Nothing you can do about it. Continue on. The first fork
you see, take the left path for a chest with a puny 10 GIL. Come back to that
fork again and take the thin path to the south. You have two options: to the
left is the stairs to B2F or to the right is a chest with 200 GIL.

B2F

Not cool and cozy anymore. You will get your boots drenched. Go to the
northwest-most corner for EYE DROPS. On the blue co- I mean, southeast corner,
a POTION is waiting for you. To the north, hidden away behind some water,
there's another POTION in a chest. After some serious fighting (or not), head
north from the potion corner to the northeast. You stumble upon a wall with 4
menacing doors. Where will they lead? I shall, of course, tell you.

D = Door

D	D	D	D
B3F	BAD	BAD	BAD

So, enter the left door to go down to B3F. The other doors will lead to an
empty room with a heightened encounter rate. That's all. Little harm will be
done to you.

B3F

Only 2 chests: to the south of the entrance has one with 1 GIL. The other one?
To the left, in the middle of the room, beyond a bridge: 50 GIL. That's it.
Again, there are several doors here, but the correct one? The left door,
all of the way to the extreme end.

If you entered the correct door, you finally find the hostages! Yayies! Talk
to the black-armored ninja, Pavel. He will ask you to distract the guards
while they flee to freedom. You may go back to Salamand if you like to gather
new information from Josef but you don't have to. Just continue on to B4F.

B4F

Simple yet long. Get across the first bridge to get a nice, nifty prize: a FIRE SCROLL. Our first decent treasure! Go us! However, our path to B5F isn't that easy. Bear with me... Go to the next fork, and go north, across the BRIDGE. If you went over some stone path, you will see a wooden door. It leads to a hell-bent room so don't go there. Just go to the bridge to the north. Walk around the entire room to the stairs.

B5F

o_o If you want the Warp Scroll, which could be useful but you can live without it... You have to go over the LONG bridge and walk around to the chest and run all of the back. There's one more catch: as you open the chest, a monster suddenly jumps at you!

It's a Spiketoise... It wasn't tough to me but I can imagine it being tough. Just have your Mindu cast Shield on your party since the monster tends to attack physically. If you have the Ice magic, USE IT!!!! If not, tough luck. You have to endure through it all because the turtle is a turtle, literally. Physical attacks won't work so you have to use your magic to the fullest. Chip his HP away, I suppose. Haha! Two Ices should be enough.

Want to proceed to B6F? Go back to the entrance and head up, ignoring the bridge that led you to the infected chest. Take the LEFT door. Yep, that's the door.

B5FB

You see a monster blocking your way to a chest... Yeah, it's a boss (surprise) so save on your Memo and heal up.

BOSS: Sergeant

????????????????????

HP: 140

If you have trained a LOT, it will GREATLY help you in this battle. Believe me, it did with me. My Black Mage (Maria) has no MP, due to my forgetful mind (forgot to heal at the Inn). So... I relied on my physical attackers to take him down. If I didn't train as much as I did, I would be toast. Firion and Gus's weapon levels were at 6 so I was physically prepared. The boss' defense is nearly identical as the Spiketoise but a bit more forgiving. My Gus were able to damage him for 40-49 points despite his shell-like defense. Firion? 15-20. But from my pervious experiences, you can easily defeat him with magic, like Spiketoise. So, if you have trained a lot, just cast Shield on your party and let 'er rip. If not, use your MP. Simple as that.

As for his attacks, he will use his Arrows quite frequently so be prepared to use Cure or even Life. Good luck with your first boss.

After the victory, snag the prize! MYTHRIL is all yours!!!! Just warp outta here and head back to Altair! Well, you could stop by the town of Salamand to heal or to see Josef again. Your choice. Either way, you have to go back to Altair.

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- Dreadnought!
- Seeking the Goddess's Bell
- Getting the Sunfire
- Into the Dreadnought!

Altair

Want to go back to Altair? Just go back to the town of Poft and enter the worthless town. Never mind the shops, just talk to the sailor just outside the shop for a nice chat. He's the same sailor that gave you a 32 Gil ride from Paloom. Yep, pay him another 32 Gil to go back to Paloom! Take a hike to the ship for a quick breeze to Paloom...

Of course, you have to use your canoe again to get to the Altair. Maneuver through the obstacles to Altair...

Go ahead and talk to the beauty, the princess Hilda, and show her the Myhtril. She will exclaim on how great it is to find such a big thing (yawn, too easy) but she can't do anything with it... but she tells you of a person who can: Tobul, at the weapon shop. So let's go there! In the shop, talk to the elderly man standing outside the counter and show him the Myhtril again. He will suck up and do... his job! The legendary Myhtril equipment is up for grabs! Yay! Unfortunately, they are extremely expensive and I highly doubt that you have enough money for ONE weapon! Insane, isn't it? Haha!

What now? let's ask Hilda for another objective... (Remember, you're her slave! Heh, too bad!) Ask her about Dreadnought, which she was just talking about. She will tell you that one of her comrades/spies have found a way to break into the gigantic ship. Interesting!

Note: After this section, I trained up around here for some HP gaining since I could attack myself and still be able to take care of myself because the monsters here are wimps. Just letting ya know... :)

Going to Bafsk

The first part of the path to Bafsk should be easy and obvious: go to Poft first. Pay the sailor in Paloom 32 Gil and hop in. Now what? There are two ways: (1) go to the Pub of Poft and talk to the dirty Cid's aide (behind him) and pay him 100 Gil for an Airship lift to Bafsk. Easy! (2) Or... if you don't have 100 Gil or is simply too cheap to pay, just walk to the right, around a small mountain range. There's Bafsk just sitting there, coiled up behind the city limit walls.

Bafsk

Shops? Stop being like a teenage girl in a mall. Just buy what you need and get out. The weapons and armor are alright, but they're not in the level of Myhtril's. You could buy them if you want but I don't recommend it. Save your

money for Mythrill equipments. Scrolls (magic)? Nope, they all suck and you have your trusty Mindu anyway (for now).

Now, time to search for the double agent, which is in the favor of the rebellion forces. The Imperial guards here won't fight you if you attempt to have a nice conversation with them so don't worry. The agent is to the south-west, standing on a thin, grassy pathway. Ask him about the Dreadnought and he will let you pass, to the secret path. Time for some espionage action! (Metal Gear Solid plug-in, heehee! Maybe Splinter Cell? Who cares!)

DUNGEON: Bafsk Cave

Items: Long bow; Long Sword; Pass

Monsters: Strangler; Solider; Bloodsucker; Balloon; Hornet; Zombie; Goblin Guard

REALLY simple. *scoff* Only 3 floors and you're out. How fun. The monsters are mostly identical to the ones you faced in Semitt Falls.

B1F

On the fork, just go up for a dead end with... a LONG SWORD!!! Nice, for sure! Go around the block and go down for the next two forks... on the way, you'll find another chest (LONG BOW!) and the stairs UP to 1F.

1F

--

Kinda confusing here, like a maze. Follow my directions to wipe this floor in the ass: Head right until you cannot go any further. Head up and follow the path until you see a path up AND right. Wait... there's a Black Knight blocking your way! Oh damn, looks like the dreaded Dreadnought is complete and armed to the teeth! You watch as Borghen mock you and fly away. That scoundrel! Oh well... Get back into the cave and go to the right to find ONE more door... Your last hope. =P

In that room, you find a chest... a new key item: the PASS! What does it do, exactly? I dunno yet (well, I do know, but wait, you impatient bastard.) To the right? Just a warp point, back to Bafsk.

You can sleep at the Inn and shop if you like. Return to the origin, the town of Altair for an audience with the Princess... AGAIN! Boy...

Poft

Before going to Altair, just stop by the bar in Poft and talk to Cid. Ask him the very keyword that he taught you, the Airship. He will utter a new keyword: SUNFIRE. Memorize it. As for now, you're done. Just go back to your original path, to Altair. (You're still on the path, anyway!)

Altair

I almost DIDN'T notice, but I did. Did you? The people here seemed to

disappear and the houses are kinda damaged... What the hell? Must be the Dreadnought! Damn! Anyway, go into the main house and you should see more people this time. Probably the shelter now, I guess. Go up to the Princess and report her the status. After some conversation, Mindu will declare that he has to stay behind and help people recover. Therefore, he will leave your party. (who needs him? haha) So you're back to 3 people. Do not grieve, you will find another replacement pretty soon. Now, ask the Queen about the Sunfire (if you don't know the keyword, refer to the 'Poft' section above) and she will tell its whereabouts (Kai'son) and she will command you to go to Kai'son to steal the Sunfire away from the enemy. Another mission from her? When do I get MY freedom??? Bah.

Again, there's one more keyword to learn... Go to the King's recovery room (his bedroom) to find Mindu tending care of the King himself. Talk to the King and ask him about the Sunfire. He have heard of it and recalls that you have to get the GODDESS' BELL (memorize this!) and use it to open the door to the Sunfire. The only people who knows where the Bell is the Kai'son Clan. Thanks, Mr. King!

However, you don't know of any people who are in the Kai'son Clan so let's ask your most reliable source of information: Princess Hilda. Ask her about the Bell and she will tell you that it is located somewhere in the snowy fields, to the north. Josef knows those areas well so she recommends you to ask him.

Shop around if you like (Mythril items!!!) and leave for Salamand, the home of Josef.

Salamand

Head directly to the house to the right, with a pretty lady in red standing outside, to find Josef inside. Talk to Josef and ask him (again) about the Bell. He will say that the only way to get to the cave where the Bell lies is by a Snowcraft. Where is it? Oh, THAT shiny blue thing in the Falls?!?! Haha! So that's what it was! Let's go! Josef will join you as a fourth party member! We're allllllllll good!

Semitt Falls

Items: Snowcraft

Go to the strange, ubitiquous blue stone and bypass it and face the right wall while on the upper-most row. It might be confusing so I'll draw a map:

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_____  
|   >|  
|  O  |  
|     |
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The 'O' is the stone and face the direction and press X. Josef will take care of stuff. Just watch, heh. A secret passage pops out... enter it. In that room, there is a lone chest. Yep, the SNOWCRAFT. Get out of here.

*NOTE!!!: While you're in the Snowcraft, hold X and press O 15~20 times to play a game of Concentration. You can win a LARGE sum of money and give you a weapon head start!

Going to the Snowfield

It should be rather obvious but if you don't know where to go, I'm here to help. :) From the mouth of the river of Semitt, go north (west of Salamand) until you see a opening in the mountain range. Turn right into the snow. There ya go. And yes, you will still fight while on the craft, although the rate is VERY low. 'Tis a lengthy ride to the east, so if you get lost, just press Circle and Select to bring the World Map up. The Snow Cave is to the east, a small cave in a mountain range.

DUNGEON: Snow Cavern

Items: 100 Gil; 150 Gil; Mythril Mace; Antidote; Battle Axe; Notus; Potion;
Ice Scroll; Mythril Spear; Potion; Mythril Shield; Ancient Sword;
Silver Plate; Goddess's Bell
Monsters: Deadringers; Balloon; Zombie; Yeti; Icicle; Goblin Guard; Goblin;
Floating Skull; Ghoul; Shadow; Grenade

Again, if you didn't train much, you're going to have a tough time... You can't warp out of here so you better be in a good shape! No Mindu this time to heal your sorry ass up either! Just keep your Black Mage's MP high because you need it for a tough boss later in this cavern. You want to know the length? It's alright, not too long, and not too short.

B1F

Nothing special really. Just follow the paths and go into the alcoves along the way to pick tow treasures up: 100 GIL and 150 GIL. Take the stairs on the end of the path down to B2F.

B2F

This floor does have some items (and they are excellent!) but you can't access them right now so just go to the next set of stairs. (The door is just a trap)

B3F

FIRST, go to the LEFT... to get a can't-miss-item!!! It is not required to get this awesome item but I force ya to!!! Open the chest: NOTUS. As of right now, DON'T use it! If you use it in battle, it will cast the deadly Ice-16! Then disappear... forever. Now, go back to the original fork and go south. Another split...

You have a choice: go north to B2F and pick up 3 items or go south to continue on the main path, to B4F. If you go up to B2F, which I highly recommend, you can pick up those items: BATTLE AXE; ANTIDOTE; and MYTHRIL MACE. The last chest (Mace) is guarded by a bunch of monsters but I'm sure you can handle them.

Going back to the southern path... it only leads you to B4F...

B4F

Kinda open-ended but there are several chests to open. POTION to the northwest, tucked away in a corner. To right of the Potion chest... a highly

valuable item: ICE SCROLL. Make a good use of it because you will need to use it on a boss pretty soon! Going south... two more chests: POTION and MYTHRIL SPEAR. The spear is pretty powerful, so I gave it to Gus to train it up a bit. But I won't use it as anyone's main weapon... Back to the story. Go to the northeast, bypassing a trap door, to the stairs.

B5F

NICE ITEMS!!! To the extreme left of the original staircase is a chest with a MYHTRIL SHIELD, and to the southwest is another one with ANCIENT SWORD! The sword is guarded though, but not that big anyway. Ooo baby! Nothing can stop us now! Want to go further? Go to the southeastern corner for the door. Yeah, no stairs this time.

B5FA

Nothing except giant beavers here. How intriguing. Here's a neat thing to see: go to the lone beaver in the north. Talk to him and he will say "Ggggrrraahh" like someone's grabbing his nuts. Gus will come up and talk to him because he, somehow, can understand animal language. (o_o) You can ask him about stuff. The best one? The Goddess Bell, of course. The beaver will tell you, via Gus, that there's a secret path in the right wall. Go to the right wall and up to the corner and pass through the opening to B6F.

B6F

Just follow the winding, snake-like path all of the way. Open the chest for a SILVER PLATE. Equip it on whomever except Josef (he's not staying for good). Now, you must have seen the strange creature sitting on the top of the stairs nearby. It's pretty obvious that he's a boss so get ready. If anyone has a Spear, un-equip it because it's no good and replace it with something else. As for the Black Mage, if he/she has LOW MP like 1 or 2, you SHOULD equip the Notus, if you have it, on whomever and use it in the battle. You should win it in that turn. Yeah, that simple! If you have a low of MP and Ice in your arsenal, you don't have to, just use Ice and you should be fine. Memo-save is a good idea. Come up to the turtle and fight.

BOSS: Adamantoise

????????????????????

HP: 450

Tough but simple. You got to keep pummeling him with Ice spells. I had my Firion AND Maria casting Ice right away. Gus and Josef... I guess they just stood there and attacked for no reason. If you don't have Ice or is low on MP, can't cast any more... Use Notus if it's equipped on one of your warriors. It should finish the bastard off. Wish I could help more but I can't think of any more strategies... Just heal and attack him with Ice. I finished him off in 3 rounds that way.

After defeating the thick-shelled monster, walk up the stairs to finally find the GODDESS'S BELL! A staircase forms before you... Walk up and enter the door!

B1F

Yah, you're back at B1F! Almost outta here! Either way, HEAL your party up and de-equip Josef! Trust me, just trust me. Walk all of the way to the exit, to the overworld... You're blocked? Yeah, that's Borghen, your next boss!

BOSS: Borghen

????????????????

HP: 240

Not that hard. Only 240 HP? Just beat his ass up with physical attacks and maybe some black magic from Maria, your weakest character. His attacks are pathetic anyway. Josef can easily attack him for 180~250 points! Enough to finish him off in one hit! Just own him.

You sneak by the fallen body as Borghen wakes up and casts an Indiana Jones: a rolling boulder!!! AHHH!!! Watch this cutscene, I won't baby-sit you this time, just enjoy this touching moment. This scene just reminds me of Yang in Final Fantasy IV (FF2 on Super NES).

Once in the overworld, just head back to Salamand or Poft to heal up or whatever.

Poft

Now that you have PLENTY of money (well you should!), shop like crazy! Buy Mythril equipments, magic, whatever you like. Make sure you keep 400 Gil because you have to pay Cid 400 Gil for a ride to Kai'son. So, go to the pub of Poft and talk to the apprentice of Cid's about the ride to Kai'son. Pay the man and get into the bird.

DUNGEON: Castle Kai'son

Items: Cure Scroll; 300 Gil; Gold Shield; Mythril Axe; Werebane; Mythril Sword; Egil's Torch; Sunfire
Monsters: Adamantoise; Balloon; Bloodsucker; Floating Skull; Ghast; Ghoul; Goblin Guard; Goblin Prince; Hornet; Mine; Ogre; Ogre Mage; Queen Bee; Shadow; Soldier; Spiketoise; Strangler; Wererat; Wraith; Zombie

Although this is a castle, you still have to encounter monsters... this is a deserted castle so nobody is up keeping it. The monsters here is a level above the ones you faced in the snow. Not just a notch above... You MAY face enemies like... ADAMANTOISE!!! Horrifying, isn't it? You will face your first Ogres here, too. A tough squad of henchmen indeed. Make sure you're in a great shape and strong (250+ HP perhaps). Two characters with Ice is probably a good idea since there are Adamantoises and Spiketoises waiting for you.

1F

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Es facile. Go up and you find the coveted Sunfire. However, you cannot manipulate it. You have to up to the top floor to get an unique torch, made solely for this fire, and return. Go behind the fire to find a sealed door. Use your Goddess's Bell to crack the seal out.

2F

--

Ah-ha! There's a living human being here! Aye, he is one of Kai'son's royal family's member: Gordon. He explains that he tried to get the torch, Egil's, to use the Sunfire effectively but no avail. He requests that he joins your

paths and he does! Back to the Incredible Four! (Equip him with the Myhtril Spear) Go around the hall.

1F

--

Yah, back to 1F. Directly south of here is a chest with a CURE SCROLL. I suggest you to give Gordon this one because his HP is incredibly low so he is better stationed at the back of the pack. Grab the scroll and go around the horn to find another set of stairs.

2F

--

Maze-like. You can easily get lost and fight countless monsters. No use in bumping into dead ends. Take the first road down and hang a right. Follow the path up and open the chest for a partly 300 GIL. Continue walking on the path (to the left). You come right into the stairs. Problem solved!

3F

--

I've noticed that the enemies suddenly get tougher here. The stairs is so close by yet it's so far. You have to go to the opposite way to get to the stairs. When you get to the mini-hall with sets of pillars, take the second (middle) path to find an small alcove with a GOLD SHIELD, a worthy addition to your party. You have to kill a fugly pack of Wererat to get it, tho. Blargh! Return to the hall and take the right path down. It leads you to the boss. No, I'm just kidding. It gets boring when you say 'stairs' every time.

4F

--

A lot of people overlooked a great collection of weapon stash on this floor. Want to know what it has in it? Here goes: a WEREBANE, a MYHTRIL SWORD, and a MYTHRIL AXE!!! Stunning. Just go left and go down. You see an indent in a wall with a door on it. Enter the door to find that stash room. Go to the left most hall and to find the steps up.

5F

--

On the heart of this room, there is a HEAVILY guarded chest containing a GOLDEN MAIL... The guardians? A deadly fleet of Mines. Their attack power is vastly high, enough to cause 100+ damage to a well-protected character of yours. What more, they can cast Self-Destruct 5 which will kill itself BUT cause a heavy number of damage to one of your character. I remember my first run here, I made it out with only Firion. He didn't have Life so I had to Warp out of there and walk all of the way to Bafsk! ^_^ Anyway, save on your Memo File if you want the Mail. Just attack them with regular attacks and Fire/Bolt for they are weak against those elements. To the northeast, there's a door leading to a small room with ANTIDOTE, MALLET, and EYE DROPS.

After all that, go to the southwestern corner for the stairs back to 4F.

4F

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::sighs:: Another boss! He is pretty tough so heal up and save on your Memo before fighting, of course. Make sure you have a healer with plenty of HP. I had 3 people with the Heal spell so I was pretty prepared. Are you?

BOSS: Shrieker

????????????????

HP: 540

Ouch! A tough boss! This one wields a variety of magic: Bolt8, Ice8, Fire8, and Poison8 and it's not afraid to use it either. In fact, it will use it until its MP is gone. Luckily, that's its own weakness! You have to survive its barge of magic until it can't cast any more. Then, you can attack it and win since Shrieker usually miss its attacks and when it finally connects, it isn't big. So, keep healing in the first 4 rounds to counter the magic. Another thing... DO NOT CAST ANY BLACK MAGIC!!!! Doing so will HEAL the boss! Ice, Fire, Bolt, you name it, it will heal it up! Physical damage is the only way. It has 540 HP so it'll take ya a while. Life spells might be used, don't be afraid to use it. Just survive the harsh beginning and the gods of war rewards you.

Blow the boss off and open the chest for the desired EGIL'S TORCH! Warp to the entrance and re-enter the castle. Walk upon the Sunfire and use the Egil's Torch to transfer the possession in favor of your party! Alas, the mission is complete!

As you start to walk outside, you witness a nifty scene with Cid's ship trying to avoid the villain, Dreadnought. You can do nothing right now because you can't fly, duh. Walk to the northeast, and when you walk past the mountain range to the left, turn left. Hug the shoreline to the north to find Bafsk. You could stop by right here and heal or walk a bit further, to the west, to Poft. Up to ya.

Altair

After a stop at Bafsk or Poft (or not), return to your rebel's home base: Altair. (Might be a good idea to train some more right now) Enter the royal palace and seek the Princess. She's not here? I kinda expected that... Now who do you ask? Let's try Mindu, by the King's side! Go to King's bedroom and ask Mindu about the Dreadnought. He will say that even the great, unsinkable Dreadnought has to land and refill... But he couldn't say its whereabouts. You can ask the people around about it, but the best guy for the job is the elder in the main room. Talk to him and he will explain you the land spot for the Dreadnought. It's to the north, way past Fynn. Looks like we got ourselves a new mission, this time... no Princess to bark us around! ^_^

Road to the Dreadnought

'Tis a long road and an arduous one. So, train and gain some HP around Gatera or Altair before leaving. Then, use your canoe to get across the lake between Gatera and Fynn. Bypass Fynn (soldiers still lurks around there) and continue walking northward. The difficulty of the monsters shifts from below pathetic to feverishly dangerous around here, so be aware of the fact. Anyway, keep going until you see a circle of trees cowering over a parked Airship... Yep, that's Dreadnought! Save before entering and enter!

DUNGEON: Dreadnought

Items: 400 Gil; Shade Bow; Thief's Gloves; Potion, Potion; Crescent;
Main Gauche; Trident; Ice Shield; Titan's Helm

Monsters: Balloon; Captain; Ghast; GhouL; Helldiver; Hill Gigas; Mine;
Sergeant; Shadow; Soldier; Stunner; Warlock; Werepanther; Wererat;
Wraith

Heh, I remember my first time here. It was a bad experience. As you go up the primary stairs, you are being blocked by a Black Knight. He won't fight you, but he won't budge either. Not even an inch... What to do? Two ways that would work: ask him about the 'Wild Rose' OR show him the Pass that you received from a chest long, long time ago. I'd prefer taking the latter one because if he finds out that you're part of the rebels, he will FIGHT you! Aiiiiii! He has 750 HP so beware. Remember when I said something about my first time here? Well, yeah... I told him about Wild Rose and... I fought him. Guess what? I won. Yah. Showing the Pass... he will gladly let you pass.

*A GREAT tip for defeating the god-damned guards from Jlb7864:

"I found that while fighting in the dreadnought if you have sufficient capabilities that you can defeat the guards rather easily (ancient sword and wind sword on firion helps a lot) and they will drop gold armor (helps against poison) and has better armor rating than mythril and flame bow (imbued with the essence of fire). I kept my characters using the same type of weapons they started with and the flame bow is awesome on the chick (changed the names cant remember her name) it also sells for decent money."

1F

--

Tough enemies here, indeed. To the northwest, a chest with 400 GIL can only be reached via a staircase. Now, there are three staircase, all equally deserving. In the middle of the room, the main hub, a staircase is flanked by two Knights. It leads to a small pathway to a powerful weapon, CRESCENT. However, the main door is slammed shut. You have to go back to the room that you entered and go east to find a secret room. The chest is guarded by some soldiers and its comrades but nothing you can't handle.

2F

--

Now, the next stairs? Go up the main stairs and hang a right and take the first right down to another stairs. Follow the path up to a door. Now you're in 2F. This is required, and I highly recommend getting the items because the rest of the dungeon is VERY straightforward, no side-paths to find. Get all four items here and you go straight to the top floor, no strings attached. Anyway, as you come upon a fork, you can pick left or right. To the left is another fork: to the left is SHADE BOW, a nice weapon; to the right has another split... take the left one to find an useful THIEF'S GLOVES. Now return to the ORIGINAL fork... to the right, you have to follow a long path to two chests: POTION and POTION. That's it for now. While going to the chest with the Thief's Gloves, you may have noticed two imprisoned people to the right... That's Hilda and Cid! Imagine finding them here on 2F so easily! Open the gate and talk to Cid. He requests you to go up to the top floor and destroy the engine with Sunfire while he will escort the Princess out. How romantic... The following ASCII map is for this floor. I know my written directions are kinda choppy and repetitive so here it is.

```

S
|_____
  |_____
_____|_____
|   |_____|
|   |_____   PP
SB  TG_____|_____CP

S--- Start
P--- Potion
SB--- Shade Bow
TG--- Thief's Gloves
CP--- Cid and the Princess
```

Now, the FINAL stairs, the one you were SUPPOSED to take in the first place. On the same upper path before the stairs to the previous floor (with 4 items) and go down. Just follow the path to the stairs.

3F

--

The sheer size of my explanations of the previous floor spooked you a bit, didn't it? Yeah... I rule. Walk around the room to the green door. That's all. Relieved to see a short one, huh?

4F

--

Go to the middle of the room. You see a set of stairs. That's the way to 5F. There are some easily accessible items further right... There are four of those but one of them is guarded by a very, very, very dangerous monster: Hill Gigas. You have to get them all right now if you want the 100% Collection rate because you can't go back to this hell hole after you destroy it (it deserves that anyway). So, heal your party up and save on your Memo File before opening the chests. Now, equip two of your men with an Ancient Sword and a Crescent. Then you can EASILY kill him. Crescent will put him into Sleep, preventing his attacks. Ancient Sword, as an insurance attack, will cast Curse on him... decreases his accuracy greatly. Easy victory. The items: (in order, left to right) TRIDENT, MAIN GAUCHE, ICE SHIELD (Hill Gigas), and TITAN'S HELM. All of them are the best ones you've discovered yet. Go up the stairs.

