



# FINAL FANTASY<sup>®</sup> IV

COVERS NINTENDO DS<sup>™</sup>

BASED ON A GAME  
RATED BY THE  
**ESRB** 

SQUARE ENIX<sup>™</sup>

Written by Ken Schmidt and Joe Epstein

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# Game Basics



# Game Basics



## Getting Started

Welcome to the fourth installment of the *FINAL FANTASY* series. Even if you've played the previous versions of this game, you're in for a brand new experience. There are additional elements to the game's story, as well as scenes that include voice-overs! The biggest change to gameplay is the Augment system, but that's covered in another chapter. This chapter covers the basics of *FINAL FANTASY IV*.



## The Main Menu

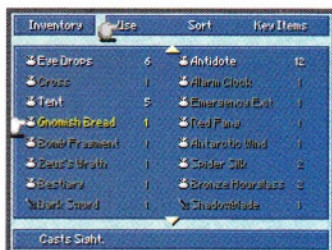
Press the X Button to access the game's main menu. The left side of the screen displays a list of options: Inventory, Magic, Equipment, Abilities, Status, Party, Settings, Quicksave, and Save. These sections are discussed in detail on the following pages.



### INVENTORY

The Inventory screen displays the items currently available to your party. The three choices for this screen are: Use (apply an item to a character to receive its benefit, which is listed at the bottom of the screen); Sort (groups items by type; select Sort again to change the order in which the items appear); and Key Items.

Some items are available only during battle, while others work only outside of battle. On your Inventory screen, these appear highlighted as gray text. When an item is selected, its effect appears at the bottom of the screen even if the item is currently unavailable for use.



Key Items have one specific use and often that one use consumes them and removes them from your inventory. Augments, a powerful new tool added to this version of the game, appear among the Key Items.

### MAGIC

Selecting the Magic option from the main menu brings up a list of characters currently in the party. Characters who lack a magical ability may not be selected here. Selecting a character displays a list of his or her magical abilities at the top of the screen along with showing the character's individual spells at the bottom. Only spells with white text may be used here. However, if you select any spell, its description appears at the bottom of the screen. For more information about magic spells, check out the section on magic in this strategy guide.



### EQUIPMENT

The Equipment screen allows you to change the gear each character uses. Use the Equip command to change weapons, shields, head armor, body armor, and arm armor. The character model appears on the bottom screen along with his or her current stats. As you scroll through the available choices, a second column of numbers appears with the stats. A red number indicates that the selected item reduces that stat relative to the item currently equipped. A green number indicates that the selected item increases that stat relative to the item currently equipped.

However, numbers do not tell the entire story. Some armor and shields may reduce the effect of different types of magic, or block certain negative status effects. Some weapons have elemental affinities that add damage to each attack, while others may be used via the Items command in battle: A character may only use equippable items provided he or she equips the item.



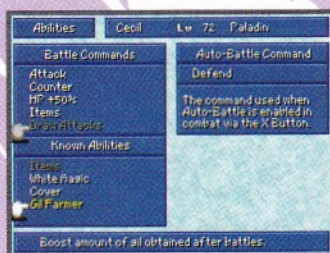
## TAKE A SPIN

Whenever a character appears on the bottom screen of the Nintendo DS, touch the screen with the stylus and rotate the character to get better views of his or her current gear.

## ABILITIES

Use the Abilities screen to customize each character's Battle Commands and Auto-Battle Command. Select a Battle Command, or your current Auto-Battle Command, to open a list of known abilities. To switch the selected command with a different one, use the + Control Pad to move to that entry and press the A Button to confirm your choice. The good news is that even if you remove a spell-casting ability from a character's Battle Command options, you still have access to that magic between battles.

You can also change the order in which the character's abilities appear in the Battle Commands list. Select the ability you want to move, then press up on the + Control Pad to move to the current Battle Commands menu. Select a second ability and the two choices change spots.



For abilities that lead to additional choices (Items, any sort of magic command, etc.), there is an additional level of customization as you can choose a specific item to fill in a command spot. When the indicator is on the proper ability, press right on the + Control Pad to view all the choices for that ability, then select the specific item or spell you want to use.

For example, if you want Rydia to use Fire when Auto-Battle is active, select Attack under Auto-Battle Command, then move the indicator over Black Magic. Press right on the + Control Pad and select Fire.

## AUTO-BATTLE FOR EXTRA ABILITIES

Characters aren't limited to their current Battle Commands for their Auto-Battle choice. In fact, you could use the Auto-Battle Command to give characters an additional choice in battle.

For example, Kain has so many augments that there's no longer room for his Jump ability in his Battle Commands. However, if you select Jump as his Auto-Battle Command, all you need to do is watch his action bar and press the X Button just before it fills. After his Auto-Battle selection of Jump is made, press the X Button again to resume the battle with full control of the rest of the characters.

Unfortunately, you lose the ability to select specific targets during Auto-Battle. However, the game often focuses on the weakest opponent first, or uses healing spells on the ally most in need. Of course, you should only rely on Auto-Battle against foes that do not present a great challenge.

## STATUS

That Status screen displays information about the selected character. You cannot alter anything on this screen, but it does provide details about experience points and an overview of all the abilities known by each character.



## PARTY



The Party option allows you to Reposition characters (select a character, then either a blank spot or a second character), or Invert the entire formation, swapping the front and back rows entirely. Placing characters in the rear row reduces the damage taken from enemy melee strikes, but also reduces the potential damage inflicted by an attack.

## SYSTEM FUNCTIONS

Settings, Quicksave, and Save are all system functions. The Settings function allows you to customize various aspects of the game. (For more information about what each choice does, consult the game manual.) Quicksave is a temporary save file that works anywhere and at any time, but forces you to quit the game. The Quicksave data is lost when it is loaded from the main menu, or when another gamesave is loaded or started new. Save works on the World Map and Save Points and records your progress to one of three available slots.



# The Basics of Battle

While searching through dungeons and castles, or traveling from town to town, your party randomly encounters groups of enemies. There are also pre-arranged battles against boss enemies that are triggered most often by reaching certain areas inside dungeons. In addition, some treasure has its own guardians due to its value.



## DURING BATTLE

There are four choices available to all characters: Attack, Defend, Swap Rows, and Items.

### EASY BATTLES MADE EASIER

Press the X Button during any fight to initiate Auto-Battle. With Auto-Battle active, each character automatically performs the task set on the Abilities screen. Everyone defaults to Attack, but any Ability could potentially be used for Auto-Battle. Press the X Button again to deactivate Auto-Battle.



equipment; however, the change consumes the character's action for the current turn. Swap Rows moves characters between the front and rear ranks and is generally saved for the times when an enemy gains a Back Attack advantage on the party.

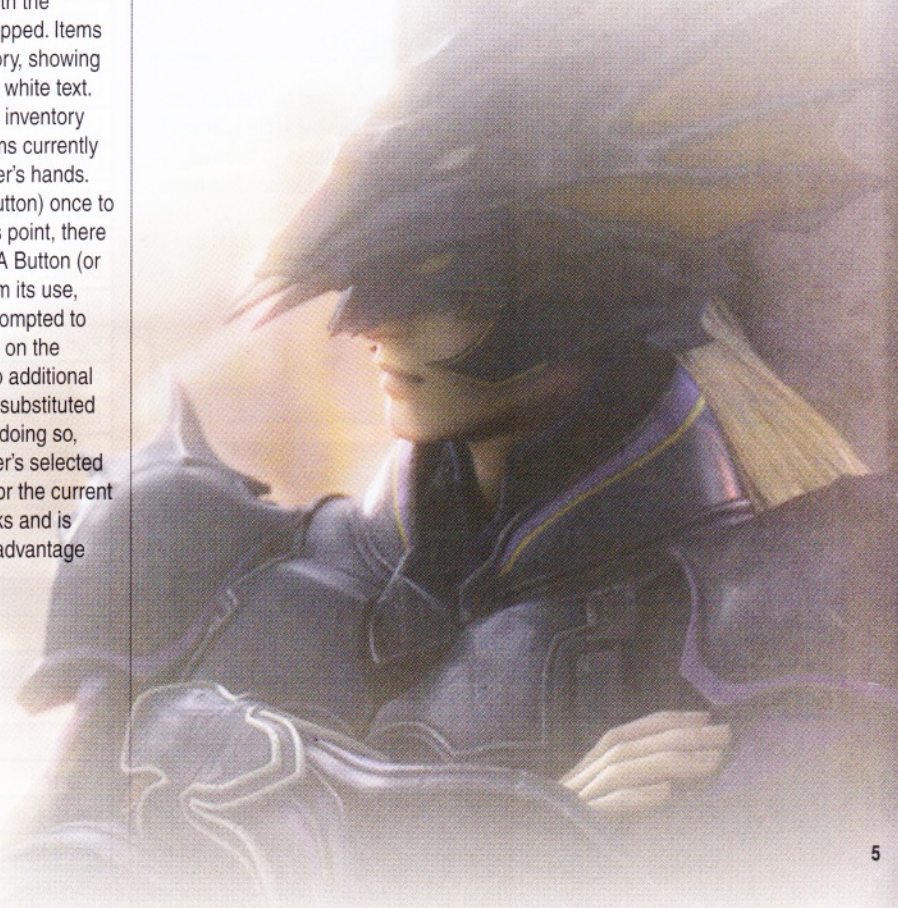
### THE BETTER PART OF VALOR

If a battle looks hopeless, or you just want to skip a battle, press and hold the R Button to attempt an escape from battle.

In addition to these abilities, each character has access to special skills that are covered in more detail in the Abilities and Augments portion of this guide.

## GAINING LEVELS

After defeating an enemy or group of enemies, each eligible character receives experience points. Any character who is neither KO'ed (0 hit points) nor afflicted with the Stone status at the end of the fight is considered eligible. These points are added to the character's running total (viewed in the Status screen). At specific values, the character gains additional levels, which leads to increased MP, HP, and stats. If the character uses magic, there is also a possibility that the character will learn a new spell.



The following is a breakdown of what each stat means.

- **Strength** influences the effectiveness of physical attacks.
- **Speed** influences the order and frequency of actions performed in battle.
- **Stamina** influences how much HP increases when a level up occurs.
- **Intellect** influences the effectiveness of Black Magic.
- **Spirit** influences the effectiveness of White Magic.
- **Attack** influences the strength of physical attacks, taking into account the equipped weapon.
- **Accuracy** influences the likelihood of success for melee attacks and can be interpreted as a percentage.
- **Defense** influences the damage taken when struck by physical attacks.
- **Evasion** influences the likelihood that a physical attack will be avoided altogether.
- **Magic Defense** influences the damage taken when struck by spells and magic effects.
- **Magic Evasion** influences the likelihood that a magical attack will be avoided altogether.

## How all abilities affect attributes upon level up post-70

Ability	HP	MP	Str	Spd	Sta	Int	Spi
????'s Love	10	5	1	1	1	1	1
Adrenaline	-	-	1	-	-	-	-
Aim	-	-	-	1	-	-	-
Analyze	-	-	-	-	-	1	-
Attack	10	-	1	-	-	-	-
Auto-Potion	10	-	-	-	1	-	-
Bardsong	-	-	-	1	-	-	-
Black Magic	-	5	-	-	-	1	-
Bless	-	-	-	-	-	-	1
Bluff	-	-	-	-	-	1	-
Brace	10	-	-	-	1	-	-
Counter	-	-	1	-	1	-	-
Cover	-	-	-	-	1	-	-
Cry	-	-	-	-	-	-	1
Curse	-	5	1	-	1	-	1
Darkness	10	-	1	-	1	-	-
Draw Attacks	-	-	-	-	1	-	-
Dualcast	-	5	-	-	-	1	1
Eye Gouge	-	-	-	1	-	-	-
Fast Talker	-	5	-	-	-	1	-
Focus	10	-	2	-	-	-	-
Gil Farmer	-	-	-	1	-	-	-
Hide	-	-	-	1	-	-	-
HP +50%	10	-	-	-	-	-	-
Inferno	-	5	1	1	1	-	-
Item Lore	-	-	-	-	-	1	-
Items	10	-	-	-	-	-	-
Jump	10	-	1	-	1	-	-
Kick	-	-	1	-	-	-	-
Last Stand	10	-	1	-	1	-	-
Level Lust	-	-	1	-	-	-	-
Limit Break	10	5	1	1	1	1	1
MP +50%	-	10	-	-	-	-	-
Ninjutsu	-	5	-	-	-	1	-
Omnicasting	-	5	-	-	-	1	1
Phoenix	-	-	-	-	-	-	2
Piercing Magic	-	-	-	-	-	1	1
Pray	-	-	-	-	-	-	1
Reach	-	-	-	1	-	-	-
Recall	-	5	-	-	-	1	-
Safe Travel	-	-	-	1	-	-	-
Salve	-	-	-	1	-	-	-
Steal	-	-	-	1	-	-	-
Summon	-	5	-	-	-	1	1
Throw	-	-	-	1	-	-	-
Treasure Hunter	-	-	-	1	-	-	-
Tsunami	-	5	1	-	1	1	-
Twincast	-	5	-	-	-	1	-
Upgrade	-	-	-	1	-	-	-
Whirlwind	-	5	-	1	-	1	1
White Magic	-	5	-	-	-	-	1

## ATTRIBUTE GAINS AFTER LEVEL 70

Starting with level 71, attribute gains at level up are determined by the abilities equipped on the character gaining a level. The following sample table examines Cecil post-70 equipped with Kick to replace Attack, Draw Attacks to force all physical damage onto Cecil, Counter to turn all that physical damage into Kicks against the entire enemy party, Items because it's required, and Focus to boost the power of Kicks and Counter Kicks. (This example also illustrates what can be accomplished through the use of augments!)