5F

--

After a small room surrounded by some mechanics knights, you come into a rather simple room plagued by dishonorable knights. The exit is close by, but Knights infested the hallways so you have to get around and get there the LONG way. Don't even bother trying to beat them, because if you succeed, it will re-appear anyway. Follow my directions to get there: (from the fork right of the stairs; every direction is for every fork you get to, whether if one of the paths is blocked by a Knight or not)

Up, Up, Left, Down, Down, Right, Down, Right, Right, Right, Right, Up, Right, Up, Up, Left, Left, Down, Right, Down, Left, Up

You could do the job by yourself pretty easily, though. Not that hard to detect the Knights and find the remaining path(s).

After getting to the final door, you come upon the gigantic, monstrous engine of Dreadnought. Use the Sunfire and throw it into the engine and watch the fireworks! Yay! July 4! A Black Knight comes forth and Maria, somehow, recognizes her voice as her brother's. (We all know that it is indeed true since it always happens. So tedious.) You watch as the squad run and run all of the way to Cid's airship. As the Dreadnought evolves into a heap of ashes, you flee to Altair...

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CHAPTER 3 - THE KING'S LAST WORDS

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-Meet Leila

-Meet the Wind Drake

-The Dragon Egg

=====

Altair

De-equip Gordon because his job is done. Soon. Heal up and sell excess stuff if you need to. Go over to the HQ and go to the King's side. Firion will hastily come up to His Majesty's side to see the death. His final words: Gordon is to take control of the army (told you so, he would leave! heh); Mindu is to get the unknown Ultima Scroll (sounds interesting); and you are commanded to go to Deist to acquire some partners to fight the evil empire.

Now it's back to three... Go up to the throne and talk to Admiral Gordon. He will tell you of DRAGOONS, so memorize it. Ask him about the mysterious Dragoons and he will provide you one more key term: the WIND DRAKE. Memorize it... Again, he gives you one final piece of information: to get to Deist, you have to find a boat stationed at Paloom and ride it to the Dragoon-city.

Paloom

Suddenly, you already see a new face in the town as you enter this otherwise bland town. Talk to the first female you see and she will automatically offer you a ride to Deist... for free! Maria, like a wise woman would do, senses danger from her. Despite her best intentions, Firion still accepts the seemingly generous offer. The ship is to the east so go and hop in.

After a leisurely ride, the screen fades and shifts to a more personal view. Looks like Maria was right, she isn't as sweet as we thought! She tries to steal some of your stuff (and probably try to force us to walk the plank!). Eight pirates will fight you, but they're fatasses so make them pay for their fatness.

After the battle, Leila will apologize profusely (maybe not...) and admits power over to you. Firion won't punish her at all... instead, he will grant her the power of the fourth party character! The sweet, double-handed Leila is now yours! Not for long, tho. You also gain a new medium of transportation: the SHIP! Congrats for making thus far...

Now you need to find Deist, but you don't know where. So bring your world map out. Deist is on a small island off the coast of Bafsk. From the rendezvous point where you fought the pirates, go south then east, to the snowy mountains. Continue sailing south and you should be in Deist's general area. use the map to narrow it down.

If you forgot how to bring the world map, here it is: Circle + Select. Don't forget the next time!

Deist

As you come into this mostly empty castle, you see a lone boy with no one else around him... Talk to him and he will storm off. Hmph. Follow him and talk to him again. He blubbers something like his mommy (what a wimp) and leaves yet again. Go up to 2F.

Open the chest to the left for a COTTAGE. Walk to the right, to the stairs

down to 1F. If you went down on the fork, take the second door you see to find a room with three scrolls: CURSE SCROLL; STOP SCROLL; and STUN SCROLL. One more: UNICORN'S HORN, it is found on the end of the hall. Go all of the way to the fork and go left. Behind the door is a king's stash!!! GOLD NEEDLE, EYE DROPS, ANTIDOTE, SAGE'S WISDOM, CROSS, SAINT'S SPIRIT, MALLET, and a WING BLADE is all yours. Well, more like an item king collector! The Wing Blade is an excellent weapon addition for your extensive arsenal.

Go back to 1F and go down, ignoring the child and his mother, to find one more stairs... It just leads you to a rare item: PHOENIX DOWN.

Now, you have collected all of the items. Now, you can go talk to the woman and her crybaby of a son. Ask her about the Dragoons and Wind Drake. She explains that the Wind Drake, which is in the room behind her, can only be spoken with if you have a pendant, which is in a cave around here. If you attempt to talk to the Dragon (Drake), you won't get anything out of him... Only way to go now? To a nearby cavern, to the north.

DUNGEON: Deist Cavern

Items: 30 Gil; Pendant

Follow the light green path behind Deist to find the hidden cavern of Deist. No, I won't give you a detailed intro because you won't be staying here for long.

1F

--

Wish things were this easy... you suddenly see a unprotected treasure chest to the right with 30 GIL. Bwahaha. Behind the chest is a little path leading to a stairs.

2F

--

You find a fragment of a Dragoon lying on the floor... Examine it to find the PENDANT! Get the hell out of here and go back to the Wind Drake!

Deist

Now you can communicate with Mr. Drake himself, via the tongue of Dragons! Ask him about the Wind Drake and he will grant you the DRAGON EGG and requests you to put it in the spring hidden down in the depths of the cavern.

Deist Cavern

Items: 30 Gil; Mythril Mail; Mythril Helm; Potion; Mage's Staff; Mythril Mirror; Mythril Gloves; Mythril Shield; Acid Bottle; Sage's Wisdom; Flame Bow; Saint's Spirit; Knight's Armor

Monsters: Adamantoise; Deadringers; Ghast; Ghoul; Gigantoad; Hill Gigas; Howler; Ogre; Ogre Chieftain; Ogre Mage; Revenant; Screamer; Shadow; Sliver; Spiketoise; Wraith

NOW this is THE run that propels you to the depths! This damp, greenish

place has varied monsters, from Adamantoise with 450 HP to Screamer with only 6 HP... There's also Gigantoad (450 HP) and Ogre Chieftain (300 HP) so it's pretty safe to say that this place is fairly tough. What's more, there are MANY branching paths so you will encounter many of those dangerous MANY times. Gear your party up and blast off!

NOTE: You will fight MANY Hill Gigas this time, probably your most encountered enemy in this cavern. So, don't be afraid to leave for your ship to Bafsk's Inn. Just take your time and fight wisely!

B1F

Neglect the northeastern path, you have already taken it, remember? Got the Pendant? Yeah. Now, there are two paths remaining. One to the left, and another one to the right. Each one goes down to the bottom of the cavern but only one will get to the spring. So which one? Well, if you took the left one, you will end up getting 5 items. And a dead end. So that leaves the right one as the correct one. Left path is for those who want 100% Collections rate so if you are, read on!

LEFT PATH

B2F

Just get the POTION on the way and dive deeper to B3F.

B3F

Shouldn't be hard. Stairs are at the end of the tunnel.

B4F

It's a fairly long pathway, but no items. Keep going north and you should get to the stairs. The path that branches to the left goes nowhere.

B5F

Finally, a room of high caliber! It's at the end of the tunnel, to the right. The chests on the top has a FLAME BOW, SAGE'S WISDOM, and a SAINT'S SPIRIT, and the bottom one has a KNIGHT担 ARMOR but it is guarded by a GROUP of Adamantoises so you probably need to save on your Memo File beforehand, for the safety's sake. You can cast Warp on yourself to disappear back to outside. Not a bad idea to ride the ferry back to Bafsk and heal up for the Right Path.

RIGHT PATH

B2F

Well start off with going in order, so here we go. The first path going down will lead to a chest with MYTHRIL HELM. The next path (going up) has a nice MYTHRIL MAIL, which you probably don't have. The stairs down to B3F (which will go to the final level so this is the 'right' one) is on the third branching, but there is one more valuable item to find up ahead. Instead, continue on until you see a fork, up and down. Go down first to find a MAGE'S STAFF (guarded by Screamers). Now you can go back to the previous staircase.

B3F

DON'T GO ON THE BRIDGE! Just ignore it and get the two chests to the north: MYTHRIL GLOVES and MYTHRIL MIRROR. Damn, you're loaded with Mythrils now! Ha.

Curious about the bridge? The reason for the our absence is the hole in the rusty bridge. If you walk too far onto the bridge, you'll drop down to B4F. Isn't that where you wanted to go anyway? Well, no. You will be in the WRONG place of B4F so you have to backtrack to get back. Go back to B2F for now.

B2F

Go left and up to find another set of stairs to B3F. Told ya, there was an another way around! ^_^

B3F

Pick the MYTHRIL SHIELD up and go and tiptoe on the cliff going north. Remember, don't go on the bridge unless you want to backtrack! Just follow the general path to B4F.

B4F

Before going to the next stairs, which can't be missed, make sure you grab the ACID BOTTLE to the north.

B5F

Hmmm... There are 4 doors to pick and a nasty monster waiting, obviously, for someone like you to come behind them. Which to pick? The second from the right is the correct one. Enter through that door and heal up/save. Boss time!

BOSS: Chimera(s)

????????????????????

HP: 640 each

Yep, you might face multiple bosses at once! You could get lucky and face only one but... on the other hand, you can be even luckier and face 4! You could use the Memo File to your advantage and Soft-Restart over and over until you only face 1, go ahead, I don't care. Now, this lioness has a potentially nasty spell: Blaze. True Final Fantasy fans know what this spell does: fire-like heavy damage to every character. So, if you have the Shell spell, use it right away! Your priority is your White Mage, the one that is supposed to have Cure and Life. Don't let him/her die or the battle is basically over if you don't have any other character like that one. Keep pummeling them with physical attacks, since they are vulnerable to physical damage, unlike some of the previous bosses. Magic works, but not as good as your weapons. If you have made thus far, this baddie should be no match because you have survived countless Hill Gigas... or did you?

Fulfill the great Wind Drake's wish and put the Dragon Egg to rest, in the spring behind the slain Chimera. Warp out of here and return to the Castle.

Castle Deist

If you go into the Drake's room, you see that the pedestal where he was on is empty... Looks like he has perished away to Dragon heaven. BUT, you have put the egg into the spring so it's bound to hatch and aid you in the future! Return to your base, in Altair.

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CHAPTER 4 - THE TURN OF THE TIDE

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- Princess Hilda - a Beauty or a Drag Queen?
 - Battle in the Coliseum
 - Rescue Hilda
 - Assassinate the Commander
 - Mask 1 out of 2: White Mask
- =====

Altair

Back in the humble adobe of the rebellion, take a chat with one of the guys in the central room. Any one of them will tell you about the strange behavior of Hilda's. Hmmm... we better go take a look! Go to her room, the one below her father's, the King. In the room, you are already nose-to-nose with the Princess herself. Yah, she's acting all weird alright. She pulls off a Mrs. Robinson and tries to seduce you over. As you try to complete the 'job', the lady transforms into a fugly snake-like venom!

BOSS: Lamia Queen

????????????????????

HP: 1290

She is pretty tough physically, despite her gender. (Yeah, I sound like a sexist, so sue me.) Her main and feared attack is her regular attack and that's saying a lot. Why? Because she can damage your character heavily AND put her foe to sleep, all at once! And she does it quick and effectively since her agility is better than adequate. The best method to winning the battle? Just attack. Yep, just keep attacking, no matter what. If somebody die, just revive that character, but don't bother healing it all of the way. She will only hit one person at a time so don't worry. She also casts Blink on herself, making the battle even harder. No worries, stick to the original plan and slice her in half.

Hmph. Where is the REAL princess??? Gordon and one of his men comes barging in, announcing that there's a tournament held in Palamecia that holds Hilda as the prize! Gordon voluntary re-joins your party, butting off Miss Leila! I prefer Gordon over Leila any day anyway.

Palamecia? Never heard of it? Oh, it's just south of Kai'son. Get on your ship again and ride the currents. Open the world map and click on 'Kai'son' to see its location. To the south of that castle, you see a small dot. That's the Chocobo Forest, not your next destination. Further south and a bit to the right, you see TWO dots bundled together, flanked by a gigantic desert. Yep, that's Palamecia. There are three ways to enter the desert: from north, south or the west coast. The shortest would be from the north IF you take a Chocobo from the forest. If you want to battle some monsters for the Collections rate, land on the west side and walk horizontally to the little coliseum.

Palamecia

Walk to the second tier... and you see a royal-look-alike sitting on a throne. Who's he? Dunno. The gate flips open right front of you. You are thrown back,

wondering what's going on... A shutter to the left opens, and out comes a hulking beast, full of thirst for blood. You have no choice but to fight this behemoth.

BOSS: Behemoth

????????????????

HP: 1620

Anti-climactic, to say the least. He is huge, and his HP clearly shows that. However, the only thing he does is attack for about 250 damage. That's it. No tricks, no magic tricks. Just attack him and heal up whenever necessary. Yawn.

After the battle, Firion walks up to the Emperor, hoping for some kind of a revenge. He fails as the Emperor disappear into the thin air, putting you into a trap. Four Horsemen comes forth and captures you.

DUNGEON: Coliseum

Items: Antidote; Ether; Elixir; Cottage

Monsters: Captain; Chimera; Deadheads; Deadringers; Doom Petals; Parasite; Revenant; Sergeant; Sorcerer; Specter; Splinter; Warlock; Wizard

You got thrown in a cell, you silly fool! Luckily, you have made plenty of allies and one of them shows up to rescue you! His name? Pavel, from Altair! Whew! You are back in the hunt for the Princess, who is deprived of her freedom, somewhere in this place.

B2F

Want the items? First, take the right path to a dead end with an ANTIDOTE, guarded by some bastards. (I know, for an ANTIDOTE?!?!?! Whatever, man) Go back to the original cell and go north, right and right to another dead end with a door. That door leads to a gold mine: an ETHER, an ELIXIR, and a COTTAGE. Now, you have collected all of the items in this shithole. Go to the northeast for the door up to B1F.

B1F

While walking on the upper hallway, you must have seen a pretty lady trapped in a cell thanks looks a LOT like Hilda... Wait... that's her! Yeah, she is the real one, not an imposter like the last Hilda you saw. So, go down and find the opening and follow the new path to the cell. Press X on the shutter to free Hilda! You watch as the lovebirds (Gordon as the other half) get their sparks flying. Awww... Anyway, Gordon leaves your party for the second time to protect Hilda (or is he going to... man, I have to stop thinking dirty! Bad boy!) while you have to find your way to the overworld. Just go to the stairs to the left to get to 1F.

1F

--

Feh. Figure stuff out yourself! Go back to the overworld while you're at it!

Go back to your ship, wherever it is parked at and sail back to Altair yet again.

Altair (How many times do I have to write that damn name?)

The town is now empty except for the shopkeepers and several other innocent bystanders... The soldiers and the royal family are all gone.. Where did they go? Why don't you ask that question to the rebel standing by the entrance/exit gate... He'll explain to you that they are up north, camped just below Fynn. The reason? To eliminate the enemy forces that terrorizes Fynn regularly. Let's go there, I guess.

The camp is to the left of Gatera, you shouldn't have any problem finding it in the woods.

Once in the camp, you could tell that the army is already ready to attack. Behind the men, Hilda and Gordon are both waiting for your arrival. Hilda won't really say anything except praise you. Instead, talk to Gordon. He will say no unnecessary details and get to the point... (unlike me in this guide, haha) His command? Go into the castle of Fynn and make sure the commander sees his last daylight as soon as possible.

DUNGEON: Fynn Castle

Items: 1000 Gil; 2000 Gil; 1000 Gil; Golden Mail; Gold Shield; Gold Plate; Werebane; Aura Scroll; Potion; Titan's Gloves; Break Scroll; Doom Scroll; Toad Scroll;

Monsters: Captain; Chimera; Deadheads; Deadringers; Doom Petals; Ghost; Revenant; Sergeant; Sorcerer; Specter; Splinter; Stunner; Warlock; Wizard; Wraith

Well, if you want to gauge your skills against the Captains in the town, it'd be a good idea because they are pretty similar to the ones in the castle. Anyway, go into the castle. There's no guards... very strange, perhaps they're too conceited to have one? Ha. Go up to the first opening up to 2F and you will see the first human being in this castle: Leila! She will, after only one line, re-join your party. Yahoo!

Now, the enemies here are VERY annoying and the credit ALL goes to the magicians. Warlocks, Wizards, and Sorcerers, you name it. They will suck the life out of you, literally. Your MP is exposed to them, too. They can cast Banish, Toad, and whatever. Make sure you save after every 5 minutes on your Memo File because it's worth it, believe me.

Another note: It'd be really wise if you ignored every chest and went up the stairs on the every floor because once you beat the boss, the random encounters here will be vanquished, giving you full access to the chests without resistance.

1F

--

Before going up the stairs, make sure you get those chests: 2000 GIL and 1000 GIL to the northeast, and another 1000 GIL to the northwest. If you want some more items, don't go on the central stairs... go to the western hallway and go down. Another staircase! Follow the path up to 3F and go right. At the end of the narrow hall, you find a room with three decent scrolls (kinda): BREAK SCROLL, DOOM SCROLL, and TOAD SCROLL. Now you can backtrack to 1F. (can't warp here! *scowl*)

Heal up at Gatera if you need, then come back to the original staircase that you saw when you recruited Leila.

2F

--

The next step is right front of you, up to 3F. But there are a lot of goodies to find, if you want them. Most of them are old crap that you already have, but you know that if you want the 100%... To the left, there are three alcoves. In the middle version, some monsters guard a chest with AURA SCROLL, a new one! In the south alcove, there's a hidden passage on the west wall. Find it and go up to get a WEREBALE.

Going to the other side... again, a chest speared into the middle. A GUARDED POTION?!?! *shrugs* Looks like Square has some humor under their sleeves. To the east of the chest, there's another false wall for you to walk through. If you take this path, go down to get a TITAN'S GLOVES, one of the best gloves in the game due to the increase in the attack and defense power. Go up to 3F.

3F

--

Step up the pace!

4F

--

A large, empty room... what could it mean? Maybe it's the throne room? *gasp* Why don't you walk up and find out? Save on your Memo File before doing anything!

BOSS: Gottos

??????????????

HP: 2000

Yah, it's THE commander. Did anyone notice that if you neglected ALL of the items in the dungeon, you could only fight little to no enemies here all of the way to the boss since the stairs are front of you! Haha! So much trouble for nothing! Anyway, back to the point! (sorry!) The boss is a solider so it would make sense if he attacks a lot with his trusty sword. It does so he will do so. Restore to the usual Blink method and destroy him.

Some holes can be exploited: cast Sleep on him... it works well on him. Or, you can raise your best fighters' physical damage with a new spell, Aura. Magic is okay, but not that effective. Otherwise, just think him as a tough enemy, not a boss. Heal up when necessary.

Killing the commander will bring the random enemies down with him! Congrats, you have made the Fynn holy again!

Hilda and Gordon will be rewarded with their throne again so they're back in their original home, Fynn. Talk to them several times to learn the following pass codes: MYSIDIA, MASK, ULTIMA SCROLL, and EKMET TELOEZ. Learn about them and go back to the town of Fynn.

Fynn

Guess what? No more Black Knights here! Whoo! Now you can access the Inn, shops, people, bar, and the air without the fear of fighting a dangerous

jerk. Sell some of your items to empty your inventory, you're going to fill it up soon if you don't. The only notable things here is in the Armor shop, so check the new armor out, they're solid gold so they has to be somehow useful.

Back to the storyline progress... Gordon told you to ask Pavel about the Mask so seek him in his house, in the southwest corner. In the house, you see Pavel pacing back and forth (like everyone does in this town). Tell him the password (Ekmet Teloez) and he will reveal the secret: the hidden path is in the throne room of Fynn, in the upper right corner!

DUNGEON: Fynn Castle (Underground)

Items: Knife; Shirt; Eye Drops; Maiden's Kiss; Potion; Potion; Silk Web;
Flame Shield; Potion; Blood Sword; Flame Mail; Backstabber;
Orichaldagger; White Mask

Monsters: Adamantoise; Brain; Ghast; Killer Mantis; Ogre Chieftain; Ogre Mage;
Parasite; Revenant; Rhyos; Screamer; Specter; Splinter; Stunner;
Swapper; Wraith

Go up to 4F, the throne. As usual, go to your destination, the upper right corner. If you click on the X button while facing the east wall, the 'ask'/'memorize' menu comes up. Talking to a wall? How strangely erotic. Only thing that would make sense: Ekmet Teloez! The wall suddenly bursts open... Follow the newly found avenue to B1F, the secret gates of the battered Fynn!

*Note: Before going down to the Underground (the very stairs before, on 1F), go right and examine the east wall. You should eventually get to the other side. If you do, go down to the next wall, the one that you couldn't get to. Look around there to find another secret passage. When you finally pop in, open the door for a GOLD SHIELD, a GOLDEN MAIL, and a GOLD PLATE.

B1F

Hmm... This place is a nice drawback to your quest... the enemies are a bit out-dated so it should be facile. However, the items are spaced apart so you might have to fight quite more than a few monsters in six open-ended floors.

As a prelude to this dungeon, Square has presented you with three downright PATHETIC items: a Shirt, a Knife and Eye Drops. Fun! The KNIFE is stabbed in the southeast, EYE DROPS to the northeast, and SHIRT draped on the heart of the floor. Done with them all? Northwest... you know what to do.

B2F

God, what a joke. The items are still pathetic. We aren't sex slaves, you know, Square! We need good ones! A POTION is in the same circular hallway as the one you entered from B1F, and there's one more POTION in the southwestern corner. The northwestern one has a MAIDEN'S KISS. The last corner, the northeast? Yeah, the stairway to heaven.

B3F

Yet another corner-based maze. I'll make it quick, so I won't bore you out. Southeast=POTION. Southwest=FLAME SHIELD. Northwest=SILK WEB, and a few steps below that chest has the stairs.

B4F

A bit more complex than just a chest-in-every-corner theory. In the first fork, head to the right first to find a GUARDED chest with a BLOOD SWORD inside. Now, a blood sword can suck the enemy's HP and make it yours but it has ridiculously low HP so I guess it's worthless but keep it for now, don't sell it some merchant. Go to the central point of the room and head northeast for a FLAME MAIL. Southeast is the exit, but don't forget the BACKSTABBER by the stairs. (God, how can I say 'stairs' differently? So repetitive)

B5F

Getting closer to the waterways, as evident by the floods in this floor. Wade through the waters to the third hallway to the right. On that hallway, there's a chest guarded by a new monster: Rhyos. He has 750 HP so be extremely careful fighting him. The reward? Worth it! It's an ORICHALDAGGER, one of the best daggers in the entire game, if not the best. Now, there's no stairs this time. Instead, you have to find the right door. There are several doors here... which one's the right one? Go to the northeastern passage and enter the second door from the right.

Grab the ultimate treasure, the WHITE MASK and go further north and step into the portal to complete this quest!

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CHAPTER 5 - THE MASKS AND THE CRYSTAL ROD
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-Mysidia

-The Journey down the Mysterious Island

-Mask 2 out of 2: Black Mask

-Crystal Rod: Mysidian Cave

-Leviathan!
=====

Fynn Castle

After getting the ridiculously hidden White Mask, go back to your informer, the royal family in their respective throne in Fynn. Talk to Princess Hilda (where's the queen, then?) and she will direct you to Mysidia, to the far south.

Going to Mysidia can be incredibly long or incredibly short. Why don't you bring up the world map to make it easier? Look at the town that you know as 'Altair'. To the south of the town is, well, a big whole body of water. Beyond that is another continent. On that piece of land, there are two brightly-marked dots... The top one is Mysidia. Now that you know where it is, you can ride your sail to a nearby shore and walk on your own from there. OR... you could opt to walk along the thin land bridge connecting the continents, to the west. Up to you.

Mysidia

This is probably my favorite town, because of its homely feel with the uber-sexy black mages (anyone read www.nuklearpower.com's comics?) and its down-to-

earth aura. The shops here are the best ones you have seen yet but probably not the best you will see. The magic shop has EVERYTHING, every magic you've seen up to this point! Buy anything you want that you have missed the first time, it's a great catch-up! The armor shop is a bit weak, not up-to-date BUT the weapon inventory has some of the STRONGEST weapons you will ever see: OGREKILLER, Power Staff(!!!), Flame Lance, and Ice Bow (it's ok). Power Staff is a must-buy. Great time to shop right here.

Talk to the pointy-hat citizens about this very town, the Ultima Scroll, and the mysterious island out in the sea. As you walk around the town, you might have seen a stairs down to some underground tunnel. Enter.

In that damp hallway, you see a white goddess that resembles a lot of the goddess in the Roman myths. If you paid attention what the Princess had to say, you'd know what to do. Place the White Mask on the statue and it will attach itself magnetically onto the face. One down, one to go!

Get back to your ship and sail to the southern sea, past the S-like canal to the right. If you're lost, just bring out your world map (CIRCLE+START) again. Look at the full map, not the spherical version. At the extreme bottom of the map, there's a small dot in the middle of nowhere. That's your next destination, the Tropical Island. Aye, it's a long ride!

DUNGEON: Tropical Island

Items: Eye Drops; Hi-Potion; Hi-Potion; Ether; Silk Web; Slumber Stalk;
Poison Scroll; Poison Scroll; Blind Scroll; Blind Scroll; Silk Web;
Garlic; Phoenix Down; 1000 Gil; Gaia Drum; Slumber Stalk; Sleep Scroll;
Thanatos; Black Mask
Monsters: Deadheads; Deadringers; Ghast; Ghoul; Poison Toad; Red Mousse;
Shadow; Stunner; Wererat; Wild Horn; Wraith; Yellow Jelly

Don't be spooked by the number of items, the monsters are old and weak. Hell, you could've literally blew this place apart a long time ago, when you first got the ship. No worries here, just take your time and get all of the items before opening the chest to the second mask. However, the paths here are varied, over-laying so you will get lost occasionally... but again, the monsters shouldn't cause you any kind of trouble. (However, make sure you have some Ice and Bolt Magic handy because Red Mousse and Yellow Jelly can be only damaged heavily by the magic)

B1F

The first chest you come to has EYE DROPS, you can't miss that. Go to the next northern path to find two concaves with a HI-POTION each, your first encounter with a HI-POTION, this late in the game. Strange. Moving on... The next path down has another treasure, with an ETHER. After taking all of those off-paths, you have only two paths left: to the southwest and to the northwest. Go to the SW first go for a SILK WEB before going northward for the first deep step.

B2F

Head up to find yourself under some ceiling vines, very exotic! To the left is a prize: SLUMBER STALK. Of course, you'll be overcome with the curiosity of the nearby staircase... but it only takes you to a chest with an another SILK WEB. Going further into that path will take you back to the daylight, but you're still within the Tropical Island. The people here will try to

-----=
-Conquer the Tower

Going to the Mysidian Cave

This one will be a quick one, we got to move on. Heal up and save, as always. Now, if you're around Mysidia, you would see land on the other side of the mountain range that borders Mysidia. Go east, following the range to the end, and go between the ranges once you hit the end. Go west, into the ring of rockies. Within the open ring lies a collection of peaks with a cave inside. Yep, the Rod is undoubtedly in there.

If you're not around Mysidia, just bring your World Map out. On the same continent the town of Mysidia, you spot another dot to the SE of Mysidia. Yep, you know what to do. You could either land on the east side, leading to the opening of the ranges or just take the forestry path from the north.

DUNGEON: Mysidian Cave

Items: Ninja Suit; Gold Hairpin; Power Staff; Flame Lance; OgreKiller; Ice Bow; Potion; Phoenix Down; Mute Bell; Gold Needle; Drain Scroll; Potion; Potion; Potion; Potion; Mini Scroll; Drain Scroll; Osmose Scroll; Crystal Rod (whew!)

Monsters: Bomb; Brain; Cockatrice; Dark Flan; Doom Petals; Ghast; Ghost; Howler; Malboro; Parasite; Red Mousse; Revenant; Rhyos; Shrieker; Specter; Swapper; Winged Ray; Wraith; Yellow Jelly

How to say this... unique? Probably not descriptive enough... Cryptic? Yea, probably. Each of the floors has two tiers, connected by mini-stairs, which you WILL use. At first, this may be confusing, but like everything else, you will get used to it. The items here are pretty impressive, but you probably have most of them, since you have already visited Mysidia. As for the monsters... they are pretty tough, all right, but shouldn't prove you any problems expect for the Flan clan (hey that rhymed!) if you don't have strong magic in your lot. I guess that's all. You want more? Too bad.

B1F

Remember what I said about the tiers in the floors? Well, you need to go up to the second tier ASAP. Go left to find the stairs up. Now you rule the roost! On the left side of the northern passage is a stairs down to a GOLD HAIRPIN. Then, get on the middle pathway and go right for stairs down to a NINJA SUIT, a worthy tux to pose. Get back up to the top tier and go down under to the southern edge. Back on the bottom tier, you see your long-lost twin! Yay, we're reunited! *hugs* Uh, no... he's a doppelganger, blocking your way for a reason. You can fondle over him all you want, he won't move. Your secret weapon? The Black Mask, of course. (bet you came here for this tidbit info here) He's flash and disappear... Go into the door for the stairs...

B2F

The entrance to B3F is right under you, to the south but the items are to the northeast. As for the items, one of them is tricky. Get the obvious first choice, the POWER STAFF in an alcove. Go back up and go view the eastern chest

and drool. How to get there, no stairs?!?! Simple... Just examine every wall on the lower portion of the east wall that barriers that alcove from the pathways. You're bound to find a gap that leads to the alcove with a FLAME LANCE! You're done! Go back to the southwestern portion for the door to B3F.

B3F

The first chest you should take is to the northeast, to save you some trouble of fighting extra battles. It can be only accessed by a hidden path... It should be obvious, it's on the east side of that alcove, somewhere in the lower part. Take the ICE BOW from the chest. The correct door to take is on the middle of the east part, but you have to go to the southeast and make a winging turn. Go down the stairs on the SE and grab the OGREKILLER from a chest (guarded, though. But bah, you can handle it) Continue going east and skip the first door you see and follow the path north to the REAL door!

B4F

Pretty simple, finally. Follow the path and step up to the top tier. The only remaining stairs is to the north so let's go. Open the chest at the base for a POTION. If you want a PHOENIX DOWN, a MUTE BELL, and a GOLD NEEDLE, enter the door in the middle, to the left. The correct door is in the southeast corner. (Boy, I sound so technical now... so much dungeons and I'm running out of ideas to make it interesting, oh well.)

B5F

Get the DRAIN SCROLL out of its grave (well it's guarded by undead foes so it makes sense to me) at once. Go down to find the stairs up, to the walkways. (Boy, do I HATE this hellhole! Too much secret paths to find) Go on the east narrow road and check the western wall, around the middle. You should pop into the alcove with 5 chests: POTION, POTION, POTION, POTION (yay, another one I really needed that NOT), and MINI SCROLL. Return to the original path and walk to the southwest, past the set of stairs that you entered with. After dipping down a tier, follow the path to a lone door.

FINALLY! Man, I hated the door searching and hidden-path testing... You're lucky that I'm here to help you so you don't have to battle countless times to get what you want. Ugh. Get the treasures: DRAIN SCROLL, OSMOSE SCROLL, and the CRYSTAL ROD, what you came for. Warp your sorry but happy ass out of here. *yells expletive words* [This message has been deleted by a GameFAQs Moderator.]

Going to the Mysidian Tower (NOT the Cave! It's just above here!)

Heal up and empty your inventory as usual, raking in some serious cash! At this point, I had approximately 400K Gil... I'm a rich bastard, fear me. Back to the point... go to the seas north of Mysidia and look for a crescent-shaped island with the opening facing downward. Now, before you go in there, un-equip Leila and take what you think is valuable. (Yep, she's going bye bye)

Enter the ring of fire... Viola! You get sucked into the waters!

DUNGEON: Leviathan

Items: Headband; Power Sash; Power Armlet; Diamond Shield; Terra Shield
Monsters: Boltfish; Manta Ray; Sea Dragon; Shrieker

Bah, this one barely qualifies as a dungeon, in my opinion. Just a warm-up to an insanely HUGE tower that's coming up. Also, it's a terrible filler and an excuse for an intro to a new fourth party character. Ugh. Leila will be gone... forever. She joins the likes of Gordon, Mindu, Josef, and Leon (!) as a fallen fourth member.

Intestines

Pretty cool name, huh? You come across a weird liquid substance... If you step on it, you lose 1 HP. But that's nothing to you right now. Follow the path and pick up the HEADBAND and a POWER SASH on the way.

Stomach

No monsters here! Looks like we're not alone... Talk to the guy (looks like Kain from FF4j for a reason) blocking your path. He wants you to 'prove' the reason why you're here. Why are you here? The Crystal Rod, of course! Show him the Rod and he will approve and joins your party for the quest for the Ultima Scroll. His name? Gareth the Dragoon! Head up to find a POWER ARMLET... then go to the NW corner for the shutter up.

Mouth

Pretty linear here... To the north is a chest with a TERRA SWORD, which should be equipped on Gareth right away. To the south is a GUARDED chest with a DIAMOND SHIELD. Walk past the gigantic, out-of-place teeth and you see a worm-like creature swirling on the edge. Guess what's behind it? Your ship, of course! Heal up and memo file your progress and win your ship back!

BOSS: Barrel Worm

????????????????????

HP: 2000

A quite tricky monster... but that can be solved. His attacks are quick and powerful so cast Blink on your party right away. Shell? Nah. His defense is tough, but keep attacking with your weapons. Gareth with the Terra Sword is lethal against him, probably causing the most damage from your party. You will usually use your weapons to attack him so it is a good idea to cast Aura or Berserk on your party to boost your attack power. I conquered him in only 2 and a half rounds. 2000 HP goes down fast if you have a decent party!

Grab your ship back and snob that damn monster away! That Leviathan! *scoff*

Go back to Altair (or wherever) to heal up if you like. Either way, go to the Tower with your Crystal Rod!

DUNGEON: Mysidian Tower (This one is VERY long, so be READY, I MEAN IT!!!)

Items: Staff; White Robe; Staff; Staff; Flame Shield; Flame Bow; Flame Lance;
Flame Helm; Flame Mail; Flame Sword; Ice Shield; Ice Mail; Ice Gloves;
Ice Lance; Ice Brand; Potion; Spellbinder; Silk Web; Unicorn Horn;
Hermes; Flare Scroll; Black Robe; Hourglass; Cross; Ultima Scroll
Monsters: Basilisk; Bomb; Chimera; Dark Flan; Doom Petals; Evil Bud; Frost

Lizard; Ghast; Ghost; Gigan Rhino; Gottos; Hill Gigas; Imp;
Killer Mantis; Mezzo Malboro; Revenant; Shrieker; Specter;
Vampirette; Werewolf; Winged Ray; Wraith

O_o A million items to find, a million monsters to face. Well, there are 10+ levels in this towering tower so what did you expect? Let me tell you RIGHT NOW, something important... Make it several things. It'd be a REALLY great idea to gain several MP for your primary healer(s) because this is a grueling test of your party's endurance. Once your MP runs out, you're pretty much toast, if you're nowhere close to the top. Next one: it's helpful if you head straight to the next set of stairs on the every floor, ignoring distant chests and moving on because it saves you HP and MP and time. There are 4 BOSSES here (yes, FOUR!) so... I guess that explains for itself. The monsters here lives up to the expectations and challenges you. DON'T BE AFRAID TO USE THE WARP SPELL! My heart goes out to you...

*Another helpful tip: (yes another one! yay) Memo-save after every level like you're a cheating bastard. Cheaters always win, you know that! *wink*

1F

--

After PWINING the tower with your great Crystal Rod, you're finally in! Yahoo! Now, the stairs forward is in the middle of the floor, but if you're gunning for a perfect 100%, you have 4 chests to find. There are three STAFFS here, one in NE corner, one in NW corner, and one along the wall on the east side. The final one? Directly to the north, a WHITE ROBE, which is the only decent item on this floor. Go on the west side of that isolated room and find a secret path in (on the west wall surrounding the chest). Well, this is only the beginning of hell.

2F

--

Sweating yet? This is a fiery place, literally. Red everywhere. Again, the stairs up is so close by (to the south) but the items make this a hassle. Remember, you can bypass them to save lives. Think of the children! Anyway, the items: from the entrance stairs, take the northeast fork (out of 6 different paths) to a room with two items: FLAME BOW and FLAME LANCE. Simple so far. Go back to the rendezvous point and take the southwestern one. At the end of that path: another fork. To the north is another chest, with another Fire item: FLAME SHIELD. To the south? The stairs!

3F

--

Getting HOTTER!!! Now, there are 4 doors to choose from... as always, there is only one that will allow you to press on. It's the left-most one. Go through the painful lava (1 HP damage per step) and enter. You're in the upper half of 3F now. ignore the concrete floor and go east and pick up a FLAME SWORD. Now, go back to the solid floor you saw earlier. Here, you will get A LOT encounters because the makers over at Square likes to torture you. :(To the left of the stairs is a FLAME HELM, and to the right is a FLAME MAIL, don't forget them! Go into the door in the middle.

Alas, you face your first true battle of this tower: Fire Gigas. Heal up (but not too much, it's not that hard) and Memo-save. If you have some OgreKillers, equip it on those who are fluent in the Axe class. Blood Swords works fine, too. Talk to the mage and he will suddenly grow and evolve into a gigantic giant!

BOSS: Fire Gigas

????????????????

HP: 1800

If you have the OgreKiller(s) or Blood Sword(s), this battle can be gone in a flash. If you don't have them or unequipped, then I guess you're going to have a tough time. With the given weapons, just attack and attack and he should go down in 2 or 3 rounds. If you don't... casting Ice spells works best. Berserk and Aura your attackers to make them stronger because the boss won't give in so easily.

After the battle, you may proceed.

4F

--

A relatively simple one. Grab the ICE SHIELD to the NW, then enter the steps just below (no, it's not over yet :P we can only wish...) It leads to a dead end in 5F with a ICE LANCE. Not bad. Going back to 4F, follow the path to the south... it leads you into the stairs to 5F, the RIGHT one :P. On the way, you see two chests, with ICE GLOVES and ICE MAIL.

5F

--

Thank God. Only one path exists. Only one chest and it's right on the path. Just follow the path (it's plagued by sharp ice so be careful) and pick up the ICE BRAND and enter through the door for the second Gigas: the Ice Gigas! Make sure you have your OgreKillers/Blood Swords ready again and heal up/save.

BOSS: Ice Gigas

????????????????

HP: 2000

Just do what you did with the Fire Gigas again and you've solved him. Use Fire instead of Ice, of course. Blink and Shell is a good insurance policy against him. That's all.

At this point, you must be very weary after all of those battles. This is the half-way mark so don't think you're almost there. Go back and heal up, it's going to be easier for your second run because you don't have to go out of the way for items and the first two bosses are gone.

6F

--

Before taking the down road, hang a right to grab a easy one: POTION. Now, you can go down the path you saw earlier. Make your way to the southwestern corner and get the best staff you have seen yet, by far: SPELLBINDER. Take the south-west-most door to find a room with the steps up to 7F.

7F

--

The floor has a few obstacles and you can just go directly up to find the door to the next mage/boss. You could, but if you want the items, you'll have to circle the room. To the east of the entrance: a puny SILK WEB. After that, go to the northeastern corner for a HERMES. Go west, to the north portion, for the last item: UNICORN HORN. That's all, just go to the NW corner and enter the NW-most door.

sigh Yeah, another Gigas to kill. This time, it's even tougher and I mean it. OgreKiller is a must here. HEAL YOUR PARTY TO THE MAX and MEMO SAVE! If

you're like me in my first run, you will die about 3 times... Hardest boss yet due to the sheer power and the weariness the tower has caused.

BOSS: Thunder Gigas

????????????????????

HP: 2500

Man, is he a m*****! Even my Gus with a OgreKiller, berserked and on the drugs (Aura) can only damage him 250 IF HE'S LUCKY! Most of time, you can only damage him for about 50 to 100. His attacks ranges from magic (Thunderbolt) to physical attack to Boulders. The most dangerous one would be either the lightning magic or his physical punch. Boulders are nothing, only 200 or so to one character. How to kill him? The art of reviving! He can only hit one character per turn and I used that to my advantage. I didn't even heal once, just revived. So... once he kills one of my characters, somebody else revives him/her and resumes. The process goes and goes on until he dies or my MP runs out and I'll bet you \$100 that he goes down first. It's a good strategy... if you have enough MP left (well, I had Ethers to re-fill mine). Otherwise, just pummel him with your strongest attacks. If you have a strong Poison magic, use it, his only weakness is that. What else...? Shell and Blink can get you a fast start but it won't carry you far since this Gigas will punch you down fairly quickly. Good luck, little warrior.

Three down, one to go!

8F

--

Another easy one. The door to the stairs is on the third hall on the right. Chests? Only one, and it's on the fourth hall to the right, the very last one, in the back. It contains a FLAME SCROLL and is guarded by Gattos, a former Commander. He's a blow-off despite his 2000 HP.

9F

--

The final actual floor!!! Aren't you excited! Pipe down! Go directly north for a crappy HOURGLASS. Go to the southwestern corner for yet another sucky present: CROSS. Walk up to a flight of stairs to the next tier. You see a treasure chest waiting for you, tucked away in a corner... It's a BLACK ROBE, but a 2500-HP monster guards it! So, save and heal. it's not that tough as Thunder Gigas, which has the same amount of HP. It's a White Dragon... just cast Shell and Berserk on your party and hack away. Please do cast Cure and Life, it's going to be a long battle. Not hard, but long.

Go to the end of the path to find a quad set of doors. Take the second door from the left to meet your buddy, Mindu!!!

10F

Mindu greets you sheepishly and starts trying to break the seal to the Ultima Scroll right away. After a few seconds of uber-1337 DBZ beams, the screen goes white and the seal is broken! Sadly, Mindu has over-exerted himself and dies. *sniff* That's the second 'fourth' character that has died! It's like bad luck... :P Anyway, fulfill Mindu's mission and enter the highly sought-after room.

In the room, you see a yellow orb erected in the middle of the room. Yeah, it's the Ultima Scroll, but don't go there yet... Look around the room and you notice there's 4 more orbs... Go up to them and you will receive a stat

boost for one of your characters (random). It's not much, but it's better than nothing. After getting them all, walk up to the incomparable Ultima Scroll...

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CHAPTER 7 - CHASING THE EMPEROR

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- Into the Cyclone!
 - Defeat the Emperor!
 - Your Airship
 - Scale to the top of Castle Palamecia
- =====

Fynn Castle

Sail back to Altair and you notice something different: it's destroyed! But by what? Continue on northwards, toward Fynn. You also notice the enemies around here suddenly gets harder, no more lame Bloodsuckers and such. Oh well. Looks like Gatera is vanquished too... But Fynn isn't, YET! Whew! Go into the castle to talk to Hilda. She will explain to you that a cyclone to the north has destroyed the towns to the south and is coming for this very castle. I'm so scared. Learn the term CYCLONE, but don't leave yet. Ask her about the Wind Drake and she mentions something about the Mirror around here and its connection with the Pendant. Let's look for it!

Go to 1F and take the left hallway down to a set of stairs. Once in 3F, go on the left narrow hall up to a room. That's the Mirror room that Hilda was talking about. Not too hard, wasn't it? Go up to the mirror and use your Pendant. The egg that you put into the spring appears within the mirror, hatching! The Wind Drake has revived and rejoined with the Dragoons, its caretakers. Yay! You get the item WIND DRAKE into your inventory.

Go to the town to heal up and sell some stuff if you need. Buying some Ethers could be a good idea, too. Go to Pavel's house and ask him about the Cyclone and he feels that he needs to help you out. How do he do it? He'll point you over to the wall by his bed. Go to his bed and walk into the eastern wall. You've found a secret room, with 8 items: NINJA SUIT; THIEF'S GLOVES; ELIXIR; SILVER PLATE; RUBY PLATE; GOLD PLATE; GOLD HAIRPIN, and BLOOD SWORD! Keep your second Blood Sword, it's extremely useful against the final boss! Thanks, Pavel!

Go back outside to have a sight at the Cyclone, which is really CLOSE to terminating its intended target, Fynn! Walk up to it and press X to bring the Wind Drake out. He'll fly you up, into the eye. man, what a huge metropolis the Emperor has right there!

DUNGEON: Cyclone

Items: Ripper; Venom Axe; Diamond Gloves; Diamond Helm; Diamond Mail;
Defender; Zephyr's Flute

Monsters: Bomb; Captain; Cockatrice; Evil Bud; General; Gottos; Hecteyes;
Hill Gigas; Lamia; Mezzo Malboro; Royal Guard; Succubus; Wizard;
Wood Golem

If you are using Ultima, to get it even stronger, you would seriously need to bring more than a few Ethers with you. Wizards will occasionally suck your MP

out with Osmose while you're at it. The enemies here, however, are fairly easy and straightforward. You've fought most of them before, so you should have no trouble handling the difficulty of this temple.

1F

--

Two stairs here. You want the dead end first, to get the items, right? If so, go to the upper right stairs, the first one you will see. It leads you up to 2F with a RIPPER. If you continue on the same path on 2F, you'll get on 3F with some electrocuted floors (same as lava and bad water). Get across those floors to get the best Axe yet: VENOM AXE. Go back to 1F and take the upper left stairs.

2F

--

Bah. Onward!

3F

--

Another floor with an option. Both sets go up to 4F, but the first one you will see leads to the upper portion, with two chests and a dead end. The chests are stationed on the upper sides of the room, with the left being a DIAMOND GLOVES. To the opposite side is a DIAMOND HELM (looks like the Emperor has a girlfriend).

Back to the original level, just follow the path around to the next set.

4F

--

Go to the right to find ONE more fork. The stairs are literally right next to each other, so which one to take? The left one goes to two chests and the right one goes further up. If you took the left one, make sure you bypass the electrical floor because there's NOTHING to see behind it all. Just go to the south end and pick up the DEFENDER and Memo-Save because the next chest has a tough squad of Generals, which attacks for a good number of damage and has 1800 HP. The reward: a DIAMOND MAIL.

5F

--

Only one path to take. Only one stairs to climb. Hello!

6F

--

Follow the hall to the right and up. You see a set of stairs and a chest right next to it. Well, it's kinda like a trick. You savor the moment to see what's inside, but why don't you do it the safe way? Heal up and save! Then you may open the chest for a battle! Yes, I told you... it's with a 3000-HP Green Dragon! Moo! If you have a Blood Sword handy, it will damage the Dragon for about 1500 points, making this battle a cinch. Otherwise, use high-level Bolt spells. I cast Shell, Haste, and Berserk on my party on the first turn and it worked well. Good luck! Claim the ZEPHYR'S FLUTE afterwards.

7F

--

Yep, the final floor. Go up to the throne and heal/save. Time to battle the Emperor himself! Is this the end?!?!

BOSS: Emperor

????????????????

HP: 1290

He will summon two squads of his henchmen to fight you but kick their asses. If you can't finish the soldiers off, then you can't beat the Emperor himself. As for the actual battle itself, it is extremely easy. Emperor has a Wood Golem and two Royal Guards to aid him in the battle but once you kill the Golem, it's over. Use your Blood Sword to take the Golem down quickly. After that, 2 or 3 hits will kill the Emperor! Yeah, he's THAT easy! You know what to do with the Royal Guards.

The slain villain flashes and vows that he will be back. You return to Fynn automatically.

Fynn Castle

Hilda and Gordon congratulate you and throw everybody a party and dances! When I first saw this, I was like O_O then o_o. They can't dance. After some wacky stuff, a soldier comes slumping in, injured. He declares, in your face, that Leon is the Emperor now! What a twist! But why do we have to fight more and more? _-;;

Talk to Hilda about your next destination and she suggests you go to the Palamecia Castle but she doesn't know how to get into that barriered castle. Ask Leila about the Castle and she recommends you to Pavel.

Back in Pavel's house, if you ask Pavel about it, he won't know. Luckily, you catch Cid in his house, right there. Talk to him and he will walk groggily to the bed and asks you to take care of his child, the airship. Guess what? We have one less person in this world. Curses! :P

Go back to your ship and go to the town of Poft to claim the airship. Hover above the ground and head to the Palamecia, the place where you fought the Behemoth and got tossed into prison. To the northern proximity of the Coliseum, there's a large factory-like complex stranded in the middle of the mountain chain. Position yourself to the northern part so when you land, you get on the upper part, to 7F.

DUNGEON: Castle Palamecia

Items: Diamond Plate; Garlic; Hourglass; Buckler; Thunder Spear; Slumber Stalk; Saint's Spirit; Mage's Staff; Healing Staff; Spellbinder; Sunblade; Hellfire; Zephyr's Flute; Elixir; Elixir; Elixir
Monsters: Black Knight; Captain; Cockatrice; Coeurl; Deathmask; Doom Petals; Fallen Emperor; General; Gottos; Hecteyes; Killer Mantis; Lamia; Lamia Queen; Stone Golem; Vampirette; Winged Ray; Wizard; Wood Golem

New monsters are aplenty here and they will introduce themselves with a good, tough fight throughout. The enemies' HP got turned up by a notch, so be prepared to dish your best attacks often. You know the drill so I'll let you go.

7F

--

Yep, you landed on the roof, therefore you're on 7F first. Follow the only path you got to a room. Approach the crest on the wall and you will get on

a trap, causing you to fall down to 1F. Oh man... All of the way to 8F? Looks like it.

1F

--

Go down for a quickie: DIAMOND PLATE. Go back up to the alcove you dropped in and turn right. Skip the first path down, take the second one and enter the first staircase for a small room in 2F with a HOURGLASS to pick up. Now, all you got to do is to get the GARLIC in the lower left corner and enter the second stairs.

2F

--

Go down first for a KNIFE, easy enough. Follow the only remaining path to circle the floor to the next level. You can pick a BUCKLER up on the way.

3F

--

Ugh. Levels like this piss off easily, those damn developers just made those levels to make the game longer. Let me explain: you start off in the middle, you go to the northern passage... then you go left and down to the SW corner for a THUNDER SPEAR (to add injury to insult, it's guarded by a Fallen Emperor!), then you have to walk all of the way over to the north and east then south to the stairs. Ugh, indeed.

4F

--

Take the obvious choice and get the chests to the south and east. After picking a SLUMBER STALK and SAINT'S SPIRIT up, look to the southwest. There's a door right over there. It leads to a room with three canes: MAGE'S STAFF; HEALING STAFF (!!!); and SPELLBINDER. Only Healing Staff is worthy but it's worth it anyway! ^_^ To get there, take the left path when you come upon a fork to the north. To the right of that fork is the stairs. To where? Guess.

5F

--

No items here, for your information. Right out of the gate, you face two paths. To the left leads you up to 6F and a nice prize: SUNBLADE (guarded by Lamias and Coeurls). Do go further, around the hall to another stairs. Follow the path on 7F to a small door to a room with three ELIXIRS.

6F

--

Not a problem. Just play the 'Follow the Leader'.

7F

--

Meh. Look above.

8F

--

The final one... When you see the steps up to the middle, ignore it and go further left and up for two chests: ZEPHYR'S FLUTE and HELLFIRE. This is the last chance to get those items and the previous ones since this goddamned place is GOING DOWN! MUAHAHA! *Before you talk to Leon, de-equip any valuable equipment that Gareth might have right now.* Go to the throne and have a serious man-to-man chat with Leon, your long-lost friend!

Thought you'd have a nice reunion? Uh no, Leon is overcame with greed for power. He thinks he is the Emperor, but after saying that, the REAL Emperor

comes back to life! (I guess he didn't like hell that whole much) Leon is stunned with disbelief that he has been stripped away from his power. The Emperor starts to cast a magic that would eliminate every member of your party before Gareth the Dragoon saves the day by sending the Wind Drake to pick you up. However, he is to be not seen again...

Back at the Fynn Castle, Hilda demands you to explain to her what's going on. Firion does it, but vaguely. Leon has joined your party to aid you! All that fourth-party-member swapping is making my dizzy.

CHAPTER 8 - PANDAEMONIUM!
=====

- Enter the Jade Passage
 - Receive powerful weapons in the Passage
 - Survive Pandaemonium
 - Triumph the final battle
-

So... here we are! The final run to finish it all, for once and for all. Of course, you should train your characters, especially Leon, for a while. HP is your main priority, with Magic levels as a distant second. You could beat the entire game without having to use any magic except Cure and Life without any serious trouble. Your party's HP should be at least 1500~2000. If everyone (except Leon) is at least that, you should be able to beat the game. Just beat comfortably, not over-power though.