## How equipped abilities post-70 translate into attribute gains when leveling up

	HP	MP	Str	Spd	Stam	Int	Spi
Kick	-	-	1	-	-	-	-
Focus	10	-	2	-	-	-	-
Items	10	-	-	-	-	-	-
Counter	-	-	1	-	1	-	-
Draw Attacks	-	-	-	-	1	-	-
Gain at Level Up	20	-	4	-	2	-	-

# Characters





# Characters



## Cecil

The leader of the Red Wings of Baron, Cecil begins the adventure questioning the motives behind recent assignments from his king. His exact origin is a mystery, but he has friends from his youth in Baron and the two most important to him are Kain and Rosa.

### Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
10	226	27	13	10	11	6	3
ATT	ACC	DEF	EVA	MGD	MGE		
10	85	12	22	1	0		

### WEAPONRY

As a dark knight of Baron, Cecil wields **Dark Swords**. As a paladin, he can wield **Holy Swords, Swords, Knives, and Axes**.

### DARK KNIGHT ABILITIES

#### Darkness

*Sacrifice HP to attack for double damage.*

**Use:** Darkness must first be activated, using one turn. Once active, damage output for physical attacks in the next several turns is doubled and 10% HP is consumed for any successful hit.

### PALADIN ABILITIES

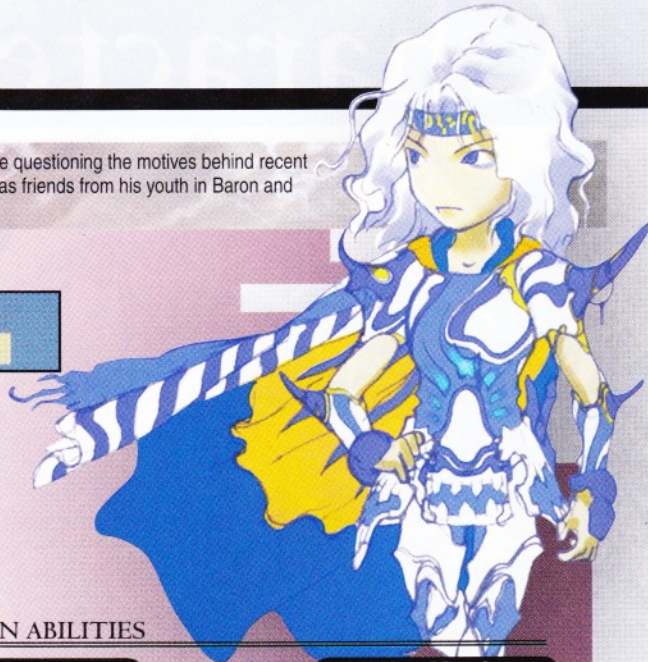
#### Cover

*Take damage intended for an ally.*

**Use:** Cover makes Cecil absorb attacks directed against one ally, which makes it quite useful for protecting healers like Rosa. Cecil occasionally uses Cover on characters with low HP, regardless of whether Cover is active.

#### White Magic

Spell	Acquired
Cure	Innate
Sight	Level 3
Libra	Level 8
Protect	Level 10
Cura	Level 20
Teleport	Level 29
Shell	Level 33
Esuna	Level 35
Raise	Level 40



Kain is the commanding officer in Baron's dragoon forces. He takes great pride in being a dragoon and works hard to live up to the ideals of the unit once led by his deceased father. Kain's brooding nature does not always allow him to share his thoughts, even with his closest friends, Cecil and Rosa. They know him best, but even they do not know what periodically troubles him.

## Kain



### Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
10	205	13	14	11	9	6	12
ATT	ACC	DEF	EVA	MGD	MGE		
10	80	10	20	1	0		

### WEAPONRY

Although his signature weapon is the **Spear**, Kain can also wield **Swords, Knives, and Axes**.

### ABILITIES

#### Jump

*Vault skyward and attack for double damage.*

**Use:** When Kain uses Jump, he leaves the screen and falls to earth roughly one turn later. While off-screen, Kain does not take damage. Because Kain is so powerful physically and since Jump renders him completely safe, it makes sense to fashion Kain into a Jump delivery system. With the right buffs and augments, Kain can eventually use Jump to deal 99,999 damage!



A child orphaned by a tragedy in the village of Mist, Rydia has an innate ability to summon Eidolons. Rydia is the most versatile of all the spell-casters, as she uses White and Black Magic and is the only character who can use Summon.

# Rydia



## Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
7	108	50	10	8	8	7	3
ATT	ACC	DEF	EVA	MGD	MGE		
5	80	7	20	5	5		

## WEAPONRY

As a child, Rydia can wield **Knives**, **Rods**, and **Staffs**. Later on, Rydia loses the ability to use Staffs (along with White Magic), but gains physical offense by learning to use **Whips**.

## ABILITIES

### White Magic

Spell	Acquired
Cure	Innate
Sight	Innate
Hold	Innate
Confuse	Level 8
Esuna	Level 10
Cura	Level 12
Raise	Level 15

### Black Magic

Spell	Acquired
Blizzard	Innate
Thunder	Innate
Fire	Story
Blizzara	Story
Drain	Story
Fira	Story
Quake	Story
Thundara	Story

Spell	Acquired
Sleep	Level 8
Poison	Level 10
Warp	Level 12
Toad	Level 13
Stop	Level 15
Pig	Level 20
Bio	Level 26
Osmose	Level 33

Spell	Acquired
Blizzaga	Level 38
Firaga	Level 40
Thundaga	Level 41
Break	Level 43
Death	Level 55
Tornado	Level 58
Flare	Level 60
Meteor	Level 80

## Summon

Summon	Acquired
Whyt	Innate
Chocobo	Innate
Shiva	Story
Ramuh	Story
Ifrit	Story
Titan	Story
Dragon	Story
Goblin	0.4% drop from 002 Goblin
Bomb	0.4% drop from 105 Balloon
Cockatrice	0.4% drop from 026 Cockatrice
Mindflayer	0.4% drop from 056 Mindflayer
Sylph	Complete quests in Sylph Cave
Odin	Defeat Odin in Baron Castle's east tower basement
Asura	Defeat 182 Asura in Feymarch
Leviathan	Defeat 183 Leviathan in Feymarch
Bahamut	Defeat 186 Bahamut in Lair of the Father

# Tellah

Once a powerful mage, Tellah's age has slowly eroded his ability to voluntarily call forth White and Black Magic. His current home is Kaipo, but he's originally from Mysidia. He dedicated his later years to his daughter, who means everything to him.

## Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
13	217	90	6	7	8	25	24
ATT	ACC	DEF	EVA	MGD	MGE		
6	80	7	22	5	4		

## WEAPONRY

Tellah the Sage can equip himself with **Rods** and **Staffs**, which can supplement his spell-casting ability when used as items.

## ABILITIES

### Recall

Attempt to recall and use forgotten spells.

**Use:** Recall has some use when Tellah's spell selection is limited. After a casting time of 3, Tellah attempts to conjure a spell from his past. He may remember nothing, but he just may recite a powerful incantation. There's even a chance he'll use the Twincast buff spells, but the odds aren't that great.

### RECALL ODDS

Spell	Chance
Toad, or Failure	31%
Fire	10%
Blizzard	10%
Thunder	10%
Fira	6%
Blizzara	6%
Thundara	6%
Firaga	4%
Blizzaga	4%
Thundaga	4%
Bubble	3%
Bravery	3%
Faith	3%

### White Magic

Spell	Acquired
Blink	Innate
Confuse	Innate
Cura	Innate
Esuna	Innate
Raise	Innate
Silence	Innate
Teleport	Innate
Arise	Story
Berserk	Story
Curaga	Story
Curaja	Story
Cure	Story

Spell	Acquired
Dispel	Story
Float	Story
Haste	Story
Hold	Story
Libra	Story
Mini	Story
Protect	Story
Reflect	Story
Shell	Story
Sight	Story
Slow	Story

### Black Magic

Spell	Acquired
Blizzard	Innate
Osmose	Innate
Poison	Innate
Sleep	Innate
Thunder	Innate
Bio	Story
Blizzaga	Story
Blizzara	Story
Break	Story
Drain	Story
Fira	Story
Firaga	Story
Fire	Innate
Meteor	Story
Pig	Story
Thundaga	Story
Thundara	Story
Toad	Story
Tornado	Story
Warp	Story





# Edward

Edward is the prince of Damcyan, but spends time wandering as a bard. His soft upbringing and lifestyle have left Edward ill-suited for combat. Despite these limitations, Edward has other abilities that make him an asset to the group.

## Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
9	128	30	12	10	9	6	3
ATT	ACC	DEF	EVA	MGD	MGE		
5	100	6	26	7	5		

## WEAPONRY

While physically weak, Edward can still equip himself with **Knives** and **Harps**.

## ABILITIES

### Bardsong

Provide support effects through song.

**Use:** Bardsongs are a great way to buff the party or debilitate enemies without worrying about MP usage. Edward is not a particularly good fighter, which frees him up to make the most of his masterful harp play and enchanting singing voice.

Song	LVL Acquired
Lullaby	Innate
Alluring Air	Innate
Silent Verse	Innate
Life's Anthem	10
Toadsong	20
Hog Call	30
Hastemarch	40
Hero's Rime	50

### Hide

Hide to avoid being attacked.

**Use:** Edward is exceptionally weak and vulnerable to attacks, especially when he first joins the party. Hide can be a useful tool to protect him while he levels up.

### Salve

Use items on entire party.

**Use:** Salve aids survivability greatly by allowing the use of items like Potions and Phoenix Downs on the entire party at one time. This ability works hand-in-hand with Item Lore and Auto-Potion.



A close friend of Cecil and Kain, Rosa is a respected White Mage from Baron. She is a strong-willed individual who wants to prove to Cecil that she can stand with him in the heat of battle. Rosa becomes a strong pillar of support for the party from the moment she joins the adventure.

# Rosa

## Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
15	229	91	11	10	9	11	29
ATT	ACC	DEF	EVA	MGD	MGE		
6	80	6	15	8	7		

## WEAPONRY

Rosa can equip **Knives** and **Staffs**. She also provides decent offense from the backline when needed by using **Bows & Arrows**.

## ABILITIES

### Aim

Ensure attack hits the target.

**Uses:** Rosa is not an effective powerhouse compared to many other characters, but her attacks can be helpful—especially with status effect arrows. When her offense is needed, Aim guarantees she won't miss. However, with a casting time of 1, Aim is slightly slower than simply using Attack.

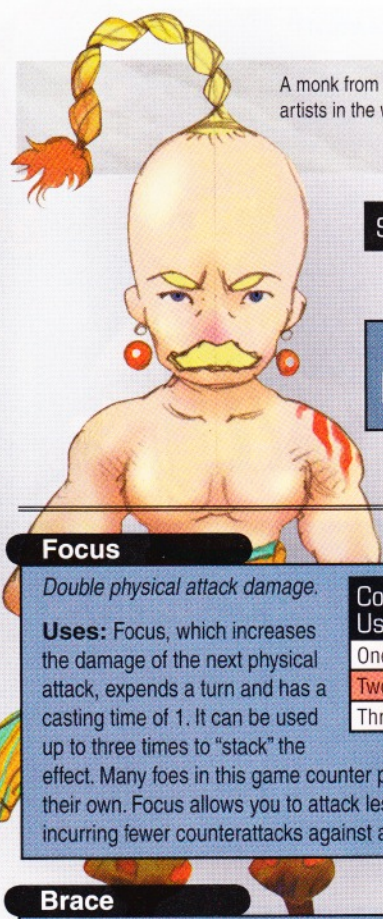
### Pray

Pray to restore HP and MP.

**Uses:** During less difficult battles, Rosa can get by using Pray for support by itself. Pray has a casting time of 2 and restores 10-15% HP and 5-11% MP for all party members. Pray has a small chance of failure, but it works more often than not. In addition to healing without using up MP or items, Pray also keeps everyone stocked with MP, thereby reducing the party's reliance on Ethers, Elixirs, Tents, and Cottages.

### White Magic

Spell	Acquired	Spell	Acquired
Cure	Innate	Confuse	Level 24
Hold	Innate	Teleport	Level 26
Libra	Innate	Berserk	Level 30
Sight	Innate	Curaga	Level 31
Slow	Innate	Mini	Level 32
Raise	Innate	Dispel	Level 33
Protect	Innate	Haste	Level 35
Cura	Innate	Float	Level 38
Silence	Innate	Reflect	Level 40
Esuna	Level 18	Curaja	Level 45
Shell	Level 20	Arise	Level 55
Blink	Level 23	Holy	Level 60



A monk from Fabul, Yang trained intensely from a young age and has become one of the most powerful martial artists in the world. Often selfless in his actions, he is a man held in the highest regard by all who know him.