Another thing: before heading for Pandaemonium, make sure you have about 15 to 20 Ethers if you're going to make one decisive run, no warping back to heal at an Inn. This can be easily done, especially with that many Ethers or Elixirs. Sell all of your unnecessary weapons/armor except the Blood Swords and Healing Staff. Blood Swords are vital to your team's success in the final dungeons. If you don't have those, then you must fight even harder to win it all.

Make sure, if you're gunning for 100% in Collections, that you search for missing monsters that might exist in the over-world. ITEMS, too. The list can be seen in the Config menu > Collections. Keep in mind that some of the monsters missing might be the ones in the final dungeons.

EXCALIBUR, you need to get this!!! I made this way so you couldn't miss this!

||
||
||
\/

LOL. I have one MORE thing to write about: you should get the ultimate holy sword EXCALIBUR before doing anything... You want it? Read on. Go to the city of Deist and talk to the widow again. Ask her about the Dragoons. She will give you the clan's treasured memoir: the EXCLAIBUR! Make good use of it.

Castle Fynn

Done with the item searching? Done with the monsters? Done with your HP training? Done with the Excalibur? Done with the crapping? Good. Go up to Hilda and talk to her. She will tell you of a Jade Passage. Memorize the key term

because she won't tell you much more. Ask Leila and Gordon about it and they reveal a much clear insight about the passage. It's around Mysidia, by a sea appropriately called Jade Sea. It's a passage to hell, so fittingly.

Get on your damn ship and head over to Mysidian area. On that continent, ride the ship to the northeast corner. If you're looking at the map, you see a small gap dividing the western continent (Mysidian) and the eastern. The gap is kinda like a canal, an S-shaped one at that. The Jade Passage is on the land that borders it, on the Mysidian side. Get over there!

Upon arrival, you realize that the passage resembles a lot like a lake. Land on land and walk to...

DUNGEON: Jade Passage

Items: Hellfire; Diamond Mace; Hellfire; Notus; Cat Claw; Rune Axe;
Backstabber; Aegis Shield; Dragon Mail; Holy Lance; Yoichi's Bow;
Hi-Potion; Protect Ring; Hi-Potion
Monsters: Abyss Worm; Frost Lizard; Gazer; Great Malboro; Green Dragon;
Lifesucker; Maximus; Salamander; Scissorjaws; Succubus; White Dragon

As you can see above, the enemies here are spooking, tough, and powerful. Hell, even the White Dragon is a random enemy! There are indeed more Dragons in that dungeon, but they are guardians for chests. So, I suggest you to take your time and open all of the chests in one run and return to the overworld and do your thing and come back and head for the stairs all of the way, cutting the damage all of the way down. Sounds like a deal? ;-)

Here's a tip: Equip the Healing Staff on a character and heal whomever up when they need it, it saves you a LOT of trouble and MP! Seriously!

B1F

You game? OK! Follow the waters to the east to find a small niche with a DIAMOND MACE. Go to the southwest to a corner with a HELLFIRE. You're done with this level. Sadly, the monsters are not done with you. Fight your way to the stairs to the southeast, through the door.

B2F

Head up and down, ignoring the doors. Grab the HELLFIRE (NW corner) and the NOTUS (in the middle, can't miss) before finding the third and final chest on this level. DO NOT OPEN IT. Just wait. The chest contains a POWERFUL weapon, CAT'S CLAWS, but because of its sheer power, it has to be guarded by a BLUE DRAGON! To beat this 3500-HP titan, you got to have a Blood Sword or two equipped. You can beat him if you don't have those anyway. Heal and save... I'm not going to call him a boss because you fight White Dragons here and this one is essentially similar to those so you know what to do. Good luck.

After the battle, follow the path to the east up to the northeast-most door.

B3F

Only one path so take it, a swirling one with a ton of stairs going up and down. Ignore the doors until I say so. The paths are hidden behind the waterfalls (damages your party, tho, so be careful!) so don't think the paths ends there! ^_^ When you see a chest... guess what? That's another guarded chest.

The bastard? Mr. King Behemoth himself. Luckily, the 5000 HP goes down QUICKLY because his stats are kinda shaky, not too powerful. He has no magic, he just attacks, allowing you to heal one person at a time instead of multiple ones. This guy is actually easier than the Blue Dragon so vanquish him to hell, where he belongs. Take the RUNE AXE and follow the path to the end, where there are three doors. Take the far one, the right one.

*NOTE: If you go into the waterfall in the last floor, you find a shopkeeper with Doom, Haste, Berserk, and Flare scrolls! Thanks a bunch, Mista Spinner!

B4F

Immediately go up to find a chest with BACKSTABBER. Continue upwards to find a door. Behind that one is three chests made for a Dragon: (too bad he's gone) HOLY LANCE; AEGIS SHIELD; DRAGON MAIL. Holy Lance won't work well because there's far more powerful weapons already in your inventory (well, there should be!). In the mainland, go to the northeast corner to find the final chest... guarded by another Dragon: the Red version. Heal and save. What do I say? It's just another Dragon (5000 HP) so you know the drill by now. Cast Ice spells, use Blood Swords, cast stat-enriching spells, etc. Make 'im pay and get the YOICHI'S BOW. Go to the south and enter the SE door.

B5F

Bah. The path here is singular and very narrow, you can't miss ANYTHING. Get the HI-POTION, PROTECT RING, and HI-POTION en route to the eastern door.

B6F

Oh la la... Get on the portal, duh!

DUNGEON: Pandaemonium

Items: Ether; Eye Drops; Genji Gloves; Genji Helm; Masamune; Ribbon; Genji Armor; Sage's Wisdom; Acid Bottle; Hellfire

Monsters: Barrel Worm; Blood Fiend; Blue Dragon; Bomb; Coeurl; Death Rider; Evil Bud; Fenrir; Fire Gigas; Frost Lizard; Great Malboro; Ice Gigas; King Behemoth; Lamia; Lamia Queen; Mantis Devil; Mythril Golem; Red Dragon; Thunder Gigas

Now, this is the best time to warp back to some town and buy some Ethers/Elixirs because you don't need your money anymore. You might have your inventory near to full so you might have to sell some or use up some to make some room for upcoming items. The monsters here ranges from the olden times to the newer ones. Introducing Evil Bud, which you have fought so many times. Introducing Red Dragon, which now appears here as a random enemy! Ha, scared to even step one step?

1F

--

Bah. Bad opening display. The first floor has nothing except drawn-out path to the next stairs. Never mind the holes in the base, it doesn't lead to anywhere. Yeah, I know, you get to fight so many tough enemies! Isn't it fun?

2F

--

After you go up the stairs, continue walking north to find an ETHER. Go down the other stairs and follow it to the portal.

3F

--

First, go south to find one EYE DROPS. Go back to the original position and take the northern path and go east. Make your way to the southeastern path, where the next portal lies.

4F

--

sigh You have four doors to take, and all of them has something that would undoubtedly aid you greatly in defeating the final boss. Let's start with the left-most door, shall we? (You could skip them all and go to the second from right door, the one that leads you further)

LEFT

Two great chests are found through this door. This is on 5F, BTW. Go under various arches and stairs until you see a set of stairs RIGHT next to an arch. Go up the stairs to find a room with a chest guarded by a Zombie Borghen. The undead Borghen isn't even hard, it has only 2500 HP so I don't think you need any help (just don't use the Blood Sword). Get the legendary GENJI GLOVES, the first Genji of the trio. Before going down, go under the arch that's right next to a stair. Go under four more arches and you find a statue of some kind of a cup. Go right and examine the bottom part of the eastern wall. You find a hidden room! Inside is a chest with MASAMUNE, the MOST powerful sword, no other sword comes close to out-powering it! Seriously! Go back to 4F.

SECOND FROM LEFT

Follow the choppy path to a chest. Heal and save, for there is a dangerous test coming up. Open the chest to fight... the world's most famous 4-headed freak, Tiamat! This guy is actually easy because he tends to cast magic, which isn't as effective as the physical attacks. Destroy him with the Masamune, Excalibur and Blood Swords. Grab the GENJI ARMOR and head to 4F again.

RIGHT

Yes, I skipped one but if I went there first, we would skip THIS one! Anyway, follow the short path here to a chest. Guarded, you ask? Yep. Beelzebub is the guy this time. He is a cinch if you have a Blood Sword (I know I say this every time and it's annoying but it is THAT important.) because it hits for 2500 damage on this boss! (SEE?!?!?) He has 5000 HP so you have 2 Blood Swords= 2 hit kill. Otherwise, keep your HP high with your healer's Healing Staff. He usually casts Magic on a person, not the entire party. Not that hard at all. The prize: Genji Helm.

SECOND FROM RIGHT

Yep, this is it. Congrats to you if you've gotten all of the Genji and the Masamune. With those, you're unstoppable! Follow the path to find one final guarded chest... Yeah, seriously, this is the LAST guardian here! It's a 7000-HP gigas, Astaroth. If you can beat the previous guardians, you can easily beat this one. Masamune does about 800 HP to her, X-Cal can do the same. Blood Sword? Not as useful, but it's still good. She can suck some of your HP to make it hers with its regular attack. Its magic is really, really weak so don't make it a concern. Just heal when needed, as always and win! The RIBBON is yours... Continue walking the direction you were going and get on the portal, finally!

4F

--

Back here, follow the L-shaped path to another portal, which takes you up to...

7F

--

Start walking to the west and grab the SAGE'S WISDOM, which is sitting a bit to the north. Walk around the room to another portal.

8F

--

Oh well, you start in the southwestern corner and the other stuff here are also in the corners so you have to travel great distances to get them all. NW corner = ACID BOTTLE. SE corner = HELLFIRE. NE corner = portal to 9F.

9F

--

Nothing happening here, just a translation to 10F. Go down until you hit the wall and walk left.

10F

So.. what do I say? I mean, this is the last level. Think of the dungeons you have endured... All of that is for this moment, to fight the final boss and witness the ending. Heal your party to the MAX!!! Use everything you got to heal up your HP _AND_ MP. Make final adjustments for your equipment or whatever. Here's my equipment for the characters, so you can compare yours to mine, which PWNED the boss quite quickly.

Firion	Maria	Gus	Leon
-----	-----	---	----
Masamune	Healing Staff	Rune Axe	Excalibur
Aegis Shield	Dragon Shield	Gold Shield	Blood Sword
Genji Helm	Ribbon	Ribbon	Diamond Helm
Dragon Mail	Diamond Plate	Genji Armor	Diamond Mail
Power Armlet	Genji Gloves	Protect Ring	Protect Ring

Notice that I divided the three Genji to three characters so they could be balanced. Healing Staff may be questionable to you, but it's a quick way to heal 1300+ HP to a character without any MP. I had only one Blood Sword but if you have two, use it both!

If you have a memo save on 8F or nearby, leave it... If there's no memo file then I guess you should save now. You can't go back to 9F from here so it's not a good idea to save here if you have a file on the previous floors.

Walk up to the Emperor and make yourself heard!

BOSS: Emperor

????????????????

HP: 10000

Bah. 10000 HP goes down fast if you have Blood Sword. I mean, look at my battle record below. 'Nuff said. But if you don't have it... it's going to be a LONG battle. I've been there, my first run through this damn game. The status-enriching spells are your best friends in this battle. Berserk, Haste, Shell, Aura, Blink, whatever. The boss has the Life-Absorb ability endowed into him so it makes the battle a bit tougher. Sometimes the Emperor makes stupid decisions like casting Blind or Dispel when it doesn't

matter so take advantage and show no mercy!

	Turn 1	Turn 2	Turn 3
Firion	Attack (300)	Attack (600)	Attack (550)
Maria	Haste	Attack (Maria-heal)	Ultima
Gus	Berserk	Attack (0!!!!)	Attack (3)
Leon	Attack (3400)	Attack (3000)	Attack (5000!!!!) KILL!
Emperor	Attack (900-Maria)	Blind (Gus-miss)	Attack (Firion-900)

It's all done! Too easy, all thanks to the Blood Sword, the dirtiest secret of FF2!!! *shrugs* See how many Attacks I did? It's all simple, not too many plugs to push.

After the battle, the Emperor is overcame with shock and dies in horror. Enjoy the ending, you get to see every fourth member in the game in this one!

The ending kinda sucks, by today's standards, though. Maybe we expected too much, no? Make sure you save at the end, for the Collections record and the Normal mode.

=====

VI. FINAL FANTASY I SECRETS

=====

Very few, but they do deserve their own full section.

--Ship Mini-Game

I'm sure you've heard about this already but if you haven't... I'm here for you! Get on your Ship (the water one) and hold down the X Button. Still holding the button down firmly, tap the Circle button 55 times. Play the Tile Game! Not that hard at all, just practice.

The record starts off at 3 minutes flat... If you get the 3rd place, you get 2000 Gil. Get 2nd place, and 5000 Gil is yours. 1st place? 10000 Gil! Always remember what the best time is, so when you're about to beat the game fast, you can finish no more than 2-3 seconds faster than the best time. This way, you get 10000 Gil and it's still possible to beat the best time a lot of times before it gets impossible. Believe me, at the beginning of the game, you'll appreciate all this money to buy the Mithril weapons and the level 3-4 spells, especially if you're not playing the Easy mode. A lot of Gold Needles as prizes is also very useful as they cost a lot and you will need them soon.

(The above paragraph was written by ShiningV67! Kudos to him for doing all of that! I <3 you, seroiusly!)

Also, if you make it under 6 minutes, you get a Potion. An Antidote and a Potion are given to you if you make it under 4 minutes. As for 2 minutes, you get a Gold Needle, an Antidote, and a Potion. (Pretty crappy, I know.)

--Collections

See the next section 'Final Fantasy I Collections'

--Hard-to-Find Monsters

Warmech: In the same room as the boss Tiamat, just walk around. There's a 1/64 chance of meeting him but he's extremely powerful so level your party better be ready!!! 2000 HP is waiting for you! (I put down Kraken earlier, Brad Thibodeau pointed that out that it is in the Tiamat's floor. Thanks, man!)

Tyrannosaur: Remember Lufenia? To the north of that town, there's a pond. Walk around the pond and if you're lucky, you will fight this mofo. Not too tough as Warmech. (1/62 chance)

Iron Golem: B4F of Temple of Chaos-Past.

--Best Weapons/Armor

WEAPONS

Masamune- Simple: Go to the Temple of Chaos-Past. Go down to B4F. The chest to this greatest weapon is to the southeast.

Excalibur- In the Flying Fortress, get the Adamantite (2F). With that item, go back to Mt. Duergar and go to the north room for a blacksmith. He will form your Adamantite into Excalibur.

Thor's Hammer- Not powerful, but it's the best one for WW. Found in Tower of Mirage.

Cat Claws- For Ninja, RW and BW. Bought for 65,000 (Normal, 52000 on Easy) Gil in Gaia.

ARMOR

Black/White Robe- Best ones for your WW and BW. Flying Fortress.

Dragon Mail- For your Knight, in Tower of Mirage.

Diamond Armlet- For everyone! However... only one: Sunken Shrine.

Protect Ring- Great for everyone... 2 in Flying Fortress, 1 in Temple of Chaos Past. You can buy this in Gaia.

--Unlimited Healing

Get two of those: the Healing Staff from the Citadel of Trials, and Healing Gloves (1 at Flying Fortress, 1 from Tower of Mirage). Now, do NOT equip them. So whenever you need healing, you go to your items (preferably with your Mages or Wizards) and use the Staff or Glove. Everyone in your party will be healed. Repeat with one more guy and double healing! I went through the Temple of

Chaos-Past at level 30 WITHOUT using any magic for encounter battles with this method!

--Unlimited Bolt2/Fire2 magic

Good for Normal games, actually. Easy mode has too much MP... Anyway, get the Gauntlets (Citadel of Trials) and Thor's Hammer (Tower of Mirage). Don't equip them. Use them in battle and they will cast Bolt2. Nice...

As for Fire2, the Mage's Staff, from Sunken Shrine, does the job.

--Soft Reset

You should know about this but anyway. L1+L2+R1+R2+Start+Select

--World Map

Circle+Start

=====

VII. FINAL FANTASY I COLLECTIONS

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What collections? If you asked the preceding question, read on. If not, then I assume you know... and skip this paragraph. Anyway, collections is a new reward system that SquareEnix threw into this game (in Origins only). However, if you want to view it in your game, you have to beat the game once and save. Start a new game on that file and go directly to the main menu. Go under 'Config' and select 'Collection'. There ya go, you're there. See the Monsters and Items lists? You have to get all of the monsters and kill them to complete the percentage on the Monsters list. As for the items, you have to collect every item that you have missed in your first run. If you got them all in the first run, congrats!

The rewards? Just some pictures of the characters in the game and some extra endings. Yep, that's it. As I said before, you have to collect every item from the chests and kill at least 1 of every monster to get all of the rewards. However, if you want to view them all, you'll have to complete the game AGAIN. Why? To see the endings!

One more thing: to continue from your old file, just load your saved file from the ending and you can start from there.

MONSTERS

Alright, here's the complete list of monsters in the Collections. If you don't have a monster, look it up to find the missing one and go to the Enemies List (below the Collections section) to find its location! Good Luck!

1. Goblin
2. Goblin Guard
3. Wolf
4. Crazy Horse
5. Skeleton
6. Black Widow
7. Gigas Worm
8. Warg Wolf
9. Werewolf
10. Zombie
11. Ghoul
12. Garland (BOSS)
13. Cobra
14. Ogre
15. Ogre Chieftain
16. Lizard
17. Pirate (BOSS)
18. Sahagin
19. Sahagin Chief
20. Privateer
21. Shark
22. Goggler
23. Tarantula
24. Ghast
25. Scorpion
26. Shadow
27. Green Slime
28. Crawler
29. Gray Ooze
30. Gargoyle
31. Bloodbones
32. Piscodemon
33. Astos (BOSS)
34. Mummy
35. Wraith
36. Anaconda
37. Hyenadon
38. Lesser Tiger
39. Minotaur
40. Hill Gigas
41. Gnome
42. Troll
43. Wight
44. Ochre Jelly
45. Cockatrice
46. Vampire
47. Ogre Mage
48. Sphinx
49. Lich (BOSS)
50. Centipede
51. Piranha
52. Red Piranha
53. Crocodile
54. White Croc
55. Ochu
56. Neochu
57. Hydra
58. Horned Devil
59. Pyrolisk

60. Pyros
61. Fire Hydra
62. Lava Worm
63. Hellhound
64. Fire Lizard
65. Fire Gigas
66. Red Dragon
67. Marilith (BOSS)
68. White Dragon
69. Winter Wolf
70. Mindflayer
71. Ice Gigas
72. Specter
73. Remora
74. Dark Wizard
75. Evil Eye
76. Desert Baretta
77. Sabretooth
78. Wyvern
79. Wyrm
80. Manticore
81. Baretta
82. Basilisk
83. Allosaurus
84. Weretiger
85. Sand Worm
86. Necrotaur
87. King Mummy
88. Medusa
89. Rakshasa
90. Clay Golem
91. Nightmare
92. Dragon Zombie
93. Sahagin Prince
94. White Shark
95. Deepeyes
96. Sea Snake
97. Sea Scorpion
98. Sea Troll
99. Ghost
100. Aquos
101. Water Naga
102. Kraken (BOSS)
103. Tyrannosaur
104. Black Knight
105. Chimera
106. Guardian
107. Blue Dragon
108. Green Dragon
109. Stone Golem
110. Aeros
111. Spirit Naga
112. Doom Knight
113. Earth Medusa
114. Dark Flan
115. Soldier
116. Vampire Lord
117. Dark Warrior
118. Warmech
119. Tiamat (BOSS)

- 120. Rhyos
- 121. Death Eye
- 122. Purple Worm
- 123. Iron Golem
- 124. Lich
- 125. Marilith
- 126. Kraken
- 127. Tiamat
- 128. Chaos

ITEMS

Castle Cornelia (7 items)	Mythril Knife Crosier Iron Shield Lute	Saber Steel Plate Nitro Powder
Temple of Chaos (6 items)	Potion Tent Rune Blade	Gold Needle Werebane Leather Hat
Matoya's Cave (4 items)	Potion Antidote	Potion Jolt Tonic
Elven Castle (5 items)	330 Gil Mythril Hammer Mystic Key	400 Gil Bronze Gloves
Mt. Duergar (11 items)	450 Gil 575 Gil Cottage Wyrmslayer Grand Helm Excalibur	575 Gil Tent Mythril Knife Helmet Mythril Mail
Western Keep (4 items)	Power Staff Steel Gloves	Falchion Crystal Eye
Marsh Cave (13 items)	295 Gil 620 Gil 1020 Gil Dagger Broadsword Copper Armlet Crown	385 Gil 680 Gil Cottage Mythril Knife Steel Plate Silver Armlet
Titan's Cave (4 items)	450 Gil Great Axe	620 Gil Mythril Helm
Terra Cavern (24 items)	300 Gil 795 Gil 1020 Gil 1455 Gil 1975 Gil 3400 Gil 5450 Gil Potion Sleeping Bag	575 Gil 880 Gil 1250 Gil 1520 Gil 3400 Gil 5000 Gil Potion Antidote Tent

Tent	Staff
Coral Sword	Leather Shield
Mythril Shield	Star Ruby

Sage's Cave (1 item)	Earth Rod
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Crescent Lake (1 item)	Canoe
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Mt. Gulg (33 items)	10 Gil	155 Gil
	750 Gil	795 Gil
	880 Gil	1250 Gil
	1455 Gil	1520 Gil
	1520 Gil	1760 Gil
	1760 Gil	1975 Gil
	2000 Gil	2750 Gil
	4150 Gil	7340 Gil
	Potion	Potion
	Antidote	Antidote
	Gold Needle	Tent
	Cottage	Staff
	Claymore	Mythril Axe
	Ice Brand	Mythril Helm
	Mythril Helm	Flame Mail
Mythril Shield	Flame Shield	
Mythril Gloves		

Ice Cavern (16 items)	180 Gil	5000 Gil
	5454 Gil	7900 Gil
	9500 Gil	9900 Gil
	10000 Gil	12350 Gil
	Potion	Sleeping Bag
	Flame Sword	Shirt
	Ice Armor	Ice Shield
	Mythril Gloves	Levistone

Desert Caravan (1 item)	Bottled Faerie
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Gaia (1 item)	Oxyale
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Dragon's Cave (13 items)	10 Gil	160 Gil
	500 Gil	575 Gil
	1455 Gil	1520 Gil
	2000 Gil	2750 Gil
	2750 Gil	9500 Gil
	Gold Needle	Tent
	Cottage	

Citadel of Trials (9 items)	1455 Gil	7340 Gil
	Cottage	Healing Staff
	Ice Brand	Steel Gloves
	Gauntlets	Ruby Armlet
	Rat's Tail	

Sunken Shrine (32 items)	10 Gil	20 Gil
	110 Gil	385 Gil
	450 Gil	1760 Gil

2000 Gil	2750 Gil
2750 Gil	4150 Gil
5000 Gil	5450 Gil
7340 Gil	7690 Gil
8135 Gil	9000 Gil
9900 Gil	9900 Gil
10000 Gil	12350 Gil
Antidote	Mage's Staff
Light Axe	Light Axe
Ribbon	Diamond Helm
Diamond Armor	Diamond Shield
Giant's Gloves	Diamond Gloves
Diamond Armlet	Rosetta Stone

Lufenia (1 item)	Bell
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Tower of Mirage (18 items)	800 Gil	2750 Gil
	3400 Gil	7600 Gil
	7900 Gil	8135 Gil
	10000 Gil	12350 Gil
	13000 Gil	18010 Gil
	Tent	Cottage
	Thor's Hammer	Vorpal Sword
	Sunblade	Healing Helm
	Dragon Mail	Aegis Shield

Waterfall Cavern (7 items)	5000 Gil	6400 Gil
	13450 Gil	Spellbinder
	Defender	Ribbon
	Warp Cube	

Flying Fortress (34 items)	180 Gil	880 Gil
	3400 Gil	4150 Gil
	4150 Gil	5000 Gil
	5450 Gil	6400 Gil
	6720 Gil	7900 Gil
	8135 Gil	9000 Gil
	9500 Gil	9900 Gil
	13000 Gil	Potion
	Potion	Gold Needle
	Gold Needle	Cottage
	Venom Blade	Sasuke
	Ribbon	Healing Helm
	Mythril Helm	Shirt
	Protect Cloak	Black Robe
	White Robe	Diamond Shield
	Diamond Gloves	Protect Ring
	Protect Ring	Adamantite

Temple of Chaos Past (7 items)	26000 Gil	45000 Gil
	65000 Gil	Sasuke
	Masamune	Protect Cloak
	Protect Ring	

ART GALLERY

I don't know the percentages that unlocks the pictures (individually) so if you know the exact number, please do tell me.

1. Goblin
2. Princess and Her Light
3. Skeleton
4. Zombie
5. Princess Sarah
6. Sahagin
7. Shark
8. Tarantula
9. Scorpion
10. Strange Land
11. Green Slime
12. Crawler
13. Gargoyle
14. Mummy
15. Anaconda
16. Minotaur
17. Behemoth vs. Light
18. Gigas
19. Troll
20. Cockatrice
21. Lich
22. Crocodile
23. Ochu
24. Ochu vs. Light
25. Hydra
26. Hellhound
27. Dragon
28. Marilith
29. Mindflayer
30. Dark Elf
31. Dragon vs. Light
32. Death Eye
33. Sabretooth
34. Wyvern
35. Manticore
36. Baretta
37. Basilisk
38. Medusa
39. Demon in the Clouds
40. Rakshasa
41. Golem
42. Nightmare
43. Ghost
44. Naga
45. Kraken
46. Kraken vs. Light
47. Tyrannosaur
48. Black Knight
49. Chimera
50. Flying Fortress
51. Soldier
52. Tiamat
53. Chaos
54. Throne of Doom
55. Phoenix
56. Princess and Her Light II

PHOTO GALLERY

I call this section 'Endings' because the photos ARE from the endings. However, I do not have all of the endings yet... I do plan to get those soon. If I haven't then I'm working on some other FAQ (probably Slave Zero for DC or Final Fantasy II). If you do have the titles of the missing movies, please do tell me and I'll credit you. Thanks.