# Yang

## Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
20	891	16	25	13	24	2	3
ATT	ACC	DEF	EVA	MGD	MGE		
30	100	7	30	4	2		

## WEAPONRY

Yang outfits himself with **Claws**, which serve to strengthen his punches and kicks.

## ABILITIES

### Focus

*Double physical attack damage.*

**Uses:** Focus, which increases the damage of the next physical attack, expends a turn and has a casting time of 1. It can be used up to three times to "stack" the effect. Many foes in this game counter physical attacks with blows of their own. Focus allows you to attack less often but for more damage, incurring fewer counterattacks against allies in the process.

Consecutive Focus Uses	DMG Multiplier
One use	2x
Two uses	3.3x
Three uses	4.5x

### Kick

*Perform a flying kick against enemy party.*

**Uses:** Kick is basically a normal attack, directed at the entire enemy party. This ability has a casting time of 2, making it slightly slower than normal attacks. If there is only one foe, Kick inflicts the same damage as Attack. Strike more foes, however, and the damage is spread to each of them, with a slight bonus in favor of the Kick user. Use Kick to greatly speed up some encounters by killing or heavily damaging all foes outright.

## KICK DAMAGE DISTRIBUTION

Foes	DMG to Each Foe
1	100%
2	60%
3	50%
4	40%
5	30%
6	20%

### Brace

*Reduce all damage by 75%.*

**Uses:** Brace is basically a super-charged Defend command. It has a casting time of 1 and expends a turn.

# Cid

An engineer from Baron, Cid lives life to the fullest with a brash personality and a tremendous sense of humor. Cid built Baron's fleet of airships and dotes over them as a caring father does his daughters.

## Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
20	817	0	22	9	23	5	5
ATT	ACC	DEF	EVA	MGD	MGE		
55	90	2	10	0	0		

## WEAPONRY

A master engineer, handyman and laborer, Cid is effective with both **Hammers** and **Axes**.

## ABILITIES

### Analyze

*Determine the status of all enemies.*

**Uses:** Analyze replicates the effect of the Libra spell and Bestiary item, but without cost to your gil purse or MP pool. It also targets the entire enemy party.

### Upgrade

*Use items to change weapon's damage type.*

**Uses:** Upgrade uses up a turn with a casting time of 1, burns an item, and adds an element to physical attacks. The element added depends upon the item used in the Upgrade. This ability's use is situational, but when foes are vulnerable to Fire, Ice, Thunder, or Earth it can only help.

## Upgrade Items

Item	Element
Red Fang	Fire
Bomb Fragment	Fire
Bomb Crank	Fire
White Fang	Ice
Antarctic Wind	Ice
Arctic Wind	Ice
Blue Fang	Thunder
Zeus's Wrath	Thunder
Heavenly Wrath	Thunder
Gaia Drum	Earth





# Palom

A young and precocious Black Mage of Mysidia, Palom constantly questions or critiques everyone around him. His attitude and actions often land him in hot water with the elder of his hometown.

## Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
10	231	90	7	8	5	17	10
ATT	ACC	DEF	EVA	MGD	MGE		
12	80	12	29	12	12		

## WEAPONRY

While his focus is spell-casting, Palom can wield **Knives** and **Rods**.

## ABILITIES

### Bluff

*Double Intellect.*

**Uses:** Bluff greatly increases the damage from any practitioner of Black Magic. Bluffing takes up one turn and has a casting time of 1.

### Black Magic

Spell	Acquired	Spell	Acquired	Spell	Acquired
Fire	Innate	Thundara	Level 14	Firaga	Level 33
Blizzard	Innate	Break	Level 15	Thundaga	Level 34
Poison	Innate	Bio	Level 19	Quake	Level 36
Sleep	Innate	Toad	Level 22	Stop	Level 40
Thunder	Innate	Osmose	Level 23	Death	Level 46
Pig	Level 11	Drain	Level 26	Tornado	Level 48
Blizzara	Level 12	Warp	Level 29	Flare	Level 50
Fira	Level 13	Blizzaga	Level 32	Meteor	Level 55



### Twincast

*Cast powerful spells in tandem.*

**Uses:** Palom & Porom come equipped with a unique, cooperative school of magic. Both characters must begin Twincast in the same turn. They both expend the required MP and casting time, then cast the spell.

### Twincast

Spell	Cost	Description	Pwr	Acc	Cast Time	Target
Pyroblast	30 MP	Strikes foes with a miniature version of Flare.	140	100	8	All foes
Comet	50 MP	Strikes foes with a miniature version of Meteor.	180	100	10	All foes



Porom, a White Mage of Mysidia, is Palom's twin. She often attempts to correct her brother's lack of manners, but her scolding never seems to leave an impression on him that lasts longer than a few seconds.

# Porom



## Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
10	226	81	8	7	6	10	18
ATT	ACC	DEF	EVA	MGD	MGE		
9	80	12	29	12	12		

## WEAPONRY

Porom's weapon proficiency is limited to the white mage's calling card, **Staffs**.

## ABILITIES

### White Magic

Spell	Acquired	Spell	Acquired	Spell	Acquired
Cure	Innate	Silence	Level 15	Mini	Level 32
Hold	Innate	Shell	Level 18	Curaga	Level 33
Libra	Innate	Teleport	Level 19	Haste	Level 38
Sight	Innate	Esuna	Level 20	Float	Level 40
Slow	Innate	Blink	Level 23	Reflect	Level 44
Raise	Level 11	Confuse	Level 25	Curaja	Level 48
Protect	Level 12	Berserk	Level 29	Holy	Level 52
Cura	Level 13	Dispel	Level 31	Arise	Level 56

### Cry

*Reduce enemies' Defense by half.*

**Uses:** Opening a fight with Cry enhances physical damage for everyone for the remainder of the battle. Cry expends a turn and has a casting time of 1.



The ninja-prince of Eblan, Edge lacks neither confidence nor bravery, but possesses little restraint. His strong sense of justice often overrides his ability to recognize situations that may be too much for him to handle alone.

# Edge



## Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
35	1458	100	42	41	26	20	14
ATT	ACC	DEF	EVA	MGD	MGE		
70	100	19	42	6	5		

## WEAPONRY

Like many of his comrades, Edge can equip **Knives**. His strongest offense comes from **Katanas** and **Throwing Weapons**, Eblanese weapons that are exclusive to Edge.

## ABILITIES

### Steal

Steal items from an enemy.

**Uses:** Pillaging foes for extra rewards. The Darkness augment can only be obtained by successfully stealing from 185 Odin.

### Throw

Throw weapons at enemies.

**Uses:** Only Edge can use surplus armaments as throwing weapons. He can also use shurikens specifically designed for this purpose. Throwing has a casting time of 1. As a reminder, don't toss anything you need to keep!

## Ninjutsu

Ninjutsu	Acquired
Flame	Innate
Smoke	Innate
Shadowbind	Innate
Mirage	Innate
Flood	Story
Blitz	Story
Tremor	Level 40
Gale	Level 50
Frost	Level 60



# Fusoya

The enigmatic caretaker of the Lunarians, Fusoya was tasked with watching over his people to ensure their safe slumber. While his exact age is unknown, Fusoya's knowledge is vast and stretches into the distant past, but also includes glimpses into the future.



## Starting Stats

LEV	HP	MP	STR	SPD	STA	INT	SPI
50	2006	190	10	20	10	45	50
ATT	ACC	DEF	EVA	MGD	MGE		
26	80	23	28	24	22		

## WEAPONRY

With a vast knowledge of both White and Black Magic, Fusoya can also wield the tools of white and black mages—**Rods** and **Staffs**.

## ABILITIES

### White Magic

Spell	Acquired
Cure	Innate
Cura	Innate
Curaga	Innate
Curaja	Innate
Esuna	Innate
Raise	Innate
Arise	Innate
Hold	Innate
Silence	Innate
Confuse	Innate
Blink	Innate
Protect	Innate

Spell	Acquired
Shell	Innate
Slow	Innate
Haste	Innate
Berserk	Innate
Reflect	Innate
Dispel	Innate
Libra	Innate
Mini	Innate
Teleport	Innate
Sight	Innate
Float	Innate
Holy	Innate

### Black Magic

Spell	Acquired
Fire	Innate
Fira	Innate
Firaga	Innate
Blizzard	Innate
Blizzara	Innate
Blizzaga	Innate
Thunder	Innate
Thundara	Innate
Thundaga	Innate
Sleep	Innate
Poison	Innate
Warp	Innate

Spell	Acquired
Toad	Innate
Stop	Innate
Osmose	Innate
Drain	Innate
Bio	Innate
Tornado	Innate
Break	Innate
Pig	Innate
Quake	Innate
Death	Innate
Flare	Innate
Meteor	Innate

### Bless

Restore MP.

**Uses:** Bless expends a turn and has a casting time of 2. After its use, the entire party replenishes 5-10% of their MP each turn. Since Fusoya has a smaller MP pool than other mages (not to mention lower Intellect and Spirit), this should usually be his first action, ensuring bonus MP for everyone throughout the battle.

# Magic



# Magic

Magic takes many forms in *FINAL FANTASY IV*. It is a powerful tool used to harm and incapacitate enemies, or heal allies and augment their abilities. In this section, indicated casting times (where applicable) are shown in seconds, but bear in mind the absolute time taken depends upon the battle speed option in the Settings menu—the lower the number, the faster the battles.

Spells that come standard on certain characters are labeled Innate, while abilities earned through story events are simply marked Story to avoid any potential spoilers. A number indicates that the spell becomes available when the character reaches a given level.

## Black Magic

The Black mages (Rydia, Tella, Palom, and Fusoya) provide a constant and tremendous source of damage. They can lay waste to entire enemy parties, drawing upon knowledge of the elements to deal bonus damage on occasion. They're even capable of a few enfeebls like Stop and Toad and can deal severe damage over time in long battles with the Sap effect caused by Bio. Finally, against enemies vulnerable to the effects, fights can be ended instantly with Break and Death! The potency of black magic is based on the user's Intellect.

### Fire


**COST:** 5<sup>MP</sup> **DESCRIPTION:** Attack with fire.  
**POWER:** 20  
**ACCURACY:** 100  
**CASTING TIME:** 1  
**TARGET:** One foe or all foes



**RYDIA:** Story **TELLAH:** Story  
**PALOM:** 33 **FUSOYA:** Innate

### Fira


**COST:** 15<sup>MP</sup> **DESCRIPTION:** Attack with fire.  
**POWER:** 50  
**ACCURACY:** 100  
**CASTING TIME:** 3  
**TARGET:** One foe or all foes



**RYDIA:** Story **TELLAH:** Story  
**PALOM:** 13 **FUSOYA:** Innate

### Firaga


**COST:** 30<sup>MP</sup> **DESCRIPTION:** Attack with fire.  
**POWER:** 110  
**ACCURACY:** 100  
**CASTING TIME:** 6  
**TARGET:** One foe or all foes



**RYDIA:** 40 **TELLAH:** Story  
**PALOM:** 33 **FUSOYA:** Innate

### Blizzard


**COST:** 5<sup>MP</sup> **DESCRIPTION:** Attack with ice.  
**POWER:** 20  
**ACCURACY:** 100  
**CASTING TIME:** 1  
**TARGET:** One foe or all foes



**RYDIA:** Innate **TELLAH:** Innate  
**PALOM:** Innate **FUSOYA:** Innate

### Blizzara


**COST:** 15<sup>MP</sup> **DESCRIPTION:** Attack with ice.  
**POWER:** 50  
**ACCURACY:** 100  
**CASTING TIME:** 3  
**TARGET:** One foe or all foes



**RYDIA:** Story **TELLAH:** Story  
**PALOM:** 12 **FUSOYA:** Innate

### Blizzaga


**COST:** 30<sup>MP</sup> **DESCRIPTION:** Attack with ice.  
**POWER:** 110  
**ACCURACY:** 100  
**CASTING TIME:** 6  
**TARGET:** One foe or all foes



**RYDIA:** 38 **TELLAH:** Story  
**PALOM:** 32 **FUSOYA:** Innate

### Thunder

**COST:** 5<sup>MP</sup> **DESCRIPTION:** Attack with thunder.  
**POWER:** 20  
**ACCURACY:** 100  
**CASTING TIME:** 1  
**TARGET:** One foe or all foes



**RYDIA:** Innate **TELLAH:** Innate  
**PALOM:** Innate **FUSOYA:** Innate

### Thundara

**COST:** 15<sup>MP</sup> **DESCRIPTION:** Attack with thunder.  
**POWER:** 50  
**ACCURACY:** 100  
**CASTING TIME:** 3  
**TARGET:** One foe or all foes