1. Destiny
2. The Light and the Darkness
3. Crimson Fury
4. The Clash
5. Doom
6. Eagle Eyes
7. The Crystal
8. Battle's End
9. Chosen One
10. Dragon Lord
11. Time Traveler
12. Blaze
13. Magnificent Glider
14. The Winner?
15. Blue Moon
16. Promise of Revenge

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VIII. FINAL FANTASY I BOSSES

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BOSS: Garland (Temple of Chaos)

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HP: 106

EXP: 130

Magic is ALMOST useless... except for Fire1. So cast Fire with your BM. For the rest of the classes, attack. WM or RM should heal every time the boss attacks. Not too hard, but if you haven't trained up to level 3, you're in trouble. Hell, with my Lv 3 Fighters (2), Lv 3 WM, and a Lv 2 BM, I beat this creep in 2 rounds. TOO EASY.

BOSS: Astos (Marsh Cave)

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HP: 168

EXP: 2250 (yay!!!)

This boss is very strong and has a good-sized health points. This boss has a lethal spell: Reaper. This move = instant kill, so be very afraid! A good way to win is with Haste (will only work if you're LVL 8). Have your RM or BM cast Haste on your strongest fighters and pummel him with attacks. Your RM or WM should heal EVERY time with Cure2. The boss has level 2 magic spells so he will damage every member of your party. Strong, yes, but not tough. Fire2 or Bolt2 could easily damage him heavily (60 points!). Finish him off with attacks from your physical fighters.

If you're having some trouble, you can clamp him down with Silence.

BOSS: Vampire (Terra Cavern)

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HP: 156

EXP: 1200

So easy yet so tough to keep all of those alive. Well, not that hard. This boss has HIGH attack power so you better heal your party up if you want all of them alive. The HP is ridiculously low for a boss so it should be no problem for you. Fire2 and Dia2 are the killer spells against him. Physical attacks also work wonders. I killed him with only 3 attacks: 2 Physical Attacks and a Fire2. However, he killed my WM before I could kill him. Sad.

BOSS: Lich (Terra Cavern)

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HP: 800

EXP: 2200

As you can see, this boss has a LOT of HP. This boss also has level 2 Black Spells such as Ice2, Bolt2, Slow2, Sleep2, etc. They are very damaging, too, inflicting damage upwards to 150. Despite the size of the HP, you have to make this battle swift. Don't heal too much, your WM have to use the Dia2 spells, it works WONDERS on this boss, 150 easy damage points. Your attackers should keep hitting on the boss, for maybe 50-60 points each attack. Your BM should cast Haste because Lich as high defense against Magic so it's worthless to cast Magic. If you're having trouble... it could be a good idea to cast NulIce or NulBolt to cease the heavy damage you receive from the magic. Don't stop pressing him with attacks and he should go down within 5 rounds. Remember, try to maximize your attack options. If you have a Black Mage, cast Haste or Steel on your attackers...

BOSS: Marilith (Mount Gulg)

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HP: 1200

EXP: 2475 (not bad...)

The first thing... This boss is OBVIOUSLY a fire lover, since it is buried within the raging lava. What do you do? Cast Ice on him? Nope... Cast NulFire, you fool! Along with your Flame Mail and Shield, you should be all right. After that, don't cast any Ice spells because she is not weak to those spells... Just use your BM or RM to cast Haste or any status enriching spells to your attackers. After that, you may cast the magic to damage the boss. The healers should just keep watch and see if anyone need some help. Cure3 is always helpful!

You need some more tips? Shield2 is not a bad idea, considering that the boss tends to attack more than cast magic. Level 3 spells are a very good alternative for your BM even though it may not damage Marilith a lot.

BOSS: Evil Eye (Ice Cavern)

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HP: 162 (yes, 162!!!!!!!)

EXP: 3225 (For a 162-HP boss? Pretty good!)

A very simple boss. SIMPLE. Just do 162 worth of damage and he's down. Wait... there MUST be a catch in this! He can't be THAT easy! Well, there is a small catch... Doom. He knows THE nasty spell, Doom. It, if connected, will result in a fatal hit. Remember, he has only _162_ HP! Just attack with everything you got and you're done!

You wanna know how I beat the boss? Well... I commanded my two Fighters to Attack, my WM to cast Invis2 (just in case it makes the Doom attack miss) and make my BM cast Bolt3. My WM came out first and cast the seemingly worthless Invis2... Then my BM cast Bolt3 for 172 damage. Battle over. :)

BOSS: Kraken (Sunken Shrine)

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HP: 1600

EXP: 4245

This battle is a VERY anti-climax one. While the boss is gigantic, the size of the HP is off the charts, and the strength of this boss is overwhelming, this one is simple to master. This boss has no magic other than Bolt2 to damage you so he depends on his brute strength to kill you. Now, to take away the 1600 HP he has, you use your attackers. With their pure strength, they will damage him for about... 15 points. Yes, 15! It does make it even tougher, doesn't it? Well, no. If you've gotten the GIANT'S GLOVE earlier, you can master this battle without any trouble. The Giant's Glove heightens your attack power and it seems to 'remove' the defense of Kraken's. Use this glove as an item to boost your fighter (he must be choosing it). After that, boost your fighters even more with your BM/RM's Haste. With those, your fighters can attack for upwards for 450 damage! Your WM/WW should cast physical barriers (Shld2 and Invis2). I have the entire step-by-step that I used to defeat this mother in the walkthrough if you want to see it.

BOSS: Tiamat (Flying Fortress)

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HP: 2000

EXP: 5496

A menacing boss and she look tough to slay... and she is! Especially with 2000 HP... She throws a variety of attacks at you such as physical claw attacks, Thunderbolt, Toxin (VERY lethal!), and some other minor ones. Make sure your WW keeps your party's HP at the VERY HIGH levels! Toxin can throw your party off if you're not careful enough. As usual, your Knights/Ninjas should use the Giant's Glove and have your BW/RW cast Haste on them. With those, your Knights can attack for about 500 Damage! Pretty nice! Your WW and BW can barely scratch the boss so let them concentrate on the healing and the status boosters. Your WW could cast NulBolt to prevent the high damage from the Thunderbolt spell. After that, you could heal or cast Shld2 to shut down the physical damage all of the way. Again, like Kraken, you have to rely on your physical attackers to win this semi-tough battle.

One more tip: Break can wipe her out in a single fierce blow. (Thanks, Red Scarlet.)

BOSS: Chaos (Temple of Chaos-Past)

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HP: 4000 (!!!)

He has a lifetime's worth of HP AND he casts Cure4, which heals himself ALL OF THE WAY to the MAX, OFTEN! (Did all of that caps hurt you? too bad.) He has, like most of the bosses, has a high defense against magic so don't waste your Flare and Holy on him. Your WM should cast NulAll while your BM or RM casts Haste and Steel to your party. Your attackers MUST use the Giant's Glove or you're going to have a tough time!

In other words, this is just another regular boss battle... it's just a prolonged one. Here's my battle report:

	Round 1	Round 2	Round 3	Round 4
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KN-Neo	Attack	Giant's Glove	Attack	Attack
KN-Fox	Giant's Glove	Attack	Attack	Attack
WW-Slut69	NulAll (Neo)	Shld2	Life 2 (Jesus)	NulAll (Jesus)
BW-Jesus	Haste (Neo)	Haste (Fox)	Dead	Steel
Chaos	Attack	Blaze	Tsunami	Tornado

Round 5

KN-Neo	Attack
KN-Fox	Attack (KILL!!!)
WW-Slut69	Cure4 (69)
BW-Jesus	Flare
Chaos	Attack

That's about it. Luckily for me, Chaos never cast the ever-annoying Cure4 so I was able to kill him quickly.

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IX. FINAL FANTASY I ENEMIES

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Before you read this seemingly pointless list, you have to know several things. After you beat the game, you can re-start the game with your saved file that you saved after the ending. In that game, go to the Menu and go under 'Config'. On the end of the 'Config' menu, there's a new option: Collections. You see four different options... the Bestairy is one of them. This is directly linked to the rewards: Art Gallery and Endings. As you find and capture new monsters, you get more and more pictures in the Art Gallery and the Endings. Even if you get all monsters, you might not have all of the rewards because the chests have to be opened too.

That's why you need this list (not so pointless now, eh?) and I put down the locations of every monster to help you find them if you never got them. Good luck!

LEGEND

- HP: Health Points
- EXP: Experience Points
- GIL: Gil
- WKN: Weakness (use this magic to inflict huge damage)

LOC: Location (approximation)

AEROS

HP: 358
EXP: 1614
GIL: 807
WKN: None
LOC: Flying Fortress; B4F-Past-Temple of Chaos

ALLOSAURUS

HP: 480
EXP: 3387
GIL: 502
WKN: None
LOC: Outside Lufenia

ANACONDA

HP: 80
EXP: 165
GIL: 50
WKN: None
LOC: Marsh Cave; Terra Cavern; Outside Crescent Lake

AQUOS

HP: 300
EXP: 1962
GIL: 800
WKN: Ice
LOC: Sunken Shrine; B3F-Past-Temple of Chaos

BARETTA

HP: 256
EXP: 1428
GIL: 300
WKN: None
LOC: Outside Onlak/Desert; Outside Lufenia

BASILISK

HP: 196
EXP: 1977
GIL: 658
WKN: None
LOC: Outside Citadel; B1F-Past-Temple of Chaos

BLACK KNIGHT

HP: 260
EXP: 1263
GIL: 1800
WKN: None
LOC: Tower of Mirage; Flying Fortress; 1F-3F-Past-Temple of Chaos

BLACK WIDOW

HP: 28
EXP: 30
GIL: 8
WKN: None
LOC: Outside Corneria; Marsh Cave; Terra Cavern

BLOODBONES

HP: 144
EXP: 378
GIL: 378
WKN: Fire; Dia
LOC: Marsh Cave; Ice Cavern

BLUE DRAGON

HP: 454
EXP: 3274
GIL: 2000
WKN: None
LOC: Tower of Mirage

CENTIPEDE

HP: 222
EXP: 1194
GIL: 300
WKN: None
LOC: Outside Crescent Lake; Mt. Gulg

CHIMERA

HP: 300
EXP: 2064
GIL: 2500
WKN: Ice
LOC: Tower of Mirage; Flying Fortress; 1F-3F-Past-Temple of Chaos

CLAY GOLEM

HP: 176
EXP: 1257
GIL: 800
WKN: None
LOC: The Citadel; Waterfall Cavern; Flying Fortress; B1F-Past-Temple of Chaos

COBRA

HP: 56
EXP: 123
GIL: 50
WKN: None
LOC: Outside Elfheim; Outside Melmond; Terra Cavern

COCKATRICE

HP: 50
EXP: 186

GIL: 200

WKN: None

LOC: Terra Cavern; Ice Cavern; Waterfall Cavern; Sunken Shrine; Tower of
Mirage

CRAWLER

HP: 84

EXP: 186

GIL: 200

WKN: None

LOC: Marsh Cave

CRAZY HORSE

HP: 64

EXP: 63

GIL: 15

WKN: None

LOC: Outside Corneria; Temple of Chaos-Present; Outside Pravoca

CROCODILE

HP: 184

EXP: 816

GIL: 900

WKN: Bolt

LOC: On Canoe

DARK FLAN

HP: 156

EXP: 1101

GIL: 900

WKN: Fire

LOC: Flying Fortress; 1F-3F-Past-Temple of Chaos

DARK WARRIOR

HP: 200

EXP: 3420

GIL: 3420

WKN: None

LOC: Flying Fortress

DARK WIZARD

HP: 105

EXP: 1095

GIL: 1095

WKN: None

LOC: Ice Cavern; 1F-3F-Past-Temple of Chaos

DEATH EYE

HP: 360

EXP: 1

GIL: 1

WKN: Fire; Dia

LOC: 1F-3F-Past-Temple of Chaos

DEEPEYES

HP: 304
EXP: 3591
GIL: 3591
WKN: Bolt
LOC: Sunken Shrine; B3F-Past-Temple of Chaos

DESERT BARETTA

HP: 352
EXP: 2610
GIL: 1
WKN: None
LOC: Outside Onlak/Desert; Outside Lufenia

DOOM KNIGHT

HP: 190
EXP: 2700
GIL: 3000
WKN: None
LOC: B4F-Past-Temple of Chaos

DRAGON ZOMBIE

HP: 268
EXP: 2331
GIL: 999
WKN: Fire; Dia
LOC: The Citadel; 1F-3F-Past-Temple of Chaos; B4F-Past-Temple of Chaos

EARTH MEDUSA

HP: 96
EXP: 1218
GIL: 1218
WKN: Fire
LOC: Flying Fortress; B1F-Past-Temple of Chaos

EVIL EYE

HP: 162
EXP: 3225
GIL: 3225
WKN: None
LOC: Flying Fortress

FIRE GIGAS

HP: 300
EXP: 1506
GIL: 1506
WKN: Ice
LOC: Mt. Gulg; B2F-Past-Temple of Chaos

FIRE HYDRA

HP: 182

EXP: 1215
GIL: 400
WKN: Ice
LOC: Mt. Gulg; Flying Fortress; B2F-Past-Temple of Chaos

FIRE LIZARD

HP: 296
EXP: 2472
GIL: 1200
WKN: Ice
LOC: Mt. Gulg; B2F-Past-Temple of Chaos

GARGOYLE

HP: 80
EXP: 132
GIL: 1200
WKN: None
LOC: Marsh Cave; Terra Cavern

GHAIST

HP: 56
EXP: 117
GIL: 117
WKN: Fire; Dia
LOC: Outside Elfheim; Outside Melmond; Terra Cavern; Ice Cavern

GHOST

HP: 180
EXP: 990
GIL: 990
WKN: Fire; Dia
LOC: Sunken Shrine

GHOUL

HP: 48
EXP: 93
GIL: 50
WKN: Fire; Dia
LOC: Temple of Chaos-Present; Marsh Cave; Outside Melmond

GIGAS WORM

HP: 56
EXP: 63
GIL: 15
WKN: Fire
LOC: Outside Corneria; Temple of Chaos-Present; Outside Pravoca; Outside
Elfheim; Outside Melmond

GNOMA

HP: 288
EXP: 1536
GIL: 768
WKN: Fire

LOC: Terra Cavern; B1F-Past-Temple of Chaos

GOBLIN

HP: 8
EXP: 6
GIL: 6
WKN: None
LOC: Outside Corneria; Temple of Chaos-Present

GOBLIN GUARD

HP: 16
EXP: 18
GIL: 18
WKN: None
LOC: Outside Corneria; Temple of Chaos-Present; Outside Pravoca; Outside
Elfheim

GOGGLER

HP: 10
EXP: 42
GIL: 10
WKN: Bolt
LOC: On Ship

GRAY OOZE

HP: 76
EXP: 255
GIL: 70
WKN: Bolt
LOC: Marsh Cave; Mt. Gulg

GREEN DRAGON

HP: 352
EXP: 4068
GIL: 5000
WKN: Ice
LOC: Waterfall Cavern; 1F-3F-Past-Temple of Chaos

GREEN SLIME

HP: 24
EXP: 84
GIL: 20
WKN: Ice; Fire
LOC: Marsh Cave

GUARDIAN

HP: 200
EXP: 1224
GIL: 400
WKN: Bolt
LOC: Tower of Mirage

HELLHOUND

HP: 192
EXP: 1182
GIL: 600
WKN: Ice
LOC: Mt. Gulg; Outside Onlak/Desert; Tower of Mirage

HILL GIGAS

HP: 240
EXP: 879
GIL: 879
WKN: None
LOC: Terra Cavern; Outside Crescent Lake; Mt. Gulg; Outside Lufenia

HORNED DEVIL

HP: 94
EXP: 387
GIL: 387
WKN: None
LOC: Mt. Gulg; The Citadel

HYDRA

HP: 212
EXP: 915
GIL: 150
WKN: None
LOC: On Canoe; Outside Citadel

HYENADON

HP: 120
EXP: 288
GIL: 72
WKN: None
LOC: Outside Melmond; Mt. Gulg

ICE GIGAS

HP: 336
EXP: 1752
GIL: 1752
WKN: Fire
LOC: Ice Cavern; Outside Onlak/Desert; 1F-3F-Past-Temple of Chaos

IRON GOLEM

HP: 304
EXP: 6717
GIL: 3000
WKN: None
LOC: B4F-Past-Temple of Chaos

KING MUMMY

HP: 188
EXP: 984
GIL: 1000

WKN: Fire; Dia

LOC: The Citadel; Waterfall Cavern; Sunken Shrine; Tower of Mirage

LAVA WORM

HP: 280

EXP: 1671

GIL: 400

WKN: Ice

LOC: Mt. Gulg; B2F-Past-Temple of Chaos

LESSER TIGER

HP: 132

EXP: 438

GIL: 108

WKN: None

LOC: Outside Melmond; Outside Citadel; Outside Onlak/Desert

LIZARD

HP: 92

EXP: 153

GIL: 50

WKN: None

LOC: Outside Pravoca; Terra Cavern; Mt. Gulg

MANTICORE

HP: 164

EXP: 1317

GIL: 650

WKN: None

LOC: Flying Fortress

MEDUSA

HP: 68

EXP: 699

GIL: 699

WKN: None

LOC: The Citadel; Tower of Mirage; Flying Fortress

MINDFLAYER

HP: 112

EXP: 822

GIL: 999

WKN: None

LOC: Ice Cavern; The Citadel; Flying Fortress; B4F-Past-Temple of Chaos

MINOTAUR

HP: 164

EXP: 489

GIL: 489

WKN: None

LOC: Terra Cavern; Outside Crescent Lake; Mt. Gulg

MUMMY

HP: 80
EXP: 300
GIL: 300
WKN: Fire; Dia
LOC: Western Keep; Terra Cavern; Ice Cavern; The Citadel; Waterfall Cavern;
Sunken Shrine; Tower of Mirage

NECROTAUR

HP: 224
EXP: 1050
GIL: 1050
WKN: Fire; Dia
LOC: The Citadel; Outside Lufenia

NEOCHU

HP: 344
EXP: 3189
GIL: 500
WKN: None
LOC: On Canoe; Flying Fortress

NIGHTMARE

HP: 200
EXP: 1272
GIL: 700
WKN: Ice
LOC: The Citadel; Waterfall Cavern; Tower of Mirage; Flying Fortress;
B4F-Past-Temple of Chaos

OCHRE JELLY

HP: 76
EXP: 252
GIL: 70
WKN: Ice; Fire
LOC: Terra Cavern

OCHU

HP: 208
EXP: 1224
GIL: 102
WKN: Bolt
LOC: On Canoe; Outside Citadel; Outside Onlak/Desert

OGRE

HP: 100
EXP: 195
GIL: 195
WKN: None
LOC: Outside Pravoca; Outside Elfheim; Outside Melmond; Terra Cavern

OGRE CHIEFTAIN

HP: 132

EXP: 282
GIL: 300
WKN: None
LOC: Outside Elfheim; Outside Melmond; Terra Cavern; Outside Crescent Lake;
Mt. Gulg

OGRE MAGE

HP: 144
EXP: 723
GIL: 723
WKN: None
LOC: Terra Cavern; Outside Crescent Lake; Mt. Gulg; Outside Onlak/Desert

PIRANHA

HP: 92
EXP: 240
GIL: 20
WKN: Bolt
LOC: On Canoe

PIRATE

HP: 6
EXP: 40
GIL: 40
WKN: None
LOC: Pravoca

PISCODEMON

HP: 84
EXP: 276
GIL: 300
WKN: None
LOC: Terra Cavern; Ice Cavern

PRIVATEER

HP: 50
EXP: 60
GIL: 120
WKN: None
LOC: On Ship

PURPLE WORM

HP: 448
EXP: 4344
GIL: 1000
WKN: None
LOC: 1F-3F-Past-Temple of Chaos; B4F-Past-Temple of Chaos

PYROLISK

HP: 44
EXP: 423
GIL: 500
WKN: Ice

LOC: Mt. Gulg; Waterfall Cavern; Sunken Shrine; Tower of Mirage

PYROS

HP: 276
EXP: 1620
GIL: 800
WKN: Ice
LOC: Mt. Gulg; B2F-Past-Temple of Chaos

RAKSHASA

HP: 110
EXP: 603
GIL: 800
WKN: None
LOC: The Citadel; Flying Fortress

RED DRAGON

HP: 248
EXP: 2904
GIL: 4000
WKN: None
LOC: Mt. Gulg; B2F-Past-Temple of Chaos

RED PIRANHA

HP: 172
EXP: 546
GIL: 46
WKN: None
LOC: On Canoe

REMORA

HP: 320
EXP: 2244
GIL: 1000
WKN: None
LOC: Ice Cavern; Outside Onlak/Desert

RHYOS

HP: 350
EXP: 4584
GIL: 5000
WKN: Ice
LOC: 1F-3F-Past-Temple of Chaos

SABRETOOTH

HP: 200
EXP: 843
GIL: 500
WKN: None
LOC: Outside Citadel; Outside Onlak/Desert; Tower of Mirage

SAHAGIN

HP: 28
EXP: 30
GIL: 30
WKN: Bolt
LOC: On Ship

SAHAGIN CHIEF

HP: 64
EXP: 105
GIL: 105
WKN: Bolt
LOC: On Ship; Sunken Shrine

SAHAGIN PRINCE

HP: 204
EXP: 822
GIL: 882
WKN: Bolt
LOC: Sunken Shrine; B3F-Past-Temple of Chaos

SAND WORM

HP: 200
EXP: 2683
GIL: 900
WKN: None
LOC: Outside Citadel

SCORPION

HP: 84
EXP: 225
GIL: 70
WKN: None
LOC: Outside Pravoca; Marsh Cave; Outside Crescent Lake; Mt. Gulg

SEA SCORPION

HP: 148
EXP: 639
GIL: 300
WKN: Bolt
LOC: Sunken Shrine; B3F-Past-Temple of Chaos

SEA SNAKE

HP: 224
EXP: 957
GIL: 600
WKN: Bolt
LOC: Sunken Shrine; B3F-Past-Temple of Chaos

SEA TROLL

HP: 216
EXP: 852
GIL: 852
WKN: Bolt

LOC: Sunken Shrine; B3F-Past-Temple of Chaos

SHADOW

HP: 50
EXP: 90
GIL: 45
WKN: Fire; Dia
LOC: Marsh Cave; Outside Melmond

SHARK

HP: 120
EXP: 267
GIL: 66
WKN: Bolt
LOC: On Ship; Sunken Shrine

SKELETON

HP: 10
EXP: 9
GIL: 3
WKN: Fire; Dia
LOC: Outside Corneria; Temple of Chaos-Present; Marsh Cave

SOLIDER

HP: 400
EXP: 4000
GIL: 2000
WKN: Bolt
LOC: Flying Fortress

SPECTER

HP: 114
EXP: 432
GIL: 432
WKN: Fire; Dia
LOC: Ice Cavern

SPHINX

HP: 228
EXP: 1160
GIL: 1160
WKN: None
LOC: Terra Cavern; Mt. Gulg; Outside Citadel; Outside Onlak/Desert

SPIRIT NAGA

HP: 420
EXP: 3489
GIL: 4000
WKN: None
LOC: Flying Fortress

STONE GOLEM

HP: 200
EXP: 2385
GIL: 1000
WKN: None
LOC: Flying Fortress; B1F-Past-Temple of Chaos; B4F-Past-Temple of Chaos

TARANTULA

HP: 64
EXP: 141
GIL: 50
WKN: None
LOC: Outside Pravoca; Outside Elfheim; Marsh Cave; Outside Melmond;
Terra Cavern

TROLL

HP: 184
EXP: 621
GIL: 621
WKN: Fire
LOC: Terra Cavern; Outside Crescent Lake; Outside Onlak/Desert; Outside
Lufenia

TYRANNOSAUR

HP: 600
EXP: 7200
GIL: 600
WKN: None
LOC: Outside Lufenia

VAMPIRE

HP: 156
EXP: 1200
GIL: 2000
WKN: Fire; Dia
LOC: Tower of Mirage; B4F-Past-Temple of Chaos

VAMPIRE LORD

HP: 300
EXP: 2385
GIL: 3000
WKN: Fire; Dia
LOC: Flying Fortress; 1F-3F-Past-Temple of Chaos; B4F-Past-Temple of Chaos

WARG WOLF

HP: 72
EXP: 93
GIL: 22
WKN: None
LOC: Temple of Chaos-Present; Outside Pravoca; Outside Elfheim; Marsh Cave;
Outside Melmond; Terra Cavern

WARMECH

HP: 2000

EXP: 32000
GIL: 32000
WKN: None
LOC: B5F-Flying Fortress

WATER NAGA

HP: 356
EXP: 2355
GIL: 2355
WKN: Bolt
LOC: Sunken Shrine; B3F-Past-Temple of Chaos

WERETIGER

HP: 160
EXP: 780
GIL: 780
WKN: None
LOC: Outside Citadel; Tower of Mirage

WEREWOLF

HP: 68
EXP: 135
GIL: 67
WKN: None
LOC: Temple of Chaos-Present; Outside Pravoca; Outside Elfheim; Marsh Cave;
Terra Cavern

WHITE CROC

HP: 288
EXP: 1890
GIL: 2000
WKN: Bolt
LOC: On Canoe

WHITE DRAGON

HP: 200
EXP: 1701
GIL: 2000
WKN: Bolt; Fire
LOC: Ice Cavern; 1F-3F-Past-Temple of Chaos

WHITE SHARK

HP: 344
EXP: 2361
GIL: 600
WKN: Bolt
LOC: Sunken Shrine; B3F-Past-Temple of Chaos

WIGHT

HP: 52
EXP: 150
GIL: 150
WKN: Fire; Dia

LOC: Outside Elfheim; Terra Cavern; Ice Cavern

WINTER WOLF

HP: 92
EXP: 402
GIL: 200
WKN: Fire
LOC: Ice Cavern; Outside Lufenia; 1F-3F-Past-Temple of Chaos

WOLF

HP: 20
EXP: 24
GIL: 6
WKN: None
LOC: Outside Corneria; Temple of Chaos-Present; Outside Melmond

WRAITH

HP: 86
EXP: 231
GIL: 231
WKN: Fire; Dia
LOC: Western Keep; Terra Cavern; Mt. Gulg; Ice Cavern

WYRM

HP: 260
EXP: 1218
GIL: 502
WKN: None
LOC: Outside Citadel; Outside Onlak/Desert; Tower of Mirage

WYVERN

HP: 212
EXP: 1173
GIL: 50
WKN: None
LOC: Outside Onlak/Desert; Outside Lufenia; Tower of Mirage

ZOMBIE

HP: 20
EXP: 25
GIL: 12
WKN: Fire; Dia
LOC: Temple of Chaos-Present; Marsh Cave

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X. FINAL FANTASY I EQUIPMENT

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Just a legend here:

WR---Warrior
KN---Knight
TH---Thief
NI---Ninja

MO---Monk
 MA---Master
 RM---Red Mage
 RW---Red Wizard
 WM---White Mage
 WW---White Wizard
 BM---Black Mage
 BW---Bitchin' Woman (like your mom in bed last night!)