**RYDIA:** Story **TELLAH:** Story  
**PALOM:** 14 **FUSOYA:** Innate



**Thundaga**


**COST:** 30<sup>MP</sup> **DESCRIPTION:** Attack with thunder.

**POWER:** 110

**ACCURACY:** 100

**CASTING TIME:** 6

**TARGET:** One foe or all foes



**RYDIA:** 41 **TELLAH:** Story  
**PALOM:** 34 **FUSOYA:** Innate

**Sleep**


**COST:** 15<sup>MP</sup> **DESCRIPTION:** Put targets to sleep.

**POWER:** N/A

**ACCURACY:** 55

**CASTING TIME:** 2

**TARGET:** One foe or all foes



**RYDIA:** 8 **TELLAH:** Innate  
**PALOM:** Innate **FUSOYA:** Innate

**Poison**


**COST:** 2<sup>MP</sup> **DESCRIPTION:** Poison targets.

**POWER:** N/A

**ACCURACY:** 80

**CASTING TIME:** 1

**TARGET:** One foe or all foes



**RYDIA:** 10 **TELLAH:** Innate  
**PALOM:** Innate **FUSOYA:** Innate

**Warp**


**COST:** 10<sup>MP</sup> **DESCRIPTION:** Return to the previous floor.

**POWER:** N/A

**ACCURACY:** 100

**CASTING TIME:** N/A

**TARGET:** All allies



**RYDIA:** 12 **TELLAH:** Story  
**PALOM:** 29 **FUSOYA:** Innate

**Toad**

**COST:** 10<sup>MP</sup> **DESCRIPTION:** Polymorph targets into toads.

**POWER:** N/A

**ACCURACY:** 100

**CASTING TIME:** 2

**TARGET:** One foe or all foes



**RYDIA:** 13 **TELLAH:** Story  
**PALOM:** 22 **FUSOYA:** Innate

**Stop**


**COST:** 30<sup>MP</sup> **DESCRIPTION:** Suspend time, rendering targets immobile.

**POWER:** N/A

**ACCURACY:** 70

**CASTING TIME:** 5

**TARGET:** One foe



**RYDIA:** 15 **TELLAH:** N/A  
**PALOM:** 40 **FUSOYA:** Innate

**Osmose**


**COST:** 5<sup>MP</sup> **DESCRIPTION:** Absorb MP from target.

**POWER:** 10

**ACCURACY:** 100

**CASTING TIME:** 4

**TARGET:** One foe



**RYDIA:** 33 **TELLAH:** Innate  
**PALOM:** 23 **FUSOYA:** Innate

**Drain**

**COST:** 15<sup>MP</sup> **DESCRIPTION:** Absorb HP from target.

**POWER:** 30

**ACCURACY:** 100

**CASTING TIME:** 3

**TARGET:** One foe



**RYDIA:** Story **TELLAH:** Story  
**PALOM:** 26 **FUSOYA:** Innate

**Bio**


**COST:** 20<sup>MP</sup> **DESCRIPTION:** Inflict non-elemental damage and sap status.

**POWER:** 40

**ACCURACY:** 100

**CASTING TIME:** 3

**TARGET:** One foe or all foes



**RYDIA:** 26 **TELLAH:** Story  
**PALOM:** 19 **FUSOYA:** Innate

**Tornado**


**COST:** 30<sup>MP</sup> **DESCRIPTION:** Reduce target's HP to critical.

**POWER:** N/A

**ACCURACY:** 70

**CASTING TIME:** 6

**TARGET:** One foe



**RYDIA:** 58 **TELLAH:** Story  
**PALOM:** 48 **FUSOYA:** Innate

**Break**


**COST:** 20<sup>MP</sup> **DESCRIPTION:** Turn target to stone.

**POWER:** N/A

**ACCURACY:** 100

**CASTING TIME:** 2

**TARGET:** One foe



**RYDIA:** 43 **TELLAH:** Story  
**PALOM:** 15 **FUSOYA:** Innate

**Pig**

**COST:** 10<sup>MP</sup> **DESCRIPTION:** Polymorph targets into pigs.

**POWER:** N/A

**ACCURACY:** 100

**CASTING TIME:** 2

**TARGET:** One foe or all foes



**RYDIA:** 20 **TELLAH:** Story  
**PALOM:** 11 **FUSOYA:** Innate

### Quake

**COST:** 30<sup>MP</sup> **DESCRIPTION:** Deal devastating earth damage.  
**POWER:** 110  
**ACCURACY:** 100  
**CASTING TIME:** 4  
**TARGET:** All foes



**RYDIA:** Story **TELLAH:** N/A  
**PALOM:** 36 **FUSOYA:** Innate

### Death

**COST:** 40<sup>MP</sup> **DESCRIPTION:** Instantly KO targets.  
**POWER:** N/A  
**ACCURACY:** 30  
**CASTING TIME:** 4  
**TARGET:** One foe



**RYDIA:** 55 **TELLAH:** N/A  
**PALOM:** 46 **FUSOYA:** Innate

### Flare

**COST:** 55<sup>MP</sup> **DESCRIPTION:** Attack with thermal blasts.  
**POWER:** 160  
**ACCURACY:** 100  
**CASTING TIME:** 4  
**TARGET:** One foe



**RYDIA:** 60 **TELLAH:** N/A  
**PALOM:** 50 **FUSOYA:** Innate

### Meteor

**COST:** 99<sup>MP</sup> **DESCRIPTION:** Summon forth meteors.  
**POWER:** 250  
**ACCURACY:** 100  
**CASTING TIME:** 10  
**TARGET:** All foes



**RYDIA:** 80 **TELLAH:** Story  
**PALOM:** 55 **FUSOYA:** Innate

## White Magic

White magic forms the foundation of support and the characters gifted with it (Rydia, Rosa, Tellah, Porom, and Fusoya) are indispensable in any successful adventure. Allied lifespans are extended with Blink, Protect, and Shell, while offense is buffed by Haste and Berserk. When a situation goes awry, use Cure and Raise spells to soothe battered bodies. These same healing spells are effective weapons against the undead, causing damage rather than curing these unholy apparitions. White mages also provide invaluable enfeebling through spells like Slow and Dispel. The potency of white magic is based on the user's Spirit.

### Cure

**COST:** 3<sup>MP</sup> **DESCRIPTION:** Restore a small amount of HP.  
**POWER:** 24  
**ACCURACY:** 100  
**CASTING TIME:** 1  
**TARGET:** One ally or all allies



**RYDIA:** Innate **TELLAH:** Story  
**ROSA:** Innate **POROM:** Innate  
**CECIL:** Innate **FUSOYA:** Innate

### Cura

**COST:** 9<sup>MP</sup> **DESCRIPTION:** Restore a moderate amount of HP.  
**POWER:** 48  
**ACCURACY:** 100  
**CASTING TIME:** 2  
**TARGET:** One ally or all allies



**RYDIA:** 12 **TELLAH:** Innate  
**ROSA:** 13 **POROM:** 13  
**CECIL:** 20 **FUSOYA:** Innate

### Curaga

**COST:** 18<sup>MP</sup> **DESCRIPTION:** Restore a large amount of HP.  
**POWER:** 72  
**ACCURACY:** 100  
**CASTING TIME:** 3  
**TARGET:** One ally or all allies



**RYDIA:** N/A **TELLAH:** Story  
**ROSA:** 31 **POROM:** 33  
**CECIL:** N/A **FUSOYA:** Innate

### Curaja

**COST:** 40<sup>MP</sup> **DESCRIPTION:** Restore a very large amount of HP.  
**POWER:** 128  
**ACCURACY:** 100  
**CASTING TIME:** 4  
**TARGET:** One ally or all allies



**RYDIA:** N/A **TELLAH:** Story  
**ROSA:** 45 **POROM:** 48  
**CECIL:** N/A **FUSOYA:** Innate

## Esuna

**COST:** 15<sup>MP</sup> **DESCRIPTION:**  
Remove all status ailments.  
**POWER:** N/A  
**ACCURACY:** 100  
**CASTING TIME:** 2  
**TARGET:** One ally



**RYDIA:** 10 **TELLAH:** Innate  
**ROSA:** 18 **POROM:** 20  
**CECIL:** 35 **FUSOYA:** Innate

## Raise

**COST:** 25<sup>MP</sup> **DESCRIPTION:**  
Revive KO'd target.  
**POWER:** N/A  
**ACCURACY:** 100  
**CASTING TIME:** 4  
**TARGET:** One ally



**RYDIA:** 15 **TELLAH:** Innate  
**ROSA:** 11 **POROM:** 11  
**CECIL:** 40 **FUSOYA:** Innate

## Arise

**COST:** 70<sup>MP</sup> **DESCRIPTION:**  
Revive KO'd target and restore HP.  
**POWER:** N/A  
**ACCURACY:** 100  
**CASTING TIME:** 8  
**TARGET:** One ally



**RYDIA:** N/A **TELLAH:** Story  
**ROSA:** 55 **POROM:** 56  
**CECIL:** N/A **FUSOYA:** Innate

## Hold

**COST:** 5<sup>MP</sup> **DESCRIPTION:**  
Inflict paralyze status.  
**POWER:** N/A  
**ACCURACY:** 45  
**CASTING TIME:** 1  
**TARGET:** One foe



**RYDIA:** Innate **TELLAH:** Story  
**ROSA:** Innate **POROM:** Innate  
**CECIL:** N/A **FUSOYA:** Innate

## Silence

**COST:** 8<sup>MP</sup> **DESCRIPTION:**  
Inflict silence status.  
**POWER:** N/A  
**ACCURACY:** 60  
**CASTING TIME:** 1  
**TARGET:** One foe or all foes



**RYDIA:** N/A **TELLAH:** Innate  
**ROSA:** 15 **POROM:** 15  
**CECIL:** N/A **FUSOYA:** Innate

## Confuse

**COST:** 5<sup>MP</sup> **DESCRIPTION:**  
Inflict confuse status.  
**POWER:** N/A  
**ACCURACY:** 60  
**CASTING TIME:** 1  
**TARGET:** One foe or all foes



**RYDIA:** 8 **TELLAH:** Innate  
**ROSA:** 24 **POROM:** 25  
**CECIL:** N/A **FUSOYA:** Innate

## Blink

**COST:** 10<sup>MP</sup> **DESCRIPTION:**  
Deflect physical attacks with a magic barrier.  
**POWER:** N/A  
**ACCURACY:** 100  
**CASTING TIME:** 1  
**TARGET:** One ally



**RYDIA:** N/A **TELLAH:** Innate  
**ROSA:** 23 **POROM:** 23  
**CECIL:** N/A **FUSOYA:** Innate

## Protect

**COST:** 15<sup>MP</sup> **DESCRIPTION:**  
Boost target's Defense.  
**POWER:** N/A  
**ACCURACY:** 100  
**CASTING TIME:** 1  
**TARGET:** One ally or all allies



**RYDIA:** N/A **TELLAH:** Story  
**ROSA:** 12 **POROM:** 12  
**CECIL:** 10 **FUSOYA:** Innate

## Shell

**COST:** 15<sup>MP</sup> **DESCRIPTION:**  
Boost target's Magic Defense.  
**POWER:** N/A  
**ACCURACY:** 100  
**CASTING TIME:** 1  
**TARGET:** One ally or all allies



**RYDIA:** N/A **TELLAH:** Story  
**ROSA:** 20 **POROM:** 18  
**CECIL:** 33 **FUSOYA:** Innate

## Slow

**COST:** 10<sup>MP</sup> **DESCRIPTION:**  
Reduce target's Speed.  
**POWER:** N/A  
**ACCURACY:** 90  
**CASTING TIME:** 1  
**TARGET:** One foe or all foes



**RYDIA:** N/A **TELLAH:** Story  
**ROSA:** Innate **POROM:** Innate  
**CECIL:** N/A **FUSOYA:** Innate

## Haste

**COST:** 20<sup>MP</sup> **DESCRIPTION:**  
Boost target's Speed.  
**POWER:** N/A  
**ACCURACY:** 100  
**CASTING TIME:** 1  
**TARGET:** One ally



**RYDIA:** N/A **TELLAH:** Story  
**ROSA:** 35 **POROM:** 38  
**CECIL:** N/A **FUSOYA:** Innate

## Berserk

**COST:** 15<sup>MP</sup> **DESCRIPTION:**  
Send target into an uncontrollable rage.  
**POWER:** N/A  
**ACCURACY:** 100  
**CASTING TIME:** 1  
**TARGET:** One ally or foe



**RYDIA:** N/A **TELLAH:** Story  
**ROSA:** 30 **POROM:** 29  
**CECIL:** N/A **FUSOYA:** Innate

## Reflect

**COST:** 30<sup>MP</sup> **DESCRIPTION:**  
 Reflect magical attacks.  
**POWER:** N/A  
**ACCURACY:** 100  
**CASTING TIME:** 2  
**TARGET:** One ally



**RYDIA:** N/A **TELLAH:** Story  
**ROSA:** 40 **POROM:** 44  
**CECIL:** N/A **FUSOYA:** Innate

## Dispel

**COST:** 15<sup>MP</sup> **DESCRIPTION:**  
 Remove magical effects on the target.  
**POWER:** N/A  
**ACCURACY:** 90  
**CASTING TIME:** 2  
**TARGET:** One foe



**RYDIA:** N/A **TELLAH:** Story  
**ROSA:** 33 **POROM:** 31  
**CECIL:** N/A **FUSOYA:** Innate

## Libra

**COST:** 1<sup>MP</sup> **DESCRIPTION:**  
 Reveal target's status information.  
**POWER:** N/A  
**ACCURACY:** 100  
**CASTING TIME:** 1  
**TARGET:** One foe



**RYDIA:** N/A **TELLAH:** Story  
**ROSA:** Innate **POROM:** Innate  
**CECIL:** 8 **FUSOYA:** Innate

## Mini

**COST:** 10<sup>MP</sup> **DESCRIPTION:**  
 Inflict mini status.  
**POWER:** N/A  
**ACCURACY:** 100  
**CASTING TIME:** 2  
**TARGET:** One foe



**RYDIA:** N/A **TELLAH:** Story  
**ROSA:** 32 **POROM:** 32  
**CECIL:** N/A **FUSOYA:** Innate

## Teleport

**COST:** 20<sup>MP</sup> **DESCRIPTION:**  
 Warp out of a cave or dungeon, or escape from battle.  
**POWER:** N/A  
**ACCURACY:** 100  
**CASTING TIME:** 3  
**TARGET:** All allies



**RYDIA:** N/A **TELLAH:** Innate  
**ROSA:** 26 **POROM:** 19  
**CECIL:** 29 **FUSOYA:** Innate

## Sight

**COST:** 5<sup>MP</sup> **DESCRIPTION:**  
 Display mini-map of area.  
**POWER:** N/A  
**ACCURACY:** N/A  
**CASTING TIME:** N/A  
**TARGET:** N/A



**RYDIA:** Innate **TELLAH:** Story  
**ROSA:** Innate **POROM:** Innate  
**CECIL:** 3 **FUSOYA:** Innate

## Float

**COST:** 8<sup>MP</sup> **DESCRIPTION:**  
 Cause target to hover above the ground.  
**POWER:** N/A  
**ACCURACY:** 100  
**CASTING TIME:** 2  
**TARGET:** One ally or all allies



**RYDIA:** N/A **TELLAH:** Story  
**ROSA:** 38 **POROM:** 40  
**CECIL:** N/A **FUSOYA:** Innate

## Holy

**COST:** 50<sup>MP</sup> **DESCRIPTION:**  
 Attack with holy.  
**POWER:** 140  
**ACCURACY:** 100  
**CASTING TIME:** 8  
**TARGET:** One foe



**RYDIA:** N/A **TELLAH:** N/A  
**ROSA:** 60 **POROM:** 52  
**CECIL:** N/A **FUSOYA:** Innate



# Summon Magic

The ability to Summon makes Rydia more powerful than a standalone black mage. Her elemental summons are stronger than their most powerful black magic equivalents—at no extra cost to MP—and her ultimate offensive summons are as powerful as anything the game has to offer. Rydia can also learn a few support summons and some ultra-rare novelty summons of normal enemies. Finally, Whyt can be crafted into essentially whatever sort of Rydia substitute you'd like. Summon potency is based on Rydia's Intellect.

## Whyt

**COST:** 50<sup>MP</sup> **DESCRIPTION:** Summon Whyt to fight for Rydia.  
**POWER:** N/A  
**ACCURACY:** 100  
**CASTING TIME:** 3  
**TARGET:** Varies



**RYDIA:** Innate

## Chocobo

**COST:** 10<sup>MP</sup> **DESCRIPTION:** Summon chocobo to attack.  
**POWER:** 20  
**ACCURACY:** 100  
**CASTING TIME:** 2  
**TARGET:** All foes



**RYDIA:** Innate

## Goblin

**COST:** 5<sup>MP</sup> **DESCRIPTION:** Summon goblin to attack.  
**POWER:** 30  
**ACCURACY:** 100  
**CASTING TIME:** 3  
**TARGET:** One foe



**RYDIA:** 0.4% drop from 002 Goblin

## Bomb

**COST:** 20<sup>MP</sup> **DESCRIPTION:** Summon bomb to attack.  
**POWER:** 40  
**ACCURACY:** 100  
**CASTING TIME:** 3  
**TARGET:** One foe



**RYDIA:** 0.4% drop from 105 Balloon

## Cockatrice

**COST:** 20<sup>MP</sup> **DESCRIPTION:** Summon cockatrice to attack. Petrifies.  
**POWER:** 50  
**ACCURACY:** 100  
**CASTING TIME:** 3  
**TARGET:** One foe



**RYDIA:** 0.4% drop from 026 Cockatrice

## Mindflayer

**COST:** 20<sup>MP</sup> **DESCRIPTION:** Summon Mindflayer to attack. Paralyzes.  
**POWER:** 50  
**ACCURACY:** 100  
**CASTING TIME:** 3  
**TARGET:** One foe



**RYDIA:** 0.4% drop from 056 Mindflayer

## Shiva

**COST:** 30<sup>MP</sup> **DESCRIPTION:** Summon Shiva to attack.  
**POWER:** 120  
**ACCURACY:** 100  
**CASTING TIME:** 6  
**TARGET:** All foes



**RYDIA:** Story

## Ramuh

**COST:** 30<sup>MP</sup> **DESCRIPTION:** Summon Ramuh to attack.  
**POWER:** 120  
**ACCURACY:** 100  
**CASTING TIME:** 6  
**TARGET:** All foes



**RYDIA:** Story

## Ifrit

**COST:** 30<sup>MP</sup> **DESCRIPTION:** Summon Ifrit to attack.  
**POWER:** 120  
**ACCURACY:** 100  
**CASTING TIME:** 6  
**TARGET:** All foes



**RYDIA:** Story

## Titan

**COST:** 30<sup>MP</sup> **DESCRIPTION:** Summon Titan to attack.  
**POWER:** 120  
**ACCURACY:** 100  
**CASTING TIME:** 6  
**TARGET:** All foes



**RYDIA:** Story

## Dragon

**COST:** 35<sup>MP</sup> **DESCRIPTION:** Summon Mist Dragon to attack. Damage is holy element.  
**POWER:** 130  
**ACCURACY:** 100  
**CASTING TIME:** 6  
**TARGET:** All foes



**RYDIA:** Story

## Sylph

**COST:** 25<sup>MP</sup> **DESCRIPTION:** Summon Sylphs to drain enemy HP.  
**POWER:** 60  
**ACCURACY:** 100  
**CASTING TIME:** 4  
**TARGET:** One foe and all allies



**RYDIA:** Complete quests in Sylph Cave

### Odin

**COST:** 55<sup>MP</sup> **DESCRIPTION:** Summon Odin to attack. Enemies vulnerable to Death are defeated.

**POWER:** N/A

**ACCURACY:** 100

**CASTING TIME:** 8

**TARGET:** All foes



**RYDIA:** Defeat 185 Odin in Castle Baron's east tower basement

### Asura

**COST:** 40<sup>MP</sup> **DESCRIPTION:** Summon Asura for random results. Cura, Protect, or Raise is cast on all allies.

**POWER:** N/A

**ACCURACY:** 100

**CASTING TIME:** 8

**TARGET:** All allies



**RYDIA:** Defeat 182 Asura in Feymarch

### Leviathan

**COST:** 75<sup>MP</sup> **DESCRIPTION:** Summon Leviathan to attack.

**POWER:** 200

**ACCURACY:** 100

**CASTING TIME:** 8

**TARGET:** All foes



**RYDIA:** Defeat 183 Leviathan in Feymarch

### Bahamut


**COST:** 99<sup>MP</sup> **DESCRIPTION:** Summon Bahamut to attack.

**POWER:** 250

**ACCURACY:** 100

**CASTING TIME:** 10

**TARGET:** All foes



**RYDIA:** Defeat 186 Bahamut in Lair of the Father

## Twin Magic

Twin magic is an unpredictable but incredibly powerful type of magic. Palom and Porom inherently have access to this unique, cooperative school of magic. In addition, it's possible to acquire a pair of Twincast augments per playthrough. Two characters with the ability must begin Twincast during the same turn. They both expend the required MP and casting time, then cast the spell.

### Pyroblast

**COST:** 30<sup>MP</sup> **DESCRIPTION:** Strikes foes with a miniature version of Flare.

**POWER:** 140

**ACCURACY:** 100

**CASTING TIME:** 8

**TARGET:** All foes



**DUO:** Any two characters

### Comet

**COST:** 50<sup>MP</sup> **DESCRIPTION:** Strikes foes with a miniature version of Meteor.

**POWER:** 180

**ACCURACY:** 100

**CASTING TIME:** 10

**TARGET:** All foes



**DUO:** Any two characters

### Bubble

**COST:** 50<sup>MP</sup> **DESCRIPTION:** Doubles HP of allies.

**POWER:** N/A

**ACCURACY:** 100

**CASTING TIME:** 8

**TARGET:** All allies



**DUO:** Kain & Cecil or Rosa

### Faith


**COST:** 50<sup>MP</sup> **DESCRIPTION:** Increases magic attack power of allies.

**POWER:** N/A

**ACCURACY:** 100

**CASTING TIME:** 8

**TARGET:** All allies



**DUO:** Rydia & Cecil or Rosa

### Bravery

**COST:** 50<sup>MP</sup> **DESCRIPTION:** Increases attack power of allies.

**POWER:** N/A

**ACCURACY:** 100

**CASTING TIME:** 8

**TARGET:** All allies



**DUO:** Edge & Cecil or Rydia

### Ultima


**COST:** 99<sup>MP</sup> **DESCRIPTION:** Attack with devastating magical energy.

**POWER:** 999

**ACCURACY:** 100

**CASTING TIME:** 20

**TARGET:** All foes



**DUO:** Cecil & Rosa



# Ninjasu

Like black mages, ninjas are schooled in the dark arts, although the results are somewhat different. Only Edge has access to ninjasu to exploit elemental weaknesses of foes, paralyze the enemy, create a Blink effect to protect himself, or escape from battles with ease.



## Flame

**COST:** 20<sup>MP</sup> **DESCRIPTION:** Attack with fire.  
**POWER:** 80  
**ACCURACY:** 100  
**CASTING TIME:** 3  
**TARGET:** All foes



**EDGE:** Innate

## Smoke

**COST:** 5<sup>MP</sup> **DESCRIPTION:** Escape from battle.  
**POWER:** N/A  
**ACCURACY:** 100  
**CASTING TIME:** 1  
**TARGET:** All allies



**EDGE:** Innate



## Shadowbind

**COST:** 15<sup>MP</sup> **DESCRIPTION:** Stop the target's actions.  
**POWER:** 65  
**ACCURACY:** 100  
**CASTING TIME:** 1  
**TARGET:** One foe



**EDGE:** Innate

## Mirage

**COST:** 5<sup>MP</sup> **DESCRIPTION:** Evade physical attacks.  
**POWER:** N/A  
**ACCURACY:** 100  
**CASTING TIME:** 2  
**TARGET:** Edge



**EDGE:** Innate



## Tremor

**COST:** 20<sup>MP</sup> **DESCRIPTION:** Attack with earth.  
**POWER:** 80  
**ACCURACY:** 100  
**CASTING TIME:** 3  
**TARGET:** All foes



**EDGE:** 40



## Gale

**COST:** 20<sup>MP</sup> **DESCRIPTION:** Attack with wind.  
**POWER:** 80  
**ACCURACY:** 100  
**CASTING TIME:** 3  
**TARGET:** All foes



**EDGE:** 50



## Frost

**COST:** 20<sup>MP</sup> **DESCRIPTION:** Attack with ice.  
**POWER:** 80  
**ACCURACY:** 100  
**CASTING TIME:** 3  
**TARGET:** All foes



**EDGE:** 60



## Flood

**COST:** 20<sup>MP</sup> **DESCRIPTION:** Attack with water.  
**POWER:** 80  
**ACCURACY:** 100  
**CASTING TIME:** 3  
**TARGET:** All foes



**EDGE:** Story



## Blitz

**COST:** 20<sup>MP</sup> **DESCRIPTION:** Attack with thunder.  
**POWER:** 80  
**ACCURACY:** 100  
**CASTING TIME:** 3  
**TARGET:** All foes



**EDGE:** Story

# Augments

Augments represent a new and exciting gameplay addition to this remake of *FINAL FANTASY IV*. They allow you to grant certain abilities to any character you choose, something not possible in previous versions. Creative use of augments can make combat more flexible and fun and can make the game's upgraded difficulty more manageable. Augments are received throughout the game through story progression, by completing special quests, and after certain characters have departed permanently. One augment must be taken from a kingly Eidolon, and a few come from accomplishments such as defeating the game or getting 100% completion on all in-game maps. Augments remain in your inventory until used and can be hoarded for an initial playthrough and up to two subsequent playthroughs. Except for a few choice augments that can only be received once, this means you can ultimately get up to three copies of most augments to dole out among characters.

Remember that many of the best augments are obtained only through giving augments to characters who do not stick around, and be aware that sometimes you won't reap the rewards of your ability-gifting until much later in the game. Don't assign augments carelessly; think about how you'd like to develop your party as a whole up to three total playthroughs—augments and abilities carry forward from one completed game to a new one! With just a little planning, your party can become fiendishly powerful at the end of your first playthrough, making your second and third playthroughs much easier and allowing you to focus efforts on preparing for two new optional super-bosses!