 WEAPONS

Swords	Attack +	Accuracy +	Classes	Where?
-----	-----	-----	-----	-----
Broadsword	15	10	WR KN NI RM RW	
Claymore	21	20	WR KN NI RM RW	
Coral Sword	19	15	WR KN TH NI RM RW	
Defender	30	35	KN NI RW	
Excalibur	45	35	KN	
Falchion	15	10	WR KN TH NI RM RW	
Flame Sword	26	20	WR KN NI RM RW	
Ice Brand	29	25	WR KN NI RM RW	
Long Sword	20	10	WR KN NI RM RW	
Masamune	56	50	All	
Mythril Sword	23	15	WR KN NI RM RW	
Rapier	9	5	WR KN TH NI RM RW	
Rune Blade	18	15	WR KN TH NI RM RW	
Saber	13	5	WR KN TH NI RM RW	
Sasuke	33	35	NI	
Scimitar	10	10	WR KN TH NI RM RW	
Sunblade	32	30	WR KN NI RM RW	
Venom Blade	22	20	KN NI RW	
Vorpal Sword	24	25	KN NI RW	
Werebane	18	15	WR KN NI RM RW	
Wyrmslayer	19	15	WR KN TH NI RM RW	

Axes	Attack +	Accuracy +	Classes
----	-----	-----	-----
Battle Axe	16	5	WR KN NI
Great Axe	22	5	WR KN NI
Light Axe	28	15	WR KN NI
Mythril Axe	25	10	WR KN NI

Hammers	Attack +	Accuracy +	Classes
-----	-----	-----	-----
Hammer	9	0	WR KN NI WM WW
Mythril Hammer	12	5	WR KN NI WM WW
Thor's Hammer	18	15	KN NI WW

Knives	Attack +	Accuracy +	Classes
-----	-----	-----	-----
Cat Claws	22	25	KN NI RW BW
Dagger	7	10	WR KN TH NI RM RW BM BW
Knife	5	10	WR KN TH NI RM RW BM BW
Mythril Knife	10	15	WR KN TH NI RM RW BM BW

Nunchaku	Attack +	Accuracy +	Classes
-----	-----	-----	-----
Iron Nunchaku	16	0	NI MO MA
Nunchaku	12	0	NI MO MA

Staves	Attack +	Accuracy +	Classes
-----	-----	-----	-----
Crosier	14	0	WR KN NI MO MA
Healing Staff	6	0	NI WM WW
Mage's Staff	12	10	NI BM BW
Power Staff	12	0	WR KN NI MO MA WM WW BM BW
Spellbinder	15	15	BW
Staff	6	0	All except Thief

ARMOR

Body Armor	Defense +	Evasion +	Classes
-----	-----	-----	-----
Aegis Shield	16	0	KN
Black Robe	24	-2	BW
Buckler	2	0	WR KN TH NI RM RW
Chain Mail	15	-15	WR KN NI RM RW
Copper Armlet	4	-1	All
Diamond Armlet	34	-1	All
Diamond Armor	42	-10	KN
Diamond Shield	16	0	KN
Dragon Mail	42	-10	KN
Flame Mail	34	-10	WR KN NI
Flame Shield	12	0	WR KN NI
Ice Armor	34	-10	WR KN NI
Ice Shield	12	0	WR KN NI
Iron Shield	4	0	WR KN NI
Knight's Armor	34	-33	WR KN
Leather Armor	4	-8	WR KN TH NI MO MA RM RW
Leather Shield	2	0	WR KN NI
Mythril Mail	18	-8	WR KN NI RM RW
Mythril Shield	8	0	WR KN NI
Ruby Armlet	24	-1	All
Shirt	1	-2	All
Silver Armlet	15	-1	All
Steel Plate	24	-23	WR KN NI
White Robe	24	-2	WW

Hand Armor	Defense +	Evasion +	Classes
-----	-----	-----	-----
Bronze Gloves	2	-3	WR KN NI
Diamond Gloves	8	-3	KN
Gauntlets	6	-3	KN NI RW
Giant's Gloves	6	-3	WR KN NI RW
Leather Armor	1	-1	All
Mythril Gloves	6	-3	WR KN NI RW
Protect Ring	8	-1	All
Steel Gloves	4	-5	WR KN NI

Head Armor	Defense +	Evasion +	Classes
-----	-----	-----	-----
Diamond Helm	8	-3	KN
Grand Helm	5	-5	WR KN NI
Healing Helm	6	-3	KN NI
Helmet	3	-3	WR KN NI
Leather Cap	1	-1	All
Mythril Helm	6	-3	KN NI
Ribbon	1	-1	All

XI. FINAL FANTASY I MAGIC

BLACK MAGIC

LEVEL 1 (Bought at Cornelia for 100/50 Gil)

Focus1: Lowers a foe's evasion by 10 points.
Bolt1: Inflicts 10-40 lightning damage.
Fire1: Inflicts 10-40 damage of fire damage.
Sleep1: Puts foes to sleep.

LEVEL 2 (Bought at Pravoca for 400/250 Gil)

Steel: Raises attack by 14 points. (Can be used repeatedly in a battle)
Slow1: Slows foes down, reducing their attacks.
Icel: Inflicts 20-80 ice damage.
Fog: Blinds foes with heavy fog.

LEVEL 3 (Bought at Elfheim for 1500/1000 Gil)

Fire2: Inflicts 30-120 fire damage.
Bind: Paralyzes a foe.
Bolt2: Inflicts 30-120 lightning damage.
Focus2: Lowers foes' evasion by 10 points.

LEVEL 4 (Bought at Elfheim for 4000/2500 Gil)

Haste: Doubles attack rate of one character.
Muddle: Casts confuses condition on all foes.
Sleep2: Puts one enemy to sleep.
Ice2: Inflicts 40-160 ice damage.

LEVEL 5 (Bought at Melmond for 8000/5000 Gil)

Fire3: Inflicts 50-200 Damage.
Poison: Instantly annihilates foes.
Warp1: Warps the party to the previous floor.
Slow2: Slows a foe down, reducing its attacks.

LEVEL 6 (Bought at Crescent Lake for 20000/13000 Gil)

Bolt3: Inflicts 60-240 Lighting damage.
Reaper: Instantly kills a foe.
Quake: Calls an earthquake to swallow foes.
Stun: Paralyzes a foe.

LEVEL 7 (Bought at Gaia/Onlak for 45000/30000 Gil)

Saber: Raises own attack by 16 and Accuracy by 10. (Can be used repeatedly in
a battle)
Blind: Blinds a foe.
Ice3: Inflicts 70-280 ice damage.
Break: Petrifies a foe.

LEVEL 8 (Bought at Gaia/Lufenia for 60000/40000 Gil)

Stop: Stops time for foes, immobilizing them.
Banish: Creates black hole that may kill all creatures.
Doom: Instantly kills a foe.
Flare: Blasts foes with light and heat.

WHITE MAGIC

LEVEL 1 (Bought at Cornelia for 100/50 Gil)

Cure1: Restores 16-32 HP to one character
Dial: Inflicts 20-80 damage on undead monsters.
Shld1: Raises Defense by 8 points.
Blink: Raises own evasion by 80 points. (Can be used repeatedly in a battle)

LEVEL 2 (Bought at Pravoca for 400/250 Gil)

Lamp: Cures Darkness.
Silence: Prevents foes from casting spells.
NulBolt: Reduces lighting damage by 50%.
Invis1: Raises Evasion by 40 points. (Can be used repeatedly in a battle)

LEVEL 3 (Bought at Elfheim for 1500/1000 Gil)

Cure2: Restores 33-66 HP to one character.
Dia2: Inflicts 40-160 damage on undead foes.
NulFire: Reduces fire damage by 50%.
Heal1: Restores 12-24 HP to all characters.

LEVEL 4 (Bought at Elfheim for 4000/2500 Gil)

Esuna: Cures poison.
Fear: Drives foes away in terror. (Can be used repeatedly in a battle)
NulIce: Reduces ice damage by 50%.
Vox: Cures Mute.

LEVEL 5 (Bought at Melmond for 8000/5000 Gil)

- Cure3: Restores 66-132 HP to one character.
- Lifel: Revives an ally from KO status.
- Dia3: Inflicts 60-240 damage on undead foes.
- Heal2: Restores 24-48 HP to all characters.

LEVEL 6 (Bought at Crescent Lake for 20000/13000 Gil)

- Stona: Cures Stone.
- Warp2: Warps party out of dungeons.
- Shld2: Raises party's Defense by 12 points.
- Invis2: Raises party's Evasion by 40 points. (Can be used repeatedly in a battle)

LEVEL 7 (Bought at Gaia/Onlak for 45000/30000 Gil)

- NulMgc: Protects against all instant death.
- Heal3: Restores 48-96 HP to all characters.
- Cure4: Fully restores HP.
- Dia4: Inflicts 80-320 damage on undead foes.

LEVEL 8 (Bought at Gaia/Lufenia for 60000/40000 Gil)

- Holy: Damages foes with divine light.
- NulAll: Reduces all spell damage by 50%.
- Dispel: Removes all spells cast on target creature.
- Life2: Revives ally and fully restores HP.

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 XII. FINAL FANTASY I SHOPS

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 CORNELIA

WEAPON	NORMAL	EASY	COMMENTS
Nunchaku	10	8	Great to start with (Ninja)
Knife	5	4	Sure... for your Fighters and BM
Staff	5	4	Piece of crap... but your BM needs it
Rapier	10	8	Not bad
Hammer	10	8	Great for WM

ARMOR	NORMAL	EASY	COMMENTS

Shirt	10	8	WTF?
Leather Armor	50	40	Pretty good for your RM
Chain Mail	80	65	Great!

```

-----
ITEM          NORMAL    EASY
-----
Potion        60         40
Antidote      75         50
Sleeping Bag  75         50

```

```

-----
BLACK MAGIC   NORMAL    EASY    COMMENTS
-----
Fire1         100        50     Buy.
Sleep1        100        50     No.
Focus1        100        50     Nope.
Bolt1         100        50     Yes.

```

```

-----
WHITE MAGIC   NORMAL    EASY    COMMENTS
-----
Cure1         100        50     Of course!
Dial          100        50     Yep, you'll need it in the beginning.
Shld1         100        50     Nah.
Blink         100        50     Blah. (no.)

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-----
SANCTUARY/INN
-----
Inn           30
Sanctuary     40

```

PRAVOCA

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-----
WEAPON        NORMAL    EASY    COMMENTS
-----
Hammer        10         8       You should've already gotten this.
Broadsword    550        450     Buy! Buy!
Battle Axe    550        450     Buy! Buy!
Scimitar      200        160     It's alright.

```

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-----
ARMOR         NORMAL    EASY    COMMENTS
-----
Leather Armor  50         40     Nah, get the other armors.
Chain Mail     80         65     Better than Leather.
Steel Plate    800        640     Best one yet.
Leather Gloves 60         50     It works, for now.
Leather Shield 15         12     Ugh.

```

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-----
ITEM          NORMAL    EASY
-----
Potion        60         40
Antidote      75         50

```

Sleeping Bag	75	50
Tent	250	125

BLACK MAGIC	NORMAL	EASY	COMMENTS
-----	-----	----	-----
Ice1	400	250	But of course, buy!
Fog	400	250	Worthless.
Steel	400	250	Sometimes useful so buy this, just in case
Slow1	400	250	See Fog

WHITE MAGIC	NORMAL	EASY	COMMENTS
-----	-----	----	-----
Lamp	400	250	Never used it...
Silence	400	250	Doesn't help. (Except for one boss)
NulBolt	400	250	Good for Bosses.
Invis1	400	250	Nah, get Invis2 later.

SANCTUARY/INN		

Inn	50	
Sanctuary	80	

ELFHEIM

WEAPON	NORMAL	EASY	COMMENTS
-----	-----	----	-----
Iron Nunchaku	200	160	A must-have for Ninjas.
Dagger	175	140	Don't think so.
Crosier	200	160	Good, but it's over-powered already.
Saber	450	360	Buy this instead of Crosier.
Mythril Sword	4000	3200	Yes, best sword yet.

ARMOR	NORMAL	EASY	COMMENTS
-----	-----	----	-----
Steel Plate	800	640	Get this if you haven't.
Copper Armlet	1000	800	No. Barely helps, but if you have plenty of money, go ahead.
Iron Shield	100	80	Too old.
Leather Cap	80	65	See above.
Helmet	100	80	See above.

ITEM	NORMAL	EASY
----	-----	----
Potion	60	40
Antidote	75	50
Sleeping Bag	75	50
Cottage	3000	2000
Gold Needle	800	500

BLACK MAGIC	NORMAL	EASY	COMMENTS

-----	-----	----	-----
Fire2	1500	1000	Yep, it attacks all enemies.
Bind	1500	1000	Nope.
Bolt2	1500	1000	YES!
Focus2	1500	1000	OMG WTF?!?!
Sleep2	4000	2500	*sleeps*
Haste	4000	2500	One of the best magic in the game!
Muddle	4000	2500	*confused* No? Yes? NO!
Ice2	4000	2500	Yeah, along with Fire2 and Bolt2.

-----	-----	----	-----
WHITE MAGIC	NORMAL	EASY	COMMENTS
Cure2	1500	1000	Sure.
Dia2	1500	1000	Yeah, but it'll get useless soon.
NulFire	1500	1000	Why not? Get it while it's cheap!
Heal1	1500	1000	Debatable... Up to you.
Esuna	4000	2500	No.
Fear	4000	2500	NEVER!!!! Only purpose: Marilith.
NulIce	4000	2500	Only decent Level White Magic. Buy it.
Vox	4000	2500	No.

SANCTUARY/INN

Inn	100
Sanctuary	200

MELMOND

-----	-----	----	-----
WEAPON	NORMAL	EASY	COMMENTS
Crosier	200	160	OLD!
Saber	450	360	Get below.
Long Sword	1500	1200	See above.
Falchion	450	360	See above.

-----	-----	----	-----
ARMOR	NORMAL	EASY	COMMENTS
Knight's Armor	45000	36000	Overrated, don't get it, it drops your EVA by 33.
Silver Armlet	5000	4000	Yea, better than Knight's Armor.
Grand Helm	450	360	Best helmet yet.
Bronze Gloves	200	160	Get the steel one.
Steel Gloves	750	600	Uh...

----	-----	----	-----
ITEM	NORMAL	EASY	COMMENTS
None			HOW STRANGELY EROTIC.

-----	-----	----	-----
BLACK MAGIC	NORMAL	EASY	COMMENTS
Fire3	8000	5000	Duh.
Poison	8000	5000	No. Duh.

Warp1	8000	5000	You should wait for now and get Warp2 later.
Slow2	8000	5000	*pukes in slo-mo*

WHITE MAGIC	NORMAL	EASY	COMMENTS
Cure3	8000	5000	Ahhh! I feel good! Yes!
Lifel	8000	5000	OMG! No Phoenix Downs? YOU HAVE TO HAVE THIS!
Dia3	8000	5000	No, it's old by now. Your Fire is good enough.
Heal2	8000	5000	Maybe...

SANCTUARY/INN

Inn	100
Sanctuary	None!

CRESCENT TOWN

WEAPON	NORMAL	EASY	COMMENTS
Mythril Knife	800	640	The swords are always better than this.
Mythril Sword	4000	3200	I AM TEH KING!
Mythril Hammer	2500	2000	This is good, too.
Mythril Axe	4500	3600	This, too.

ARMOR	NORMAL	EASY	COMMENTS
Mythril Mail	7500	6000	Best armor here.
Mythril Shield	2500	2000	This is very nice, too.
Buckler	2500	2000	Excellent alternative for your RM and Theives. (They can't use Mythril Shields)
Mythril Helm	2500	2000	Why not?
Mythril Gloves	2500	2000	Again, why not?

ITEM	NORMAL	EASY
Potion	60	40
Antidote	75	50
Tent	250	125
Cottage	3000	2000

BLACK MAGIC	NORMAL	EASY	COMMENTS
Bolt3	20000	13000	As always, yes.
Reaper	20000	13000	Never connects so, no.
Quake	20000	13000	Not bad.
Stun	20000	13000	Bah.

WHITE MAGIC NORMAL EASY COMMENTS

Stona	20000	13000	Never works for me.
Warp2	20000	13000	Yeah, get this.
Shld2	20000	13000	You HAVE to get this.
Invis2	20000	13000	See above.

SANCTUARY/INN

Inn	200
Sanctuary	400

GAIA

WEAPON	NORMAL	EASY	COMMENTS
Cat Claws	65000	52000	I'm not too sure... I think you should pass, but if you think you need it, then I guess you should.

ARMOR	NORMAL	EASY	COMMENTS
Ruby Armlet	20000	40000	Maybe ONE...
Protect Ring	16000	16000	No, you will get some of those in chests.

ITEM	NORMAL	EASY
Potion	60	40
Antidote	75	50
Tent	250	125
Cottage	3000	2000

BLACK MAGIC	NORMAL	EASY	COMMENTS
Ice3	45000	30000	*sighs* Yes.
Break	45000	30000	Only good against on ONE boss. No.
Stop	60000	40000	What for?
Banish	60000	40000	Same thing as Reaper.
Doom	60000	40000	

WHITE MAGIC	NORMAL	EASY	COMMENTS
Cure4	45000	30000	FULL HEAL!!!!!!!!!!
Dia4	45000	30000	Useless. Your WM needs to heal, not to damage. You will get Holy soon anyway.
Holy	60000	40000	The most powerful one.
NulAll	60000	40000	Not that useful as you might think, but get it anyway.
Dispel	60000	40000	No.

SANCTUARY/INN

Inn	300
Sanctuary	750


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-----
BLACK MAGIC      NORMAL      EASY      COMMENTS
-----
Flare            60000     40000     Heh, although this magic is the best one,
                                   I never used it on my first run
                                   through! Anyway, yes, buy this.

```

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-----
WHITE MAGIC     NORMAL     EASY     COMMENTS
-----
Life2           60000     40000     You. Must. Get. This. Pronto.

```

```

-----
SANCTUARY/INN
-----
Inn             None
Sanctuary       None

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XIII. FINAL FANTASY II SECRETS
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Again, not much, but where would I put them?

--Concentration

Hold X and press Circle 15-20 when you have the Snowcraft. There are 32 boards in all, so if you memorize the first board, skip the next 31 boards and you're back at the original board! Beat that game (try for zero misses) and get an easy prize! The prizes:

1st place: 40000 Gil, a Phoenix Down and an Elixir
 2nd place: 12000 Gil, a Phoenix Down and a Cottage
 3rd place: 3000 Gil, an Ether, and a Gold Needle
 4th place: 1000 Gil, a Hi-Potion, and a Maiden Kiss
 5th place: 300 Gil, a Hi-Potion, and an Antidote
 Finishing: 100 Gil (woo-hoo!)

--Chocobo Forest

YEAH, the ultra-cute Chocobo is back! Well, not back, since this game was the ONE that introduced the named beast! (Chocobos were at its peak in FF9 but that's not the point) Chocobos, as expected, can transport you across land with a greater speed. What's more... no random encounters while on it! You want it even more, right?

To get it, you have to advance the plot until you get the Canoe. Then go to Poft and walk over the mountains to the east, to Bafsk. Continue walking to the southeast, to Kai'son (or just take an air ride from Cid for 400 Gil). Directly south of Kai'son is a small EMPTY patch in the middle of the forest. Walk into the patch. Ta-da, the Chocobo Forest!

Once in the Chocobo Forest, find the Chocobo and talk to it to mount. Now you

can walk to anywhere available faster! REMEMBER, once you dismount (X again), the Chocobo will fly back to the Forest! You have to go back to the Forest again to get it back.

--Normal Mode

Beat the Easy Mode and you have the NES format of FF2j! No, no, you won't see Japanese text! It's just that you will play it in the same format. For example, you have to SELECT the enemies to attack. If you decide to make everybody attack on one of the enemies and it dies after the first attack, the other guys will still attack at that space, missing (for sure!). Therefore, you have to PREDICT. Divide the attacks evenly or something. Same thing with FF1 on NES. Dashing is gone here too. Map? Globe always.

Think this as a HardType of FF2, with the original game on FFO as EasyType. For those who knows about FF4's Types, you should understand those. If not... I suggest you to research (on google or boards or whatever)!

--Rare Enemies

I've seen some rare ones, but I cannot remember all of them. I'll try my best to get them all, but PLEASE, PLEASE DO tell me about the ones that I might have missed! Thanks!!!

GOBLIN PRINCE: Castle Kai'son

BLACK KNIGHT: A lot of those in Fynn before the rebel's victory.

SUCCUBUS: Jade Passage

PIT FIEND: Jade Passage

GAZER: Jade Passage (again!)

MANTIS DEVIL: Pandaemonium

GIGAN TOAD: Palamecia Desert

MAXMIUS: Jade Passage only

SCISSORSJAWS: Jade Passage only

MEZZO MALBORO: Found in Cyclone and Mysidian Tower only!!!

KING BEHEMOTH: Chest in Pandaemonium (4F?)

IRON GIANT: Very rare, only found on 5F or 6F of Pandaemonium. A lot of people have said that he is tough but I find him a pushover.

ZOMBIE BORGHEN/TIAMAT: Chests on 5F of Pandaemonium

BEELZEBUB/ASTAROTH: Chests on 6F of Pandaemonium

XIV. FINAL FANTASY II COLLECTIONS

(from FF1 section)

What collections? If you asked the preceding question, read on. If not, then I assume you know... and skip this paragraph. Anyway, collections is a new reward system that SquareEnix threw into this game (in Origins only). However, if you want to view it in your game, you have to beat the game once and save. Start a new game on that file and go directly to the main menu. Go under 'Config' and select 'Collection'. There ya go, you're there. See the Monsters

and Items lists? You have to get all of the monsters and kill them to complete the percentage on the Monsters list. As for the items, you have to collect every item that you have missed in your first run. If you got them all in the first run, congrats!

The rewards? Just some pictures of the characters in the game and some extra endings. Yep, that's it. As I said before, you have to collect every item from the chests and kill at least 1 of every monster to get all of the rewards. However, if you want to view them all, you'll have to complete the game AGAIN. Why? To see the endings!

One more thing: to continue from your old file, just load your saved file from the ending and you can start from there.

MONSTERS

You can check which monster you don't have here and highlight that one and press CTRL + C, CTRL + F, then CTRL + V and Enter to find its monster listing in my Bestiary to find its location. Pretty useful, eh?

001. Strangler
002. Bloodsucker
003. Hornet
004. Queen Bee
005. Yeti
006. Sasquatch
007. Icicle
008. Silver
009. Splinter
010. Loper
011. Phorusracos
012. Adamantoise
013. Spiketoise
014. Ogre
015. Ogre Mage
016. Ogre Chieftain
017. Deadringers
018. Deadheads
019. Wererat
020. Stunner
021. Floating Skull
022. Deathmask
023. Zombie
024. Ghoul
025. Ghast
026. Revenant
027. Shadow
028. Wraith
029. Specter
030. Ghost
031. Antlion
032. Scissorjaws
033. Gottos
034. Blood Fiend
035. Chimera
036. Rhyos
037. Maximus
038. Doom Petals

039. Evil Bud
040. Killer Fish
041. Boltfish
042. Helldiver
043. Cockatrice
044. Pirate
045. Buccaneer
046. Borghen
047. Zombie Borghen
048. Gigan Rhino
049. Wild Horn
050. Poison Toad
051. Gigan Toad
052. Sea Serpent
053. Sea Dragon
054. Sand Ray
055. Manta Ray
056. Winged Ray
057. Swapper
058. Brain
059. Parasite
060. Lifesucker
061. Werewolf
062. Fenrir
063. Imp
064. Pit Fiend
065. Malboro
066. Mezzo Malboro
067. Great Malboro
068. Basilisk
069. Salamander
070. Frost Lizard
071. Hecteyes
072. Gazer
073. Barrel Worm
074. Sand Worm
075. Abyss Worm
076. Green Slime
077. Yellow Jelly
078. Red Mousse
079. Dark Flan
080. Shrieker
081. Screamer
082. Howler
083. Vampirette
084. Succubus
085. Emperor
086. Fallen Emperor
087. Killer Mantis
088. Mantis King
089. Mantis Devil
090. Royal Guard
091. Black Knight
092. Death Rider
093. Wood Golem
094. Stone Golem
095. Mythril Golem
096. Goblin
097. Goblin Guard
098. Goblin Prince

099. Balloon
100. Grenade
101. Mine
102. Bomb
103. Soldier
104. Sergeant
105. Captain
106. General
107. Warlock
108. Sorcerer
109. Wizard
110. Werepanther
111. Coeurl
112. Lamia
113. Lamia Queen
114. Hill Gigas
115. Fire Gigas
116. Ice Gigas
117. Thunder Gigas
118. Behemoth
119. King Behemoth
120. White Dragon
121. Green Dragon
122. Blue Dragon
123. Red Dragon
124. Iron Giant
125. Tiamat
126. Beelzebub
127. Astaroth
128. Emperor

ITEMS

Find what you don't have and scan my walkthrough (it has EVERY item on this list, guaranteed). All of the items are there, but some aren't in the same part of the guide such as Castle Fynn. You get the Potions and the White Mask at the different times. Remember that...