## Augment List

All the abilities are described in detail here, including the means to acquire them. Augments that are also abilities inherent to certain characters are labeled Innate, while augments earned through story events are simply marked Story, thereby avoiding any potential spoilers. Augments are generally listed in the

order in which they are encountered in the main game—provided no augments are missed! Indicated casting times, where applicable, are shown in seconds, but bear in mind the absolute time taken depends upon the battle speed option in the Settings menu—the lower the number, the faster the battles.

### DARKNESS

**Sacrifice HP to attack for double damage.**

**Acquisition:** Innate to Cecil; steal from 185 Odin.

**Uses:** Darkness must first be activated, using one turn. Once active, damage output for physical attacks in the next several turns is doubled, and 10% HP is consumed for any successful hit. Since the HP loss is not significant and the bonus to damage is so good, Darkness is an excellent ability for any heavy physical damage dealer. It's especially useful on Kain, who can stack it with his unique Jump ability, which already doubles his base damage!



### LAST STAND

**Double Defense when HP is critical.**

**Acquisition:** Received after Tellah confronts his nemesis, if Tellah was given at least one augment beforehand.

**Uses:** Last Stand can be useful on frontline characters who receive the brunt of enemy damage. With Cecil most likely using Cover or Draw Attacks, it makes sense to give it to him. However, there are ultimately other abilities that serve Cecil better, so you may consider giving Last Stand to another character simply to ensure that you receive their augments.

### RECALL

**Attempt to recall and use forgotten spells.**

**Acquisition:** Innate to Tellah; received after Tellah confronts his nemesis.

**Uses:** One way to use Recall is to give it to a character to earn additional augments from that character. There is always a chance of failure, or the character may Recall a spell that requires more MP than that character has currently; either one results in a wasted action.

#### Recall Odds

Spell	Chance
Toad or Failure	31%
Fire	10%
Blizzard	10%
Thunder	10%
Fira	6%
Blizzara	6%
Thundara	6%
Firaga	4%
Blizzaga	4%
Thundaga	4%
Bubble	3%
Bravery	3%
Faith	3%



### FAST TALKER

**Reduce casting time of spells.**

**Acquisition:** Received after Tellah confronts his nemesis, if Tellah was given at least two augments beforehand.

**Uses:** Any mage is greatly aided by this augment, which grants quicker spellcasting. Giving this to Rydia makes the most sense on the first playthrough. Some of the game's most powerful spells, like Bahamut and Meteor (identical in effect, power, and casting time), are made far more useful by having reduced casting times.







## BARDSONG

Provide support effects through song.

**Acquisition:** Innate to Edward; receive from Edward in Troia after battle with 165 Dark Elf.

**Uses:** Bardsongs are a great way to buff the party or debilitate enemies without worrying about MP use. When deciding who should receive Bardsong, consider damage-dealing melee characters like Yang, Kain, and Edge. Hastemarch used at the beginning of battles speeds up things while saving your white mages some trouble.

### Bardsongs

Song	Description	Acc.	Cast Time	Target	Char. Lvl.
Lullaby	Put enemies to sleep.	70	2	All foes	1
Alluring Air	Confuse enemies.	70	2	All foes	1
Silent Verse	Silence enemies.	70	2	All foes	1
Life's Anthem	Restore HP.	100	4	All allies	10
Toadsong	Polymorph enemies into toads.	55	4	All foes	20
Hog Call	Polymorph enemies into pigs.	55	4	All foes	30
Hastemarch	Boost Speed.	100	6	All allies	40
Hero's Rime	Boost attributes by 10%.	100	8	All allies	50



## SALVE

Use items on entire party.

**Acquisition:** Innate to Edward; receive from Edward in Troia after battle with 165 Dark Elf if you gave Edward at least one augment before departing Fabul by boat.

**Uses:** Salve aids survivability greatly by allowing the use of items like Potions and Phoenix Downs on the entire party at once. This ability works hand-in-hand with Item Lore and Auto-Potion, if desired. If you choose not to use these augments, save them as fodder to give to other characters to unlock better augments.



## HIDE

Hide to avoid being attacked.

**Acquisition:** Innate to Edward; receive from Edward in Troia after battle with 165 Dark Elf if you gave Edward at least two augments before departing Fabul by boat.

**Uses:** As an augment given to other characters, Hide is most useful as a gateway to other augments, rather than as an actual usable ability.



## AUTO-POTION

Use Potions upon taking damage.

**Acquisition:** Acquired after finding Rosa in Kaipo.

**Uses:** The best use for this augment is to assign it to characters who don't stick around, thus enabling you to get their extra augments. Using this in concert with Item Lore and Salve greatly boosts the utility of items and Potions.

## FOCUS

Double physical attack damage.

**Acquisition:** Innate to Yang; obtained by completing optional quest in Sylph Cave.

**Uses:** Focus increases the damage of the next physical attack. Focus expends a turn, has a casting time of 1, and may be used up to three times to "stack" the effect. Many foes counter physical attacks with blows of their own, so Focus enables you to attack less often for more damage, thereby incurring fewer counterattacks against allies. It also stacks with abilities like Kick, Jump, and Counter and works perfectly with the Limit Break augment.

## ITEM LORE

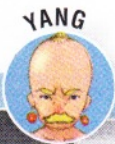
Double effectiveness of items.

**Acquisition:** Found in Kaipo after returning from Antlion's Den.

**Uses:** Item Lore is an interesting ability. Not only does it work on what one would expect (Potions and the like), but it also enhances the power of weapons that can be used as items. In the early stages of the game, before powerful magic is available and while MP reserves remain low, this makes weapons like the Ice Rod very strong.

Consecutive Focus uses	Damage Multiplier
One use	2x
Two uses	3.3x
Three uses	4.5x

## KICK



Perform a flying kick against enemy party.

**Acquisition:** Innate to Yang; obtained by completing optional quest in Sylph Cave if you gave Yang at least one augment before stopping the cannons in the tower.

**Uses:** Kick is basically a normal attack directed at the entire enemy party. Kick has a casting time of 2, making it slightly slower than normal attacks. If there is only one foe, Kick causes the same damage as Attack. Strike more foes, however, and the damage is spread to each foe with a slight bonus in favor of the Kick user. Kick can greatly speed up less difficult encounters by killing or heavily damaging all foes outright. Replacing the Attack command at the top of the Abilities list with Kick on a character who is equipped with Counter results in a character who retaliates to physical attacks with Kick!

### Kick damage distribution

Foes	Damage per foe
1	100%
2	60%
3	50%
4	40%
5	30%
6	20%

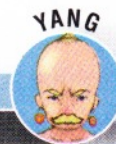
## COUNTER

Counterattack when attacked.

**Acquisition:** Received from Yang's Wife before departing from Fabul by boat.

**Uses:** The most obvious use for Counter is also its best use: when equipped on Cecil in tandem with Draw Attacks, he becomes a pain factory, absorbing every physical attack against the party and retaliating with an attack of his own. The effect can't be overstated. During a battle against, say, four foes, if every foe attacks Cecil, he will Counter four times. Throw in an Attack on his actual turn and he'll attack five times in this single combat round! It's not difficult to see how powerful this augment is. Replacing Cecil's Attack command with Kick in the same scenario, while also using Kick, would result in five Kicks in one round! Other variations are possible: using Brace to bolster Cecil's defense and letting Counter be his offense, or using Focus as Cecil's "staple" command, doubling the power of any Counter that follows! Note that using various commands in place of the Attack ability at the top of the Abilities list, while equipped with Counter, can produce interesting effects. For example, replacing Attack with Inferno at the top of the list causes Counter: Inferno when struck, provided the requisite MP is available (if Cecil's MP is too low, a simple Counter: Attack is performed).

## BRACE



Reduce all damage by 75%.

**Acquisition:** Innate to Yang; obtained by completing optional quest in Sylph Cave if you gave Yang at least two augments before stopping the cannons in the tower.

**Uses:** Brace is basically a super-charged Defend command. It has a casting time of 1 and expends a turn. As an augment passed along to Cecil, this augment can be a lifesaver. If you're having trouble with a particular fight, try giving Cecil Draw Attacks and Brace and then just Brace with him for the entire fight. If Cecil has Counter in this scenario, you'll still get offense out of him!

## TWINGCAST



Cast powerful spells in tandem.

**Acquisition:** Innate to Palom & Porom; two copies of Twincast are acquired from the Elder of Mysidia after 164 Cagnazzo battle.

**Uses:** A pair of Twincast augments per playthrough can be given to other characters for various effects. Both characters must begin Twincast during the same turn; they both expend the required MP and casting time, then cast the spell. Cecil and Rosa's Twincast spell, Ultima, is the strongest attack in the game! The extremely long casting time limits its usefulness, though.

### Twincast

Spell	Cost	Desc.	Pow	Acc	Cast Time	Target	Duo
Pyroblast	30 MP	Strikes foes with a miniature version of Flare.	140	100	8	All foes	Any pair
Comet	50 MP	Strikes foes with a miniature version of Meteor.	180	100	10	All foes	Any pair
Bubble	50 MP	Doubles HP of allies.	--	100	8	All allies	Kain & Cecil or Rosa
Faith	50 MP	Increases magic attack power of allies.	--	100	8	All allies	Rydia & Cecil or Rosa
Bravery	50 MP	Increases attack power of allies.	--	100	8	All allies	Edge & Cecil or Rydia
Ultima	99 MP	Attack with devastating magical energy.	999	100	20	All foes	Cecil & Rosa

## BLUFF

PALOM



Double Intellect.

**Acquisition:** Innate to Palom; give Palom at least one augment before approaching Baron's throne to receive Bluff from the Elder of Mysidia after 164 Cagnazzo battle.

**Uses:** Bluff greatly increases the damage from any practitioner of Black Magic. Bluffing takes up one turn and has a casting time of 1.

## CRY

POROM



Reduce enemies' Defense by half.

**Acquisition:** Innate to Porom; give Porom at least one augment before approaching Baron's throne to receive Cry from the Elder of Mysidia after 164 Cagnazzo battle.

**Uses:** Cry is perfectly suited for a melee fighter who doesn't have much responsibility beyond dealing damage. Opening a fight with Cry enhances physical damage for everyone for the remainder of the battle. Kain and Edge make the best candidates for this augment. Cry expends a turn and has a casting time of 1.

## ANALYZE

CID



Determine the status of all enemies.

**Acquisition:** Innate to Cid; obtained after Falcon is modified.

**Uses:** Analyze replicates the effect of the Libra spell and Bestiary item, but without cost to your gil purse or MP pool. It also targets the entire enemy party. Each enemy only needs to be Analyzed once; after a foe has been observed with Analyze (or Libra, or a Bestiary), remaining HP and weaknesses for any future encounter with that foe are displayed.

## ADRENALINE

CID



Double attack power when HP is critical.

**Acquisition:** Obtained after Falcon is modified if you gave Cid at least two augments before first entering Dwarven Castle.

**Uses:** Adrenaline is fine to give to any character capable of inflicting heavy physical damage, but its usefulness is limited. Keeping a character at low health long enough to actually benefit from this boost may get that character KO'ed. Of course, you can revive that character at low health with a Phoenix Down or Raise, thereby retaining their boosted attack power.

## DUALCAST

PALOM



POROM



Cast two spells in succession.

**Acquisition:** Give three or more augments to Palom and Porom, including at least one to each of them, before approaching Baron's throne to receive Dualcast from the Elder of Mysidia after 164 Cagnazzo battle.

**Uses:** Dualcast allows two spell casts during one turn. During the first playthrough, it makes the most sense to give Dualcast to Rosa. She spends most of the game as the primary healer, buffer, and enfeebler and Dualcast doubles her effectiveness. Give her Omnicasting as well to enable astonishing feats, like casting Haste and Reflect on the entire party using only one turn, or saving the day with Arise and Blink on everyone in a pinch! Use subsequent playthroughs to dole out Dualcast to other long-term mages like Rydia. Dualcast allows access to all learned spells and can replace magic commands on the Abilities screen, allowing room for another ability.

## CURSE

Reduce all enemy attributes by 20%; expends 40 MP.

**Acquisition:** Found in Mt. Ordeals Crossing after 162 Scarmiglione battle.

**Uses:** Trademark ability of the archfiend of earth, Curse can be useful as an enfeebling spell by characters who aren't normally mages. While characters like Kain, Edge, and Yang don't usually cast spells, they will inevitably build up an MP reserve as a matter of course by gaining levels. Curse provides them a nice situational tool to utilize this untapped MP. Failing that, Curse can be used to receive augments from another character. Curse has a casting time of 4.

## UPGRADE

CID



Use items to change weapon's damage type.

**Acquisition:** Innate to Cid; obtained after Falcon is modified if you gave Cid at least one augment before first entering Dwarven Castle.

**Uses:** Upgrade uses up a turn with a casting time of 1, burns an item, and adds an element to physical attacks. The element added depends on the item used in the Upgrade. Upgrade's use is situational, but where foes are vulnerable to Fire, Ice, Thunder, or Earth, it can only help.