Altair (2 items)	Canoe	Potion
Castle Fynn (28 items)	White Mask	Wind Drake
	Potion	Potion
	Potion	Potion
	Maiden's Kiss	Eye Drops
	Silk Web	Backstabber
	Knife	Orichaldagger
	Werebane	Blood Sword
	Gold Shield	Flame Shield
	Shirt	Golden Mail
	Flame Mail	Gold Plate
	Titan's Gloves	Toad Scroll
	Break Scroll	Doom Scroll
	Aura Scroll	1000 Gil
	1000 Gil	2000 Gil
Fynn (12 items)	Ring	Potion
	Potion	Potion
	Elixir	Blood Sword

	Gold Hairpin	Silver Plate
	Ruby Plate	Gold Plate
	Ninja Suit	Thief's Gloves
Semitt Falls (11 items)	Mythril Potion Eye Drops Warp Scroll 10 Gil 200 Gil	Snowcraft Potion Fire Scroll 1 Gil 50 Gil
Bafsk Cave (3 items)	Pass Longbow	Long Sword
Snow Cavern (14 items)	Goddess's Bell Potion Notus Mythril Spear Battle Axe Silver Plate 100 Gil	Potion Antidote Mythril Mace Ancient Sword Mythril Shield Ice Scroll 150 Gil
Castle Kai'son (12 items)	Egil's Torch Antidote Eye Drops Mythril Sword Gold Shield Cure Scroll	Sunfire Mallet Werebane Mythril Axe Golden Mail 300 Gil
Castle Deist (16 items)	Dragon Egg Gold Needle Mallet Phoenix Down Unicorn Horn Saint's Spirit Excalibur Stop Scroll	Antidote Cross Eye Drops Cottage Sage's Wisdom Wing Blade Stun Scroll Curse Scroll
Deist Cavern (14 items)	Pendant Sage's Wisdom Acid Bottle Mage's Staff Mythril Shield Mythril Mail Mythril Gloves	Potion Saint's Spirit Mythril Mirror Flame Bow Mythril Helm Knight's Armor 30 Gil
Coliseum (4 items)	Antidote Ether	Elixir Cottage
Dreadnought (10 items)	Potion Main Gauche Crescent Ice Shield Thief's Gloves	Potion Trident Shade Bow Titan's Helm 400 Gil
Mysidian Cave (19 items)	Crystal Rod Potion Potion Gold Needle Mute Bell	Potion Potion Potion Phoenix Down Power Staff

Flame Lance	Ogrekiller
Ice Bow	Gold Hairpin
Ninja Suit	Drain Scroll
Drain Scroll	Osmose Scroll
Mini Scroll	

Tropical Island (20 items)	Black Mask	Eye Drops
	Phoenix Down	Ether
	Hi-Potion	Hi-Potion
	Gaia Drum	Garlic
	Silk Web	Silk Web
	Thanatos	Slumber Stalk
	Slumber Stalk	Slumber Stalk
	Poison Scroll	Poison Scroll
	Sleep Scroll	Blind Scroll
	Blind Scroll	1000 Gil

Leviathan (5 items)	Terra Sword	Diamond Shield
	Headband	Power Sash
	Power Armlet	

Mysidian Tower (25 items)	Potion	Cross
	Unicorn Horn	Hermes
	Silk Web	Hourglass
	Staff	Staff
	Staff	Spellbinder
	Flame Lance	Ice Lance
	Flame Sword	Ice Brand
	Flame Bow	Ice Shield
	Flame Shield	Flame Helm
	Flame Mail	Ice Mail
	White Robe	Black Robe
	Ice Gloves	Flare Scroll
	Ultima Scroll	

Cyclone (7 items)	Zephyr's Flute	Ripper
	Defender	Venom Axe
	Diamond Helm	Diamond Mail
	Diamond Gloves	

Castle Palamecia (17 items)	Elixir	Elixir
	Elixir	Zephyr's Flute
	Garlic	Saint's Spirit
	Hourglass	Slumber Stalk
	Hellfire	Knife
	Mage's Staff	Spellbinder
	Healing Staff	Thunder Spear
	Sunblade	Buckler
	Diamond Plate	

Jade Passage (14 items)	Hi-Potion	Hi-Potion
	Notus	Backstabber
	Hellfire	Hellfire
	Cat Claws	Diamond Mace
	Holy Lance	Rune Axe
	Yoichi's Bow	Aegis Shield
	Dragon Mail	Protect Ring

Pandaemonium (10 items)	Eye Drops	Ether
	Sage's Wisdom	Acid Bottle

Hellfire
Genji Helm
Genji Armor

Masamune
Ribbon
Genji Gloves

ART GALLERY

How would you use it? I dunno, just see what you don't have and envy me, I guess. Muahaha.

Firion 1
Leon
Gus
Maria
Bloodsucker
Hornet
Yeti
Icicle
Loper
Adamantoise
Ogre
Deadringers
Wererat
Deathmask
Zombie
Ghost
Antlion
Gottos
Chimera
Doom Petals
Killer Fish
Hell Diver
Buccaneer
Borghen 1
Borghen 2
Borghen 3
Wild Horn
Gigan Toad
Sea Dragon
Sand Ray
Swapper
Parasite
Imp
Malboro
Basilisk
Gazer
Barrel Worm
Green Slime
Shrieker
Vampirette
Killer Mantis
Death Rider
Wood Golem
Goblin
Bomb
Soldier
Wizard
Coeyrl

Lamia
Hill Gigas
Behemoth
White Dragon
Iron Giant
Tiamat
Beelzebub
Astaroth
Emperor 1
Emperor 2
Mindu
Josef
Gordon
Leila
Gareth
Hilda
Pavel
Emperor of Palamecia 1
Firion 2
Cid
Gareth in Battle
Chock Full o' Monsters
Firion 2
Original Poster Design
Firion in Battle
Emperor of Palamecia 2
Original Package Design

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XV. FINAL FANTASY II ENEMIES

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Just use this list to find where the missing enemies (in your Collections list) are located and fight that monster and kick his ass to get the monster recorded! If that monster has a weakness, exploit it! Good luck!

LEGEND

HP: Health Points
GIL: Gil
WKN: Weakness (use this magic to inflict huge damage)
LOC: Location (approximation)

ABYSS WORM

HP: 1290
GIL: 1000-2000
WKN: None
LOC: Jade Passage

ADAMANTOISE

HP: 450
GIL: 200-500
WKN: Ice
LOC: In Kai'son Castle; Guardian of Goddess's Bell in Snow Cavern;

ANTLION

HP: 370
GIL: 200-500
WKN: Ice; Poison
LOC: Palamecia Desert

ASTAROTH

HP: 7000
GIL: 10000
WKN: None
LOC: Chest guardian (B6F-Pandaemonium)

BALLOON

HP: 20
GIL: 3-25
WKN: Fire; Bolt
LOC: In Semitt Falls; In Bafsk Cave; In Snow Cavern; Around Kai'son;
In Kai'son Castle; In Dreadnought

BARREL WORM

HP: 2000
GIL: 1500-2000
WKN: None
LOC: In Leviathan; Pandaemonium

BASILISK

HP: 750
GIL: 500-1000
WKN: None
LOC: In Mysidian Tower

BEELZEBUB

HP: 5000
GIL: 10000
WKN: None
LOC: Chest guardian (B4F-Pandaemonium)

BEHEMOTH

HP: 1620
GIL: 0
WKN: None
LOC: Battle in the Coliseum

BLACK KNIGHT

HP: 1140
GIL: 1500-2000
WKN: None
LOC: Castle Palamecia

BLOOD FIEND

HP: 1000
GIL: 2000
WKN: None
LOC: Pandaemonium

BLOODSUCKER

HP: 20
GIL: 3-12
WKN: None
LOC: Around Paloom; Around Salamand/Poft/Semitt Falls; In Bafsk Cave;
Around Kai'son; In Kai'son Castle

BLUE DRAGON

HP: 3500
GIL: 10000
WKN: Poison
LOC: Chest guardian (B2F-Jade Passage); Pandaemonium

BOLTFISH

HP: 540
GIL: 400-800
WKN: None
LOC: In Leviathan

BOMB

HP: 640
GIL: 300-600
WKN: Fire; Bolt
LOC: Around Mysidia; In Mysidian Cave; In Mysidian Tower; Cyclone;
Pandaemonium

BRAIN

HP: 240
GIL: 300-600
WKN: Spirit
LOC: Castle Fynn (Underground); In Mysidian Cave

BUCCANEER

HP: 80
GIL: 200-500
WKN: None
LOC: In Dreadnought

CAPTAIN

HP: 750
GIL: 200-300
WKN: None
LOC: In Fynn (before the rebel); In Dreadnought; In Coliseum; In Castle Fynn
(before fighting the Commander); Cyclone; Castle Palamecia

CHIMERA

HP: 640
GIL: 300-600
WKN: None
LOC: Final Battle in Deist Cavern; Palamecia Desert; In Coliseum; In Castle Fynn (before fighting the Commander); In Mysidian Tower

COCKATRICE

HP: 370
GIL: 400-800
WKN: None
LOC: Around Mysidia; In Mysidian Cave; Cyclone; Castle Palamecia

COEURL

HP: 1000
GIL: 1000-2000
WKN: None
LOC: Castle Palamecia; Pandaemonium

DARK FLAN

HP: 370
GIL: 300-600
WKN: Fire
LOC: Around Mysidia; In Mysidian Cave; In Mysidian Tower

DEADHEADS

HP: 300
GIL: 200-500
WKN: Fire
LOC: In Coliseum; In Castle Fynn (before fighting the Commander); In Tropical Island

DEADRINGERS

HP: 80
GIL: 12-200
WKN: Paralyze
LOC: In Snow Cavern; North of Fynn; In Deist Cavern; In Coliseum; In Castle Fynn (before fighting the Commander); In Tropical Island

DEATHMASK

HP: 640
GIL: 1000-2000
WKN: Fire
LOC: Castle Palamecia

DEATH RIDER

HP: 1290
GIL: 10000
WKN: Fire
LOC: Pandaemonium

DOOM PETALS

HP: 540

GIL: 200-500

WKN: Fire; Ice

LOC: In Coliseum; In Castle Fynn (before fighting the Commander); In
Mysidian Cave; In Mysidian Tower; Castle Palamecia

EVIL BUD

HP: 1140

GIL: 600-1500

WKN: Fire

LOC: In Mysidian Tower; Cyclone; Pandaemonium

FALLEN EMPEROR

HP: 3000

GIL: 0

WKN: None

LOC: Castle Palamecia

FENRIR

HP: 870

GIL: 2000

WKN: None

LOC: Pandaemonium

FLOATING SKULL

HP: 45

GIL: 6-20

WKN: Fire

LOC: In Snow Cavern; In Kai'son Castle

FROST LIZARD

HP: 1000

GIL: 600-1500

WKN: Fire

LOC: In Mysidian Tower; Jade Passage; Pandaemonium

GAZER

HP: 1140

GIL: 1500-2000

WKN: None

LOC: Jade Passage

GENERAL

HP: 1800

GIL: 1500

WKN: None

LOC: Cyclone; Castle Palamecia

GHAUST

HP: 100

GIL: 50-300

WKN: Fire

LOC: In Kai'son Castle; In Dreadnought; Around Deist; In Deist Cavern;

In Castle Fynn (before fighting the Commander); Castle Fynn
(Underground); In Tropical Island; In Mysidian Cave; In Mysidian Tower

GHOST

HP: 540
GIL: 500-1000
WKN: Fire
LOC: In Mysidian Cave; In Mysidian Tower

GHOUL

HP: 60
GIL: 25-200
WKN: Fire
LOC: In Snow Cavern; In Kai'son Castle; In Dreadnought; Around Deist;
In Deist Cavern; In Tropical Island

GIGAN RHINO

HP: 1140
GIL: 500-1000
WKN: None
LOC: Around Mysidia; Final Battle in Tropical Island; In Mysidian Tower

GIGANTOAD

HP: 450
GIL: 200-500
WKN: Ice
LOC: In Deist Cavern; Palamecia Desert

GOBLIN

HP: 6
GIL: 6-50
WKN: None
LOC: Around Altair (before Cyclone); In Fynn (before the rebel); Around
Paloom; Around Salamand/Poft/Semitt Falls; In Semitt Falls; In Snow
Cavern

GOBLIN GUARD

HP: 10
GIL: 6-50
WKN: None
LOC: Around Paloom; Around Salamand/Poft/Semitt Falls; In Semitt Falls;
In Bafsk Cave; In Snow Cavern; In Kai'son Castle

GOBLIN PRINCE

HP: 30
GIL: 12-50
WKN: None
LOC: In Kai'son Castle

GOTTOS

HP: 2000
GIL: 800-2000

WKN: None

LOC: The Commander in Castle Fynn; In Mysidian Tower; Cyclone; Castle Palamecia

GREAT MALBORO

HP: 1290

GIL: 1500-2000

WKN: None

LOC: Jade Passage; Pandaemonium

GREEN DRAGON

HP: 3000

GIL: 2000-10000

WKN: Bolt

LOC: Chest guardian (6F-Cyclone); Jade Passage

GREEN SLIME

HP: 10

GIL: 3-25

WKN: Fire; Ice

LOC: In Semitt Falls

GRENADE

HP: 60

GIL: 6-50

WKN: Fire; Bolt

LOC: In Snow Cavern

HECTEYES

HP: 1140

GIL: 800-2000

WKN: None

LOC: Cyclone; Castle Palamecia

HELLDIVER

HP: 140

GIL: 50-300

WKN: None

LOC: In Dreadnought; On Ship

HILL GIGAS

HP: 750

GIL: 200-400

WKN: None

LOC: Chest guardian (4F-Dreadnought); Around Deist; In Deist Cavern;
In Mysidian Tower; Cyclone

HORNET

HP: 6

GIL: 3-25

WKN: None

LOC: Around Altair (before Cyclone); In Fynn (before the rebel); Around

Paloom; Around Salamand/Poft/Semitt Falls; In Bafsk Cave; Around Kai'son;
In Kai'son Castle

HOWLER

HP: 20
GIL: 100-400
WKN: None
LOC: In Deist Cavern; In Mysidian Cave

ICICLE

HP: 60
GIL: 12-100
WKN: Fire
LOC: On Snowcraft; In Snow Cavern

IMP

HP: 300
GIL: 500-1000
WKN: None
LOC: In Mysidian Tower

IRON GIANT

HP: 3500
GIL: 2000-10000
WKN: Ice; Bolt
LOC: Pandaemonium, RARE... Mostly found on B4F-B5F

KILLER FISH

HP: 100
GIL: 25-200
WKN: Bolt
LOC: On Ship

KILLER MANTIS

HP: 750
GIL: 400-800
WKN: Ice
LOC: Castle Fynn (Underground); Around Mysidia; In Mysidian Tower;
Castle Palamecia

KING BEHEMOTH

HP: 5000
GIL: 10000
WKN: None
LOC: Chest guardian (B3F-Jade Passage); Pandaemonium

LAMIA

HP: 1000
GIL: 800-2000
WKN: None
LOC: Cyclone; Castle Palamecia; Pandaemonium

LAMIA QUEEN

HP: 1290
GIL: 10000
WKN: None
LOC: Castle Palamecia; Pandaemonium

LIFESUCKER

HP: 750
GIL: 1500-2000
WKN: Ice
LOC: Jade Passage

LOPER

HP: 30
GIL: 3-25
WKN: None
LOC: In Fynn (before the rebel); Around Paloom; Around Salamand/Poft;
In Semitt Falls

MALBORO

HP: 750
GIL: 300-600
WKN: Bolt
LOC: In Mysidian Cave

MANTA RAY

HP: 870
GIL: 400-800
WKN: Bolt
LOC: In Leviathan

MANTIS DEVIL

HP: 1290
GIL: 2000
WKN: None
LOC: Pandaemonium

MANTIS KING

HP: 1140
GIL: 2000-10000
WKN: Ice
LOC: Around the Mysidian Town (THANKS, jcksnvllle barownezzshez!)

MAXIMUS

HP: 1140
GIL: 2000
WKN: None
LOC: Jade Passage

MEZZO MALBORO

HP: 1000

GIL: 500-1000
WKN: None
LOC: In Mysidian Tower; Cyclone

MINE

HP: 190
GIL: 25-200
WKN: Fire; Bolt
LOC: In Kai'son Castle; In Dreadnought; Around Mysidia

MYTHRIL GOLEM

HP: 2000
GIL: 1000-2000
WKN: Bolt
LOC: Pandaemonium

OGRE

HP: 100
GIL: 50-200
WKN: None
LOC: In Kai'son Castle; North of Fynn; Around Deist; In Deist Cavern

OGRE CHIEFTAIN

HP: 300
GIL: 300-500
WKN: None
LOC: In Deist Cavern; Castle Fynn (Underground)

OGRE MAGE

HP: 140
GIL: 50
WKN: None
LOC: In Kai'son Castle; North of Fynn; Around Deist; In Deist Cavern;
Castle Fynn (Underground)

PARASITE

HP: 300
GIL: 300-600
WKN: Ice
LOC: In Coliseum; Castle Fynn (Underground); In Mysidian Cave

PHORUSRACOS

HP: 140
GIL: 0
WKN: None
LOC: North of Fynn

PIT FIEND

HP: 750
GIL: 1500-2000
WKN: None
LOC: Jade Passage

POISON TOAD

HP: 300
GIL: 50-100
WKN: Ice
LOC: Palamecia Desert; In Tropical Island

QUEEN BEE

HP: 30
GIL: 3-6
WKN: None
LOC: Around Salamand/Poft/Semitt Falls; Around Kai'son; In Kai'son Castle

RED DRAGON

HP: 5000
GIL: 10000
WKN: Ice
LOC: Chest guardian (B4F-Jade Passage); Pandaemonium

RED MOUSSE

HP: 100
GIL: 50-300
WKN: Bolt
LOC: Around Mysidia; In Tropical Island; In Mysidian Cave

REVENANT

HP: 240
GIL: 300-600
WKN: Fire
LOC: In Deist Cavern; In Coliseum; In Castle Fynn (before fighting the
Commander); Castle Fynn (Underground); Around Mysidia; In Mysidian Cave;
In Mysidian Tower

RHYOS

HP: 750
GIL: 500-1000
WKN: None
LOC: Castle Fynn (Underground); In Mysidian Cave

ROYAL GUARD

HP: 870
GIL: 800-1000
WKN: None
LOC: Cyclone

SALAMANDER

HP: 1290
GIL: 1500-2000
WKN: Ice
LOC: Jade Passage

SAND RAY

HP: 450
GIL: 300-600
WKN: None
LOC: Palamecia Desert

SAND WORM

HP: 1290
GIL: 800-2000
WKN: None
LOC: Outside Castle Kai'son (THANKS, Aloysius Ting!!!)
In Palamecia Desert (this one goes to jcksnvllle barownezzshez, I think
that name is a JOKE... v_v)

SASQUATCH

HP: 20
GIL: 6-50
WKN: None
LOC: Around Semitt Falls; In Semitt Falls

SCISSORJAWS

HP: 870
GIL: 1000-2000
WKN: None
LOC: Jade Passage

SCREAMER

HP: 6
GIL: 100-400
WKN: None
LOC: In Deist Cavern; Castle Fynn (Underground)

SEA DRAGON

HP: 870
GIL: 400-800
WKN: Bolt
LOC: In Leviathan

SEA SERPENT

HP: 300
GIL: 50-300
WKN: Bolt
LOC: On Ship

SERGEANT

HP: 140
GIL: 100-200
WKN: None
LOC: Final Battle in Semitt Falls; In Dreadnought; In Coliseum; In Castle
Fynn (before fighting the Commander)

SHADOW

HP: 45
GIL: 12-100
WKN: Fire
LOC: In Snow Cavern; In Kai'son Castle; In Dreadnought; Around Deist;
In Deist Cavern; In Tropical Island

SHRIEKER

HP: 540
GIL: 12-100
WKN: None
LOC: Final Battle in Castle Kai'son; In Mysidian Cave; In Leviathan;
In Mysidian Tower

SLIVER

HP: 240
GIL: 100-400
WKN: Poison
LOC: Around Deist; In Deist Cavern

SOLDIER

HP: 45
GIL: 6-50
WKN: None
LOC: Around Semitt Falls; In Semitt Falls; In Bafsk Cave; Around Kai'son;
In Kai'son Castle; North of Fynn; In Dreadnought; Around Mysidia

SORCERER

HP: 140
GIL: 400
WKN: None
LOC: In Coliseum; In Castle Fynn (before fighting the Commander)

SPECTER

HP: 300
GIL: 400-800
WKN: None
LOC: In Coliseum; In Castle Fynn (before fighting the Commander);
Castle Fynn (Underground); Around Mysidia; In Mysidian Cave; In
Mysidian Tower

SPIKETOISE

HP: 140
GIL: 25-200
WKN: Ice
LOC: Chest guardian (B5F-Semitt Falls); In Kai'son Castle; North of Fynn;
In Deist Cavern

SPLINTER

HP: 240
GIL: 400-800
WKN: None
LOC: In Coliseum; In Castle Fynn (before fighting the Commander); Castle
Fynn (Underground)

STONE GOLEM

HP: 1800
GIL: 600-1500
WKN: Poison
LOC: Castle Palamecia

STRANGLER

HP: 6
GIL: 3-25
WKN: None
LOC: Around Altair (before Cyclone); In Fynn (before the rebel); Around Paloom; Around Salamand/Poft; Around Kai'son; In Kai'son Castle

STUNNER

HP: 100
GIL: 50-300
WKN: None
LOC: In Dreadnought; In Castle Fynn (before fighting the Commander); Castle Fynn (Underground); In Tropical Island

SUCCUBUS

HP: 1140
GIL: 1500-10000
WKN: Fire
LOC: Cyclone; Jade Passage

SWAPPER

HP: 140
GIL: 100-400
WKN: Spirit
LOC: Castle Fynn (Underground); In Mysidian Cave

TIAMAT

HP: 5000
GIL: 10000
WKN: Paralyze
LOC: Chest guardian (B5F-Pandaemonium)

VAMPIRETTE

HP: 540
GIL: 500-1000
WKN: Fire
LOC: Around Mysidia; In Mysidian Tower; Castle Palamecia

WARLOCK

HP: 80
GIL: 50
WKN: None
LOC: North of Fynn; In Dreadnought; In Coliseum; In Castle Fynn (before fighting the Commander); Around Mysidia

WEREPANTHER

HP: 190
GIL: 50-300
WKN: None
LOC: In Dreadnought

WERERAT

HP: 60
GIL: 25-200
WKN: None
LOC: In Kai'son Castle; North of Fynn; In Dreadnought; In Tropical Island

WEREWOLF

HP: 540
GIL: 500-1000
WKN: None
LOC: Around Mysidia; In Mysidian Tower

WHITE DRAGON

HP: 2500
GIL: 2000-10000
WKN: Fire
LOC: Chest guardian (9F-Mysidian Tower); Jade Passage

WILD HORN

HP: 300
GIL: 100-400
WKN: None
LOC: Palamecia Desert; In Tropical Island

WINGED RAY

HP: 750
GIL: 400-800
WKN: None
LOC: Around Mysidia; In Mysidian Tower; Castle Palamecia

WIZARD

HP: 540
GIL: 1000-1500
WKN: None
LOC: In Coliseum; In Castle Fynn (before fighting the Commander); Cyclone;
Castle Palamecia

WOOD GOLEM

HP: 1620
GIL: 600-1500
WKN: Fire
LOC: Cyclone; Castle Palamecia

WRAITH

HP: 60

GIL: 25-200

WKN: Fire

LOC: In Kai'son Castle; In Dreadnought; Around Deist; In Deist Cavern;
In Castle Fynn (before fighting the Commander); Castle Fynn
(Underground); Around Mysidia; In Tropical Island; In Mysidian Cave;
In Mysidian Tower

YELLOW JELLY

HP: 45

GIL: 3-25

WKN: Fire; Ice

LOC: In Tropical Island; In Mysidian Cave

YETI

HP: 45

GIL: 12-100

WKN: Fire

LOC: On Snowcraft; In Snow Cavern

ZOMBIE

HP: 30

GIL: 6-50

WKN: Fire

LOC: In Semitt Falls; In Bafsk Cave; In Snow Cavern; Around Kai'son;
In Kai'son Castle

ZOMBIE BORGHEN

HP: 2500

GIL: 2000

WKN: Fire

LOC: Chest guardian (B4F-Pandaemonium)

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XVI. FINAL FANTASY II EQUIPMENT

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WEAPONS

Swords	Attack +	Comments
-----	-----	-----
Ancient Sword	25	Curse it its attack, pretty good for a while. Found in Snow Cavern.
Blood Sword	0!	One of the best swords in the game, it sucks the HP out of the target and makes it yours. It is in Pavel's possession (Fynn), attained before going into the Cyclone. There's one more... in Fynn Castle (Underground)
Broadsword	8	A good starting weapon, found in many shops.
Defender	78	GREAT weapon! Your EVA goes up along with 78 points of attack power! Cyclone.
Excalibur	100	The legend. Before going to the Jade Passage, talk to the woman in Castle Deist and ask her about the Dragoons and she will give this up.

Flame Sword	63	Powerful stuff! Of course, it has the fire element in it. Found in Mysidian Tower.
Ice Brand	72	Great one, with an ice element, of course. In Mysidian Tower.
Long Sword	13	Not a bad upgrade from Broadsword, also found in shops.
Masamune	150	THE sword. Cuts through anything. In B4F of Pandaemonium, check my guide for more info.
Mythril Sword	20	An excellent one. In shops after you get the Mythril from the Snow Cavern.
Sunblade	83	Good against undead, found in Castle Palamecia.
Terra Sword	52	Not bad when you get it, in Leviathan.
Wing Blade	42	I LOVED this one! In shops and in Castle Deist.

Axes	Attack +	Comments
----	-----	-----
Axe	10	Meh. Gus starts with it, found in many stores.
Battle Axe	15	Shop for it.
Demon Axe	27	Decent! Also found shopping, I believe.
Mythril Axe	22	Buy one right after you get the Mythril!
Ogrekiller	58	Surprisingly powerful. Effective against Ogres, as the name implies. Bought at Mysidia and found at various places.
Rune Axe	95	The best Axe. B3F of Pandaemonium, guarded by a King Behemoth. Worth it.
Venom Axe	76	Has the effect of Poison... A great alternative of the Rune Axe. In Cyclone.

Bows	Attack +	Comments
----	-----	-----
Bow	1	LOL.
Flame Bow	42	Another Fire-based weapon. Found in stores and Mysidian Tower.
Ice Bow	56	Ice-based, of course. Vastly better than the Fire version. Shops has it along with the Mysidian Tower.
Longbow	5	Buy this at once, anything's better than a Bow.
Mythril Bow	13	Meh. It's alright but not worth it, IMO.
Shade Bow	25	Useful at the time you pick it up in Dreadnought but throw it away when you get the Ice Bow.
Yoichi's Bow	90	The best one. Somewhere in Jade Passage, a Dragon guards it. If you use it in battle, it will cast Berserk on the party. Nice!