### Upgrade Items

Item	Element
Red Fang	Fire
Bomb Fragment	Fire
Bomb Crank	Fire
White Fang	Ice
Antarctic Wind	Ice
Arctic Wind	Ice
Blue Fang	Thunder
Zeus's Wrath	Thunder
Heavenly Wrath	Thunder
Gaia Drum	Earth

## TSUNAMI

**Attack all enemies with water; expends 50 MP.**

**Acquisition:** Found in Ancient Waterway B3 after 164 Cagnazzo battle.

**Uses:** Tsunami strikes all foes with an extremely powerful water attack that has a small chance to register a Death effect, killing adversaries outright. Tsunami has a casting time of 4. Try giving it to a melee fighter to use during specific situations or in tandem with Counter, use it to bolster a mage's offense, or use it to get augments from other characters.

## WHIRLWIND

**Inflict Wind damage and Fire vulnerability; expends 60 MP.**

**Acquisition:** Found in Crystal Room of Lodestone Cavern after defeating 170 Barbariccia.

**Uses:** Whirlwind strikes all foes with a heavy Wind attack and renders the opposition 50% more vulnerable to Fire damage. This works splendidly together with potent Fire abilities like Ifrit, Firaga, Fire-based weapons, or Inferno. Whirlwind has a casting time of 4.

## REACH

**Deal the same damage when attacking from the back row.**

**Acquisition:** Reach is acquired in the Developers' Office inside the Dwarven Castle: speak with everyone, fight random battles in both sections, fight challenged battles in both sections, and locate the "Lustful Lali-Ho" magazine on a bookshelf and place it on the counter in the main room. After all this is accomplished, Reach appears on the ground in the second section.

**Uses:** Most attacking characters have somewhat effective defense to go with their offensive capabilities. Cecil excels at both, while Kain and Yang both absorb hits well enough. Edge, on the other hand, is a somewhat softer target. Saving Reach for him allows your final party configuration to have two characters in the frontline and three in the back, rather than vice-versa, cutting down on the damage taken by Edge without sacrificing his offense.

## INFERNO

**Attack all enemies with Fire; expends 70 MP.**

**Acquisition:** Found in Cave of Eblan after battle with 181 Rubicante.

**Uses:** Like Curse, Tsunami, and Whirlwind before it, Inferno can serve as a powerful supplemental nuke for a caster, or as a situational magic attack on a physical attacker. It works well when used after Whirlwind, which makes the enemy susceptible to Fire. Inferno has a casting time of 4.

## GIL FARMER

**Boost amount of gil obtained after battles.**

**Acquisition:** Found in the secret club in Troia (gain access by purchasing Member's Writ for 100,000 gil).

**Uses:** Gil Farmer doubles gil received after battles. To get the most out of Gil Farmer, and to have it available when needed, give it to a character who spends a significant amount of time in the party. Taking this approach, Cecil is the most obvious choice.

## DRAW ATTACKS

**Be targeted by enemy attacks.**

**Acquisition:** Obtained from King Giott during the story.

**Uses:** Draw Attacks forces every single-target enemy action onto one character. Since Draw Attacks is always on and doesn't require a turn to activate, this is an easy choice to replace Cecil's Cover. Draw Attacks accomplishes the same goal—protecting more vulnerable party members—with a vastly higher success rate. Have white mages keep Blink on Cecil to avoid as many attacks as possible and consider giving Cecil Counter to take advantage when attacks slip through.

## MP +50%

**Boost MP by 50%.**

**Acquisition:** Found in a house in the town of Mist after returning from the Underworld.

**Uses:** While a huge chunk of permanent bonus MP can benefit any caster, it's important to ask, "Who has the widest array of costly, powerful attack spells?" That's right, Rydia. This augment, obtained in her hometown, allows her to be far more cavalier when deploying Eidolons like Bahamut or spells like Meteor. It also increases the amount of MP she receives from abilities like Bless and Pray, as they replenish a percentage of MP.

## LEVEL LUST

**Boost EXP earned by the party.**

**Acquisition:** Found in Hummingway Abode.

**Uses:** Level Lust increases the EXP earned by the party by 50%. It goes without saying that this is an excellent ability and fits perfectly with Cecil.

## BLESS



Restore MP.

**Acquisition:** Innate to Fusoya; received in Crystal Palace while heading to final showdown.

**Uses:** Bless expends a turn and has a casting time of 2. After being used, the entire party replenishes 5-10% of their MP each turn. Since Fusoya has a smaller MP pool than other mages (not to mention lower Intellect and Spirit), this should usually be his first action, ensuring bonus MP for everyone throughout the battle. As an augment, give it to a melee fighter who has minimal responsibility (Kain and Edge are both good choices). Mages like Rosa and Rydia tend to have more pressing chores, especially during difficult fights. Bless, combined with Rosa's Pray, does a good job of keeping MP stocked.

## PHOENIX



Expend all MP to revive party when KO'ed.

**Acquisition:** Received in Crystal Palace while heading to final showdown if you gave Fusoya at least two augments before fighting 187 CPU.

**Uses:** Phoenix becomes active when the character equipped with it is defeated. At the time of death, any other defeated allies become revived with a percentage of their HP restored that is equal to the percentage of MP remaining on the character using Phoenix. It's easy to see how valuable this ability can be, so choosing to whom it should go is important. Ideally, it's wise to give it to a character who may not last long in battle, thus giving your party comeback potential. Cecil, representing the tip of the spear on both offense and defense, is a poor choice—his defeat is usually the canary in the coal mine signaling trouble, rather than a last gasp. Mages, likewise, are squishy targets who can frequently be KO'ed unexpectedly. For both mages and Cecil, MP is hardly guaranteed to be in abundant supply. Edge isn't a bad choice, but he has many other useful abilities that fill his list quickly. This leaves Kain, who has but one innate, exclusive ability that allows him to spend huge amounts of time completely out of harm's way. Kain also sits on an MP pool he may never use. With Phoenix on Kain, keep him off-screen as much as possible and make sure that if things go wrong, he is the last party member to fall. When this occurs, the rest of the party is revived at full health!

## ????'S LOVE



Receive the boon of ????'s Love.

**Acquisition:** After obtaining Eye Gouge, proceed to the Feymarch. Near the Whyt house is Namingway, who has now become Lovingway. He asks you to name someone special. Enter a name, then head to Mysidia and find Lovingway in the Elder's house. He hands over this augment, which uses the name you entered.

**Uses:** ????'s Love works by boosting the strength of the party equal to the amount of times Rydia has summoned her Whyt. If Rydia has summoned her Whyt 30 times, the boost to strength is 30, for example. ????'s Love cannot grant a bonus of more than 99. ????'s Love can only be obtained once.

## OMNICASTING



Target all enemies or allies with any spell.

**Acquisition:** Received in Crystal Palace while heading to final showdown if you gave Fusoya at least one augment before fighting 187 CPU.

**Uses:** Most spells can be targeted on one ally/foe or multiple allies/foes as needed. However, some important spells cannot. Raise, Arise, Blink, and Haste are critical single-target support spells, while attack spells like Death and Flare are also single-target. With Omnicasting, any of these spells can target everyone at no additional cost to MP. During the first playthrough, Rosa is the strongest candidate for Omnicasting—she'll save the day often with options like full-party Arise or Blink.

## EYE GOUGE



Inflict Blind status on all enemies.

**Acquisition:** Throughout the game, you often run into Namingway. Once his work as a namesmith is done, he spends the majority of the game appearing on occasion and rifling through various monikers, before dubbing himself Puddingway in Agart. Puddingway is after Rainbow Pudding for his girlfriend. Rainbow Pudding is an extremely rare drop from flan-type monsters (0.4% drop rate without Treasure Hunter; 0.8% with). Present him with Rainbow Pudding and Puddingway thanks you and leaves. Head to the Dwarven Castle next and look for Puddingway in the Lali-ho Pub. Speak to him until he renames himself yet again and attacks; simply defeat him to obtain the augment.

**Uses:** Eye Gouge works best against large groups of enemies that are capable of overwhelming you simply through volume of attacks. Eye Gouge has a casting time of 2 and can only be obtained once.

## SAFE TRAVEL



Avoid enemy encounters.

**Acquisition:** After obtaining ????'s Love, head to Hummingway Abode for more dialog with Namingway and yet another name change. After speaking with him here, he'll appear randomly in either a Chocobo Forest, Underground Lake—B1, Mt. Hobs—Summit, Sylph Cave—B2, or Lair of the Father—B1. Find and speak to him at one of these locations for this augment.

**Uses:** Safe Travel does what it says, streamlining travel by negating random encounters. To get the most out of this augment, give it to Cecil so that it's always available when you need it. Safe Travel can only be obtained once.

## HP +50%

**Boost HP by 50%.**

**Acquisition:** Received from soldier patrolling roof of Baron Castle after fighting 187 CPU.

**Uses:** There are a few easy choices for a huge boost in HP. Cecil benefits from extra health, as does Rosa—boosting her HP by half makes her far less vulnerable to the random deaths that invariably befall mages. With the extreme difficulty of some areas in the game, you'll be surprised how often Rosa ends up as the last girl standing, with a chance to save the day thanks to HP +50%!

## TREASURE HUNTER

**Boost chances of enemies dropping rare items.**

**Acquisition:** Complete 100% of every map in the game, including final areas. Treasure Hunter is awarded whenever all maps are 100% cleared.

**Uses:** Treasure Hunter doubles enemy drop rates. This is by far the most useful when hunting for extremely rare drops. These drops include the Goblin, Cockatrice, Mindflayer, and Bomb summons for Rydia, Rainbow Pudding for Puddingway, and the various rare tail items for the game's most powerful equipment. Give this to Cecil so it's always available when desired. Treasure Hunter can only be obtained once.

## PIERCING MAGIC

**Bypass the effects of Reflect.**

**Acquisition:** Obtained in the Whyt house in Feymarch after fighting 186 Bahamut.

**Uses:** Late in the game, many bosses (and normal enemies) start using Reflect to thwart your attempts to damage them with magic. While white mages can Dispel Reflect, enemies who use it are usually quick to get it back up. Piercing Magic allows you to forget about Reflect altogether. It's also useful to give to a healer like Rosa, as it allows her to cast Reflect on the entire party, but still heal everyone just fine.

## LIMIT BREAK

**Deal damage exceeding 9999.**

**Acquisition:** Complete the game.

**Uses:** The 9999 damage limit is removed when this ability is equipped. Naturally, this allows for much more powerful attacks. (See Kain's Jump description for an example.) Ultimately, you can only get two of these augments active in your party, since Limit Break is awarded upon game completion and the game only allows for three total playthroughs. You won't be starting a new game and getting yet another Limit Break off the third playthrough, so make do with two and turn two characters into pain cannons!



# Weapons, Armor, & Items



# Weapons, Armor, & Items



## Weapons

**Name**  
The name of a given weapon.

**Element**  
The weapon's element, if any. Targets weak to this element will take extra damage.

**Notes**  
The result if the weapon is used as an item, or any other special effects granted by the weapon.

**Attribute Data**  
This shows how the weapon modifies a character's attributes.

**Acquisition**  
How the weapon is acquired, whether through purchase, opening a chest, battle victory, theft, or another method.

**ATTACK, ACCURACY, STRENGTH, SPEED, STAMINA, INTELLECT, SPIRIT, DEFENSE, EVASION**

**Mythril Sword**  
None

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
50	90	--	--	--	--	--	--	--

BUY	TREASURE	
Mythril (6000 gil)	--	
DROP	STEAL	OTHER
101 Mythril Golem	--	--

## DARK SWORDS

These unholy blades are usable only by **Cecil** while he is a dark knight of Baron.



**Dark Sword**  
None

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
10	85	--	--	--	--	--	--	--

BUY	TREASURE	
--	--	
DROP	STEAL	OTHER
--	--	Equipped on Cecil at start

**Shadowblade**  
None

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
20	90	--	--	--	--	--	--	--

BUY	TREASURE	
--	Waterway Entrance, North—B1; Antlion's Den—B2	
DROP	STEAL	OTHER
--	--	--

**Deathbringer**  
30% chance of causing Death on contact

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
30	95	+5	+5	+5	+5	-5	--	--

BUY	TREASURE	
--	--	
DROP	STEAL	OTHER
--	--	Received from King of Fabul





## HOLY SWORDS

Like Dark Swords, Holy Swords are also exclusive to **Cecil**—albeit after he's left the path of darkness for light.