Knives	Attack +	Comments
-----	-----	-----
Cat Claws	86	First in the list and the best! It is guarded in the Jade Passage.
Dagger	7	I guess so, buy this and get rid of Knife.
Knife	3	Bah.
Main Gauche	32	Powerful and you get it early in the game, (Dreadnought) so keep it until you get the Orichaldagger.
Mythril Knife	14	Maybe buy one, you get the Main Gauche early.
Orichaldagger	50	You get it too late but whatever. In Fynn, I think.
Ripper	69	It's badass, gives you an extra attack if it

hits. In Cyclone but you would get the Cat Claws shortly after.

Spears	Attack +	Comments
-----	-----	-----
Demon Spear	42	It's alright... The shop in the Tropical Island has it, I think.
Flame Lance	54	Good, but you get the Ice Lance, which is more powerful in the same place (Mysidian Tower).
Holy Lance	90	UNGUARDED! Yay! In Jade Passage, this one packs a whoop.
Ice Lance	66	It's a good one, but you get ANOTHER one in the Mysidian Tower: the Thunder Spear! HA!
Javelin	6	Heehee. Such a weakling.
Mythril Spear	18	Not bad. Buy one.
Spear	11	Well, better than a javelin, I guess.
Thunder Spear	78	The best spear you can find in Mysidian Tower.
Trident	30	A good jump from the Mythril version... Buy this one in a shop.

Staves	Attack +	Comments
-----	-----	-----
Diamond Mace	90	Yep, the best thing here. In Jade Passage.
Healing Staff	78	This RULES! Use it to HEAL your party not damage the baddies! Except if they're undead! In Castle Palamecia.
Mace	9	Buy one to shun off the Staff.
Mage's Staff	40	Nice one, found in Desit Cavern and Palamecia.
Mythril Mace	16	It's alright... I recommend you try some other weapons at that time (after the Mythril part).
Power Staff	53	Powerful stuff. Want this one? In Mysidian Cave.
Spellbinder	64	Venom is stored within this one, pretty cool. If you USE it as an item in battle, it will cast Venom 16. Found in Castle Palamecia.
Staff	4	The primitive. Hah.
Werebane	28	Funny, I thought this was a SWORD! Heh. It's effective against anything that starts with Were. Can be bought.

 ARMOR

Shields	Blocks	Defense Rate	Comments
-----	-----	-----	-----
Aegis Shield	6	10 percent	The best one... No Genji here. This one is the only one that can block special attacks. In Jade Passage.
Bronze Shield	2	5 percent	Decent, but you can get Mythril Shield shortly after.
Buckler	1	4 percent	Bah.
Diamond Shield	4	7 percent	Resistant to Bolt, very decent. No complaints here.
Dragon Shield	5	9 percent	Second to Aegis. I'm not sure where you get this, tho. If you recall, please tell me, I'll credit you!
Flame Shield	4	7 percent	Another decent one. Mysidian Tower.

Gold Shield	4	7 percent	You get this pretty early, in Castle Kai'son! Also can be bought. Resistant to Poison.
Ice Shield	4	7 percent	Can be bought or found in the Tower. Resistant to Fire
Mythril Shield	3	6 percent	Not bad at all. Can be bought, of course.

*Blocks are the amount a shield can block in a battle. Once the shield reaches that amount, it can't block anymore in that battle. The Defense Rate is the percentage/chance that the shield would block the attack.

Body Armor	Defense +	Comments
-----	-----	-----
Black Robe	35	INT +10 and +5 more DEF than White Robe. Also in Mysidian Tower.
Bronze Mail	5	Same as Copper Plate, but heavier.
Copper Plate	5	Okay... Not a big jump from Leather Armor but whatever.
Diamond Mail	43	Resistant to Thunder. In Cyclone.
Diamond Plate	43	Same DEF as the Mail but lighter. In Castle Palamecia.
Dragon Mail	50	Second best armor. Resistant to ALL elements! Awesome! IN the same room as the Holy Lance, in Jade Passage.
Flame Mail	29	Resistant to Fire, of course. Mysidian Tower.
Genji Armor	75	Genji is always the best... In Pandaemonium, guarded by Tiamat.
Gold Plate	22	El cheapo for a +22 armor!
Golden Mail	15	It's GOLD, but only +15? HA! Resistant to poison, though. Don't buy this, just find it in various dungeons instead, to save money.
Ice Mail	36	Resistant to Ice. Another Mysidian Tower item.
Knight's Armor	22	This one sucked in FF1 but it's okay here. A tad too expensive so get it in Deist Cavern for free.
Leather Armor	2	Minimal increase from Shirt but that's all you got in the start.
Mythril Mail	10	Gah, more expensive than the Silver Plate, which has the same DEF amount. Weight doesn't do much. (this one is heavier)
Ninja Suit	40	AGL+10! w00t! This must-have item is in Mysidian Cave.
Power Sash	25	STR +10! Awesome stuff. In Leviathan.
Ruby Plate	15	Nothing special, just a +15 Armor. In Fynn.
Silver Plate	10	Buy this one rather than Mythril Mail.
Shirt	1	Don't even think about it.
White Robe	30	SPR +10. In the top levels of Mysidian Tower.

Hand Armor	Defense +	Comments
-----	-----	-----
Bronze Gloves	3	Hah. Do whatever you like with this one.
Diamond Gloves	25	Second to best. Resistant to thunder, like all Diamond stuff. In Cyclone.
Genji Gloves	45	Yep, the best since it is by Genji. In Pandaemonium, of course. Guardian? Zombie Borghen.
Ice Gloves	20	Resistant to Fire. Found in Mysidian Tower along with all that Fire/Ice/Thunder things.

Leather Gloves	1	o_0
Mythril Gloves	6	It's alright, buy several once it releases.
Power Armlet	19	Along with that decent DEF it increases your STR by 10! Only one... Leviathan. :(
Protect Ring	18	Can't get KO automatically (Death, etc.) Not as useful as you would think so... In Jade Passage, only one...
Thief's Gloves	15	VERY useful at the time you pick this up. AGL goes up by 10. Buy, buy!
Titan's Gloves	15	This, too! STR goes up by 10. Thief's Gloves and Titan's are both great.
Head Armor	Defense +	Comments
-----	-----	-----
Bronze Helm	2	Meh.
Diamond Helm	17	Only 17, but it's next to the best, Genji. It's Diamond so it's resistant to Thunder. Found in Cyclone.
Flame Helm	13	Resistant to Ice... Mysidian Tower.
Genji Helm	30	As expected, it is the best. Pandaemonium... Battle Beelzebub to get it (5F)
Gold Hairpin	11	Resistant to Thunder... Bah. In Mysidian Cave, and in Pavel's possession.
Headband	12	Strangely enough, this one adds 2 to your STR. In Leviathan.
Mythril Helm	4	Gah. Buy this if you wish.
Ribbon	10	Protects you from some special attacks but it's not that good. If you're low on money, sell this, it rakes you some good money. Only one: Pandaemonium. (Astaroth!)
Titan's Helm	6	STR +10! Buy, buy, buy!

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XVII. FINAL FANTASY II ITEMS

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I felt this section was necessary for FF2 because you find a LOT of items that are usable on the battle and you want to test it out but you don't want waste them because some of them are pretty rare. Here you go.

KEY ITEMS WHERE TO USE?

----- -----

Black Mask-----On the doppleganger in Mysidian Cave
 Canoe-----Get from Mindu, use anytime.
 Crystal Rod-----On Mysidian Tower
 Dragon Egg-----Place in the spring on the bottom of Deist Cavern
 Egil's Torch----Use it to obtain the Sunfire
 Goddess's Bell--Use it to open the first door in Castle Kai'son
 Mythril-----Give it to the smith in Altair's Weapon Shop
 Pass-----Show to the Black Knight in the Dreadnought to pass
 Pendant-----Use it to talk to Wind Drake and view the Mirror in Fynn
 Ring-----Proof that you saw Scott (show to Hilda)
 Snowcraft-----Use it to cross the snow field
 Sunfire-----Throw into the engine of Dreadnought to destroy it
 White Mask-----Place it in the face of the Goddess in the basement of Mysidia
 Wind Drake-----Use him to get into the Cyclone

OUT-BATTLE ITEMS	\$\$\$	WHAT DOES IT DO?
-----	---	-----
Antidote	50	Cures Poison.
Cottage	5000	Outside, it cures your HP fully.
Cross	1000	Cures Curse.
Elixir	50000	Cures HP and MP fully.
Ether	1250	Cures MP by 30 points.
Eye Drops	100	Cures Darkness.
Gold Needle	2500	Cures Stone.
Hi-Potion	500	Cures HP by 150(?) points.
Maiden's Kiss	2500	Cures Toad.
Mallet	2000	Cures Amnesia
Phoenix Down	5000	Cures KO/Death.
Potion	50	Cures HP by 50 points.

IN BATTLE ITEMS	WHAT DOES IT DO?	WHERE?
-----	-----	-----
Acid Bottle	Casts high-level Poison/Venom	Pandaemonium, Deist Cave
Bacchus's Wine	Increases target's STR	As a spoil in battle
Backstabber	Casts Muddle	Jade Passage
Gaia Drum	Casts middle-level Quake	Tropical Island
Garlic	Use it to damage the undead	Castle Palamecia
Hellfire	Casts low-level Fire	Pandaemonium
Hermes	Casts Haste	Mysidian Tower
Hourglass	Casts Stop	Castle Palamecia
Magiconch	Casts Shell	On Mindu
Mute Bell	Casts Silence	Mysidian Cave
Mythril Mirror	Casts Wall	Deist Cavern
Notus	Casts high-level Ice	Snow Cavern
Sage's Wisdom	Increases INT	Deist, Pandaemonium
Saint's Spirit	Increases SPR	Deist, Castle Palamecia
Silk Web	Casts Slow	Fynn, Tropical Island
Slumber Stalk	Casts Sleep	Castle Palamecia, Tr. I.
Thantos	Casts Fear	Tropical Island
Unicorn Horn	Casts Basuna	Deist C., Mysidian Tower
Zephyr's Flute	Casts Cyclone	Castle Palamecia, Cyclone

 XVIII. FINAL FANTASY II MAGIC

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ALL magic can reach to Level 16 as its maximum level possible. ALL. What does leveling up has in effect? It makes the spell more easier to hit or connect; more powerful; more useful; increased in the function. Common sense.

Also, most of the spells can be bought at Mysidia but I won't put them down unless its the only one to buy it. If it can't be bought (None), then it has to be found as a chest discovery item. Keep your eyes open!

 WHITE MAGIC

*The following are powered by your SPIRIT.

Scroll	Price (if bought)	What does it do?
-----	-----	-----
BARRIER	8000 (Mysidia)	Protects you from certain attacks

		and increases your accuracy
BASUNA	800 (Bafsk)	Removes temporary status effects
BLINK	400 (Paloom, Poft)	Increases Evasion.
CURE	200 (Most)	Duh!
DISPEL	3000 (Fynn)	Removes the 'good' side effects of the enemies.
ESUNA	800 (Bafsk)	Removes permanent status effects
FAZE	1500 (Salamand)	Target's MP goes down
FEAR	800 (Bafsk)	If it connects, it will make the enemy(ies) run away
FOG	3000 (Fynn)	Casts the Amnesia effect on targets
HOLY	20000 (Mysidia)	God's wrath!!!
LIFE	1500 (Salamand)	Revive. Hello.
MINI	3000 (Fynn)	Makes the target smaller, making it less powerful.
SHELL	400 (Paloom, Poft)	Increases Magic Defense.
SHIELD	400 (Paloom, Poft)	Increases Defense.
SILENCE	800 (Bafsk)	Target cannot use any magic.
SLOW	3000 (Fynn)	Uhh... slows the target down?
SWAP	8000 (Mysidia)	Switches your HP/MP with the enemy.
ULTIMA	None (Mysidian Tower)	The Ultimate spell, of course.
WALL	8000 (Mysidia)	Increases Magic Defense
WARP	1500 (Salamand)	Warps the team out of dungeons.

BLACK MAGIC

*The following are powered by your INTELLIGENCE.

Scroll	Price (if bought)	What does it do?
-----	-----	-----
AURA	None	Increases Attack Power.
BANISH	1500 (Salamand)	Warps the enemy outta here. Or it can be used to warp your party to the previous floor.
BERSERK	10000 (Mysidia)	Increases Attack Power.
BLIND	None	Lowers foe's Accuracy.
BOLT	400 (Altair)	Bolt!
BREAK	None	Petrifies the target.
CURSE	None	Decreases the Accuracy of foe's attacks/magic.
DOOM	None	Auto-death! (hardly works)
DRAIN	None	Absorbs the target's HP into yours.
FIRE	400 (Altair)	Fire up your ass.
FLARE	None	The most powerful black spell.
HASTE	None	Makes you attack more.
ICE	400 (Altair)	Uhh.. ice? Like cold?
MUDDLE	None	Confuses the target.
OSMOSE	None	Like Drain, but with MP.
POISON	None	Poison damage.
SLEEP	None	ZZZZZZZZZZzzzzzzz.
STOP	None	Same thing as paralysis.
STUN	None	See above.
TOAD	None	Turns the foe into a toad, incapable of magic or strong attacks.

 ALTAIR

WEAPON	PRICE	COMMENTS
Knife	150	Go for the Broadsword.
Staff	250	Decent, but save up for Broadswords and wait up for chests with better Staves.
Javelin	300	Not bad, but tend to miss more often than others.
Broadsword	400	Hell yeah!
(After getting Mythril from Semitt Falls)		
Mythril Knife	800	Meh. Like Knife, go for the Sword version.
Mythril Mace	1500	Nice.
Mythril Spear	1500	Nah.
Mythril Sword	1800	But of course.

ARMOR	PRICE	COMMENTS
Buckler	50	For starters, sure. Otherwise, hell no.
Leather Cap	80	Uhhh... buy 1 or 2 if you're still in the beginning.
Shirt	20	No.
Leather Gloves	50	See Leather Cap.
(After getting Mythril from Semitt Falls)		
Mythril Shield	500	Yup, if you don't have one or two already.
Mythril Helm	300	Sure, get it while it's cheap.
Mythril Mail	1000	Best defense of all Mythril.
Mythril Gloves	800	Sure.

ITEMS	PRICE	COMMENTS
Potion	50	No comment.
Hi-Potion	500	Expensive, don't buy it at the beginning when you're poor as hell.
Eye Drops	100	Nah, darkness isn't permanent.
Antidote	200	Yeah, Poison can be annoying if you don't have it.
Cross	1000	Yeah, but don't buy too much. Level your Esuna up so you don't have to use this.
Mallet	2000	Never needed to use it myself.
Maiden's Kiss	2500	Nah. Too expensive. Esuna does the job.
Gold Needle	2500	Maybe 5 but that's it.
Phoenix Down	5000	Just buy 4 Lives and you're set.
Ether	2500	Later, when you're almost done with the game.
Cottage	5000	Nah... one of the towns are always nearby.
Elixir	50000	Err... Maybe before you enter the Jade Passage.

MAGIC	PRICE	COMMENTS
Cure	200	HELL YEAH! Buy 3 or 4 and use it up right away!
Fire	400	Same thing as above.
Bolt	400	Yeah...

Ice 400 Duh...

GATERA

WEAPON PRICE COMMENTS

Javelin 300 You should already have this if you wanted one.
Broadsword 400 If you don't have one, buy one but not too many.
Axe 500 Yeah, for Gus.
Bow 150 Maria already had one.

ARMOR PRICE COMMENTS

Buckler 50 Meh.
Leather Cap 80 The bare minimum. Yay.
Leather Armor 100 I guess you could buy some.
Leather Gloves 50 *sigh*

ITEMS PRICE COMMENTS

Potion 50 Get 99 of those.
Hi-Potion 500 You really never need to use those.
Eye Drops 100 Nah, darkness isn't permanent.
Antidote 200 Yeah, Poison can be annoying if you don't have it.
Cross 1000 Remember, level your Esuna up when you get it.
Mallet 2000 Never needed to use it myself.
Maiden's Kiss 2500 Esuna does the job.
Gold Needle 2500 Maybe 5 but that's it.
Phoenix Down 5000 Soon you can get to buy Life...
Ether 2500 Later, when you're almost done with the game.
Cottage 5000 Nah... one of the towns are always nearby.
Elixir 50000 Err... Maybe before you enter the Jade Passage.

MAGIC PRICE COMMENTS

PALOOM

WEAPON PRICE COMMENTS

Dagger 800 Haha, you get some great knives in some dungeons
around here, skip this one.
Mace 500 Gah.
Axe 500 You should already have it.
Bow 150 Same old.
(After getting Mythril
from Semitt Falls)
Mythril Spear 1500 Same thing as the other towns.
Mythril Sword 1800 Best Mythril weapon.
Mythril Axe 2000 Stronger than Sword but not as great overall.
Mythril Bow 1000 For a back row character, its GREAT!

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ARMOR          PRICE      COMMENTS
-----
Bronze Shield  200       Yeah, I suppose so.
Bronze Helm    200       This, too.
Copper Plate   200       Cheap, but only +3 for defense.
Bronze Gloves  300       It's alright.

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ITEMS          PRICE      COMMENTS
-----
Potion         50        99!
Hi-Potion     500       LATER OR NEVER!
Eye Drops     100       Nah, darkness isn't permanent.
Antidote      200       Yeah, Poison can be annoying if you don't have it.
Cross         1000      Yeah, but don't buy too much. Level your Esuna
              up so you don't have to use this.
Mallet        2000      Never needed to use it myself.
Maiden's Kiss 2500      Nah. Too expensive. Esuna does the job.
Gold Needle   2500      Maybe 5 but that's it.
Phoenix Down  5000      Just buy 4 Lives in Salamand and you're set.
Ether         2500      Later, when you're almost done with the game.
Cottage       5000      Nah... one of the towns are always nearby.
Elixir        50000     Err... Maybe before you enter the Jade Passage.

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MAGIC          PRICE      COMMENTS
-----
Cure          200       If you don't have it for everybody then fill it up
Blink         400       Hmmm... yah.
Shield        400       Why not, might be useful in some boss battles.
Shell         400       See above.

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POFT

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WEAPON         PRICE      COMMENTS
-----
Dagger        800       Old crap.
Mace          500       Old shit.
Axe           500       Old garbage.
Bow           150       Flyin' shit.
(After getting Mythril
 from Semitt Falls)
Mythril Spear 1500      Read this section for Paloom.
Mythril Sword 1800      *points up*
Mythril Axe   2000      You still here?
Mythril Bow   1000      ...

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ARMOR          PRICE      COMMENTS
-----
Bronze Shield  200       This stuff is the same as Paloom.
Bronze Helm    200       The towns must be twins or something.
Copper Plate   200       Dont'cha think?
Bronze Gloves  300       No? Whatever.

```

ITEMS	PRICE	COMMENTS
Potion	50	No comment.
Hi-Potion	500	Nah, you should have enough Cure to do it.
Eye Drops	100	Nah, darkness isn't permanent.
Antidote	200	Esuna can do it now.
Cross	1000	E.S.U.N.A.
Mallet	2000	Never needed to use it myself.
Maiden's Kiss	2500	Nah. Too expensive. Esuna does the job.
Gold Needle	2500	Maybe 5 but that's it.
Phoenix Down	5000	Kepp going north to Salamand for Lifes.
Ether	2500	Later, when you're almost done with the game.
Cottage	5000	Nah... one of the towns are always nearby.
Elixir	50000	Err... Maybe before you enter the Jade Passage.

MAGIC	PRICE	COMMENTS
Cure	200	o.O
Blink	400	Yes, if you don't have it yet.
Shield	400	Get it just in case.
Shell	400	Same thing with Shield.

SALAMAND

WEAPON	PRICE	COMMENTS
Mace	500	Meh.
Long Sword	600	Yup! *gets giddy*
Battle Axe	800	*still giddy*
Longbow	250	*stops* :(

ARMOR	PRICE	COMMENTS
Bronze Shield	200	For the Snow Cavern trip, sure.
Bronze Helm	200	Yah.
Bronze Mail	400	A pretty good buy.
Bronze Gloves	300	Yep again.

ITEMS	PRICE	COMMENTS
Potion	50	No comment.
Hi-Potion	500	Not yet.
Eye Drops	100	Darkness goes away after the battle.
Antidote	200	Esuna.
Cross	1000	Esuna.
Mallet	2000	Never needed to use it myself.
Maiden's Kiss	2500	Nah. Too expensive. Esuna does the job.
Gold Needle	2500	Maybe 5 but that's it.
Phoenix Down	5000	Just buy 4 Lifes HERE!!!!111!!!!11!!!
Ether	2500	Later, when you're almost done with the game.
Cottage	5000	Nah... one of the towns are always nearby.
Elixir	50000	Err... Maybe before you enter the Jade Passage.

MAGIC	PRICE	COMMENTS
Life	1500	HERE IT IS!!!!!!!!!!!!!!!!!!!!
Faze	1500	WTF? What does this do? I'd rather not to find out
Banish	1500	Never works.
Warp	1500	Yep, for quick desperation exits.

 BAFSK

WEAPON	PRICE	COMMENTS
Dagger	800	This still here? Ugh.
Spear	500	Where's my Mythril Spear?
Long Sword	600	Yeah.
Longbow	250	NO.

ARMOR	PRICE	COMMENTS
Bronze Shield	200	Should already have it anyway.
Bronze Helm	200	Don't have this already? You suck.
Silver Plate	400	Finally, an upgrade!
Bronze Gloves	300	Where's the upgrade? :(

ITEMS	PRICE	COMMENTS
Potion	50	No comment.
Hi-Potion	500	Expensive, don't buy it at the beginning when you're poor as hell.
Eye Drops	100	Nah, darkness isn't permanent.
Antidote	200	Esuna.
Cross	1000	Esuna.
Mallet	2000	Never needed to use it myself.
Maiden's Kiss	2500	Nah. Too expensive. Esuna does the job.
Gold Needle	2500	Maybe 5 but that's it.
Phoenix Down	5000	Life.
Ether	2500	Later, when you're almost done with the game.
Cottage	5000	Nah... one of the towns are always nearby.
Elixir	50000	Err... Maybe before you enter the Jade Passage.

MAGIC	PRICE	COMMENTS
Fear	800	Nah.
Basuna	800	Hmm... no.
Esuna	800	Yes! Level it up quick too.
Silence	800	Nah.

 FYNN

WEAPON	PRICE	COMMENTS
Werebane	3000	Whoo! Finally, a decent upgrade.

Trident	5000	If a heavy spear user, then yes.
Wing Blade	5000	One of the BEST!
Flame Bow	5000	You will find several of those in chests.

ARMOR	PRICE	COMMENTS
Gold Shield	1000	Yeah! About time.
Titan's Helm	600	Good Helm, attack goes up.
Golden Mail	2500	Good one too.
Gold Plate	1000	Yep.

ITEMS	PRICE	COMMENTS
Potion	50	No comment.
Hi-Potion	500	Expensive, don't buy it at the beginning when you're poor as hell.
Eye Drops	100	Nah, darkness isn't permanent.
Antidote	200	Yeah, Poison can be annoying if you don't have it.
Cross	1000	Yeah, but don't buy too much. Level your Esuna up so you don't have to use this.
Mallet	2000	Never needed to use it myself.
Maiden's Kiss	2500	Nah. Too expensive. Esuna does the job.
Gold Needle	2500	Maybe 5 but that's it.
Phoenix Down	5000	Just buy 4 Lifes and you're set.
Ether	2500	Later, when you're almost done with the game.
Cottage	5000	Nah... one of the towns are always nearby.
Elixir	50000	Err... Maybe before you enter the Jade Passage.

MAGIC	PRICE	COMMENTS
Dispel	3000	Nah.
Mini	3000	Bah.
Fog	3000	o.O
Slow	3000	No. They all suck.

MYSIDIA

WEAPON	PRICE	COMMENTS
Power Staff	8000	Yeah, best Staff yet.
Flame Lance	15000	Errr... I don't know.
Ogrekiller	15000	Find one of those in Tropical Island or Mysidian Cave but if you have enough money, sure.
Ice Bow	5000	No.

ARMOR	PRICE	COMMENTS
Ice Shield	5000	Yea.
Knight's Armor	5000	Better this than Ice.
Thief's Gloves	1000	Go for Titan's.
Titan's Gloves	2000	POWERFUL STUFF! WHOO!

ITEMS	PRICE	COMMENTS
-----	-----	-----
Potion	50	No comment.
Hi-Potion	500	Expensive, don't buy it at the beginning when you're poor as hell.
Eye Drops	100	Nah, darkness isn't permanent.
Antidote	200	Yeah, Poison can be annoying if you don't have it.
Cross	1000	Yeah, but don't buy too much. Level your Esuna up so you don't have to use this.
Mallet	2000	Never needed to use it myself.
Maiden's Kiss	2500	Nah. Too expensive. Esuna does the job.
Gold Needle	2500	Maybe 5 but that's it.
Phoenix Down	5000	Just buy 4 Lives and you're set.
Ether	2500	Later, when you're almost done with the game.
Cottage	5000	Nah... one of the towns are always nearby.
Elixir	50000	Err... Maybe before you enter the Jade Passage.

MAGIC	PRICE	COMMENTS
-----	-----	-----
Fire	400	Don't have this? O_O Yeah, buy this for the ones who don't have this yet.
Bolt	400	See above.
Ice	400	*looks up*
Cure	200	Fill your party up.
Blink	400	Don't need another one, do you?
Shield	400	Maybe one.
Shell	400	One too.
Barrier	8000	That's a lot of money... no.
Wall	8000	Better than Barrier so yes.
Swap	8000	Nah, but great for leveling your HP up.
Holy	20000	Ultima is better but why not.
Life	1500	A MUST HAVE.
Faze	1500	A MUST CRAP.
Banish	1500	NO!
Warp	1500	Only need one.
Fear	800	No.
Basuna	800	No...
Esuna	800	Yeah, buy another one.
Silence	800	No.

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XX. DISCLAIMER/CREDITS/VERSION HISTORY

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DISCLAIMER

Actually, I don't give a shit. Just post it on your damn site and credit it.
That's all. Remember, for my generosity, CREDIT ME.

Version Final-- Everything needed is here. Ta-da.
(8/17/03)

Version 1.4--One more update from the Final Version, I suppose. What can
(7/18/03) I add? Tell me!