**Mythgraven Blade**

None

Attribute Data									
ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA	
40	99	--	--	--	--	+3	--	--	

Acquisition

BUY	TREASURE	OTHER
--	--	Received on Mt. Ordeals
DROP	STEAL	OTHER
--	--	

**Excalibur**

None

Attribute Data									
ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA	
120	99	+10	--	--	--	--	--	--	

Acquisition

BUY	TREASURE	OTHER
--	--	Trade Rat Tail for Adamantite at Adamant Isle and give to Kokkol.
DROP	STEAL	OTHER
--	--	

**Lustrous Sword**

None

Attribute Data									
ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA	
80	99	+3	--	--	--	+3	--	--	

Acquisition

BUY	TREASURE	OTHER
--	Sealed Cave—B2	
DROP	STEAL	OTHER
--	--	--

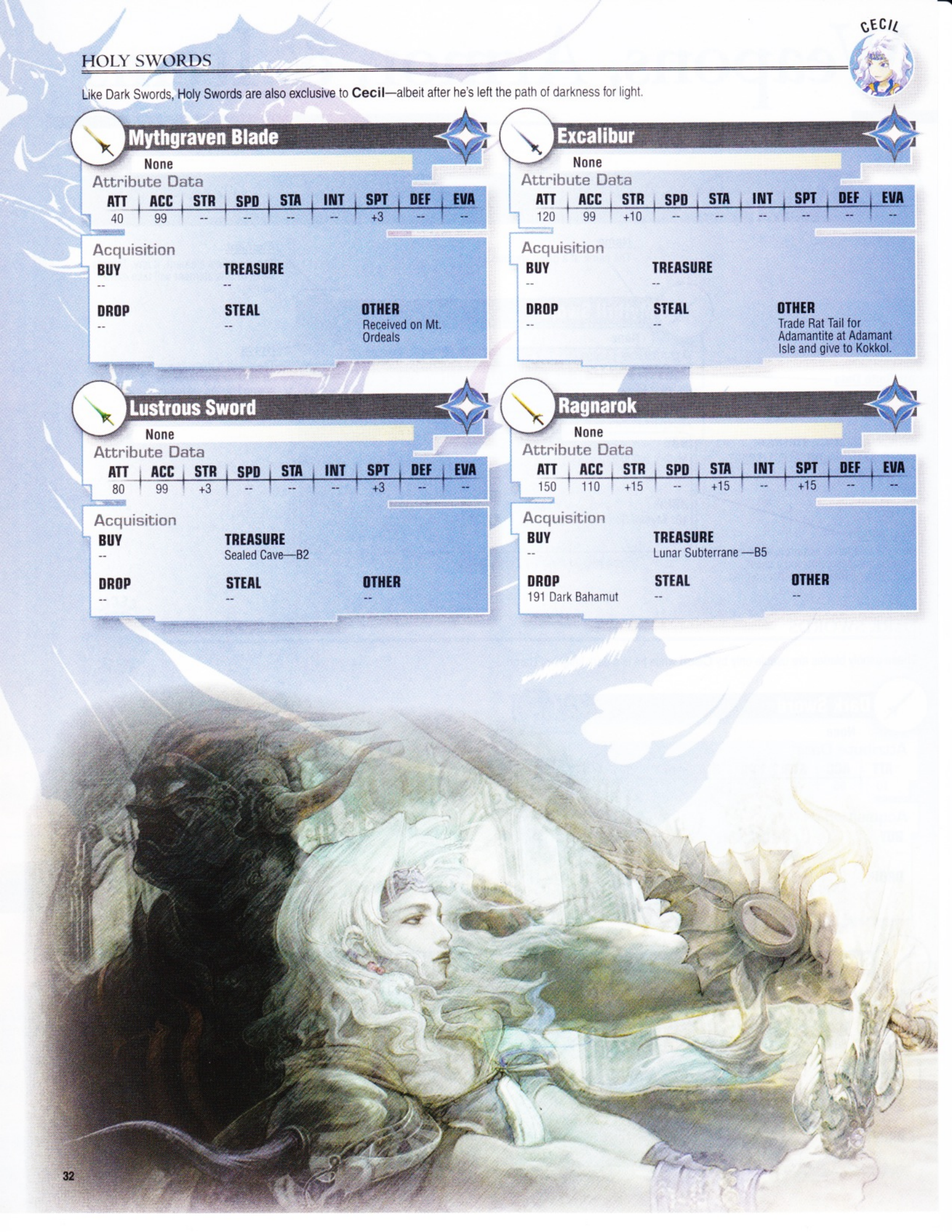
**Ragnarok**

None

Attribute Data									
ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA	
150	110	+15	--	+15	--	+15	--	--	

Acquisition

BUY	TREASURE	OTHER
--	Lunar Subterrane—B5	
DROP	STEAL	OTHER
191 Dark Bahamut	--	--





Standard swords can be wielded by both **Cecil** and **Kain**.

**Onion Sword**

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
LVL*2	LVL+50	+(LVL/3)	--	--	--	--	--	--

Acquisition

**BUY** --

**TREASURE** --

**DROP** --

**STEAL** --

**OTHER**  
Obtain Red Tail from 151 Red Dragon and give to Tail Collector

**Sleep Blade**

30% chance of causing Sleep on contact; Use: Sleep

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
55	90	--	--	--	--	--	--	--

Acquisition

**BUY** --

**TREASURE**  
Eblan Castle—1F

**DROP** --

**STEAL** --

**OTHER** --

**Ancient Sword**

30% chance of causing Curse on contact

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
35	90	--	--	--	--	--	--	--

Acquisition

**BUY** --

**TREASURE**  
Ancient Waterway—B1 Save Room

**DROP** --

**STEAL** --

**OTHER** --

**Flame Sword**

Use: Fire

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
65	90	--	--	--	--	--	--	--

Acquisition

**BUY**  
Dwarven Castle (14000 gil)

**TREASURE**  
Tower of Zot—2F

**DROP**  
090 Flame Knight

**STEAL** --

**OTHER** --

**Blood Sword**

Drains HP to user on contact

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
45	90	-5	-5	-5	-5	-5	--	--

Acquisition

**BUY** --

**TREASURE**  
Cave of Eblan—Save Room

**DROP** --

**STEAL** --

**OTHER** --

**Icebrand**

Use: Blizzard

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
75	90	--	--	--	--	--	--	--

Acquisition

**BUY**  
Cave of Eblan (26000 gil)

**TREASURE**  
Tower of Babil—B12 Sideroom

**DROP** --

**STEAL** --

**OTHER** --

**Mythril Sword**

Extra damage against Ghosts

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
50	90	--	--	--	--	--	--	--

Acquisition

**BUY**  
Mythril (6000 gil)

**TREASURE** --

**DROP**  
101 Mythril Golem

**STEAL** --

**OTHER** --

**Stoneblade**

10% chance of Petrifying on contact; Use: Break

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
77	90	--	--	--	--	--	--	--

Acquisition


**BUY** --

**TREASURE** --

**DROP**  
079 Gorgon; 085 Black Lizard; 092 Medusa

**STEAL** --

**OTHER** --



### Avenger

Berserks the wielder


Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
90	85	+10	--	+10	-10	-10	--	--

Acquisition

BUY	TREASURE
--	Sylphs' Cache

DROP	STEAL	OTHER
--	--	--



### Frostshard

None


Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	90	--	--	--	--	--	--	--

Acquisition

BUY	TREASURE
Troia (300 gil)	--

DROP	STEAL	OTHER
--	--	--



### Defender

Use: Protect


Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
105	90	--	--	+10	--	--	+20	--

Acquisition

BUY	TREASURE
--	Passage of the Eidolons—B3

DROP	STEAL	OTHER
--	--	--



### Thundershard

None


Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	90	--	--	--	--	--	--	--

Acquisition

BUY	TREASURE
Troia (300 gil)	--

DROP	STEAL	OTHER
--	--	--



### Fireshard

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	90	--	--	--	--	--	--	--


Acquisition

BUY	TREASURE
Troia (300 gil)	--

DROP	STEAL	OTHER
--	--	--

## SPEARS

Only **Kain** the Dragoon can use spears.

### Spear

None


Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
10	80	--	--	--	--	--	--	--

Acquisition

BUY	TREASURE
Agart (60 gil)	--

DROP	STEAL	OTHER
--	--	Equipped on Kain at start



### Wind Spear

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
55	80	--	--	--	--	--	--	--

Acquisition

BUY	TREASURE
--	--

DROP	STEAL	OTHER
--	--	Equipped on Kain the second time he joins party

### Flame Lance

Use: Fira

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
66	80	--	--	--	--	--	--	--

Acquisition

**BUY**  
Dwarven Castle (11000 gil)

**TREASURE**  
--

**DROP**  
090 Flame Knight

**STEAL**  
--

**OTHER**  
--

### Gungnir

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
99	90	--	--	+15	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Kain the third time he joins party

### Ice Lance

Use: Blizzard

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
77	80	--	--	--	--	--	--	--

Acquisition

**BUY**  
Cave of Eblan (21000 gil)

**TREASURE**  
Tower of Babil—B12

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Wyvern Lance

Extra damage against Dragons

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
110	100	--	--	--	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
--

**DROP**  
146 Blue Dragon; 151 Red Dragon

**STEAL**  
--

**OTHER**  
--

### Blood Lance

Drains HP on contact; extra damage against Giants, Flan

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
88	80	-10	-10	-10	-10	-10	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Eblan Castle—2F

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Holy Lance

Use: Holy; extra damage against Ghosts

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
140	110	--	--	--	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Lunar Subterrane—B7

**DROP**  
192 Plague Horror

**STEAL**  
--

**OTHER**  
--

## KNIVES

Knives are usable by **Cecil** (as Paladin), **Kain**, adult **Rydia**, **Edward**, **Rosa**, **Palom**, and **Edge**.



### Mythril Knife

Extra damage against Ghosts

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
10	110	--	+1	--	--	--	--	--

Acquisition

**BUY**  
Mythril (3000 gil)

**TREASURE**  
Mythril

**DROP**  
101 Mythril Golem

**STEAL**  
--

**OTHER**  
--

### Mage Masher

Extra damage against Mages

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
35	110	--	+3	--	+3	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Sylph Cave

**DROP**  
--

**STEAL**  
--

**OTHER**  
--



## Dancing Dagger

Use: Dancing Dagger

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
28	110	--	+2	--	--	--	--	+10

Acquisition

BUY	TREASURE	STEAL	OTHER
Mist (5000 gil)	--	--	--
--	--	--	--



## Knife

Throwing weapon for Edge

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
999	999	--	--	--	--	--	--	--

Acquisition

BUY	TREASURE	STEAL	OTHER
--	--	--	Acquired from Yang's wife after completing Sylph Cave quest
--	--	--	--

## HARPS

Harps, the stringed instrument of bards, are only usable by **Edward**.

EDWARD



## Dream Harp

30% chance of causing Sleep on contact.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	100	--	--	--	--	--	--	--

Acquisition

BUY	TREASURE	STEAL	OTHER
--	--	--	Equipped on Edward
--	--	--	--



## Lamia Harp

30% chance of confusing enemy on contact.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
13	100	--	--	--	--	--	--	--

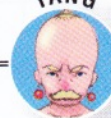
Acquisition

BUY	TREASURE	STEAL	OTHER
--	Antlion's Den—B2	100 Lamia Matriarch; 103 Lamia	--
--	--	--	--

## CLAWS

Claws are the weapon of choice for **Yang**. Claws do not add much attack power, but instead benefit monks by adding elemental properties or debuffs to attacks.

YANG



## Flame Claws

Use: Fire

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	95	--	--	+1	--	--	--	--

Acquisition

BUY	TREASURE	STEAL	OTHER
Baron & Fabul (350 gil)	--	--	--
--	--	--	--



## Faerie Claws

30% chance of confusing enemy on contact.  
Extra damage against Giants.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	95	--	--	+3	--	--	--	--

Acquisition

BUY	TREASURE	STEAL	OTHER
--	Lodestone Cavern—B3	--	--
--	--	--	--



### Ice Claws

Use: Blizzard

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	95	--	--	+1	--	--	--	--

Acquisition

**BUY**  
Baron & Fabul (450 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Hell Claws

30% chance of inflicting Poison on contact.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	95	--	--	+4	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Tower of Zot—5F

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Lightning Claws

Use: Thunder; extra damage against Machines

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	95	--	--	+1	--	--	--	--

Acquisition

**BUY**  
Baron & Fabul (550 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Cat Claws

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	95	--	+5	+5	--	--	--	+10

Acquisition

**BUY**  
--

**TREASURE**  
Tower of Babil—B11

**DROP**  
049 Cait Sith;  
097 Coeurl

**STEAL**  
--

**OTHER**  
--

## HAMMERS



Hammers are the exclusive weapon of **Cid**, Baron's Fleetmaster.

### Wooden Hammer

Extra damage against Machines

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
55	90	--	--	+2	--	--	--	--

Acquisition

**BUY**  
Troia (80 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Cid

### Mythril Hammer

Extra damage against Machines, Ghosts

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
65	90	--	--	+3	--	--	--	--

Acquisition

**BUY**  
Mythril (8000 gil)

**TREASURE**  
--

**DROP**  
064 Fell Turtle;  
074 Armadillo

**STEAL**  
--

**OTHER**  
--

### Gaia Hammer

Use: Quake; extra damage against Machines

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
75	90	+3	--	+4	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Tower of Zot—B5

**DROP**  
096 Steel Golem

**STEAL**  
096 Steel Golem

**OTHER**  
--

# AXES

Cid, Kain, and Cecil (as Paladin) can equip axes.



## Dwarven Axe

None

### Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
82	95	+5	-2	+5	-2	-2	--	--

### Acquisition

#### BUY

Dwarven Castle  
(15000 gil)

#### TREASURE

Dwarven Castle East Tower—1F

#### DROP

--

#### STEAL

--

#### OTHER

--



## Ogrekiller

Deals extra damage against Giants.

### Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
90	95	+6	-3	+6	-3	-3	--	--

### Acquisition

#### BUY

Tomra (25000 gil)

#### TREASURE

Tower of Babil—B2

#### DROP

147 Armored Fiend

#### STEAL

--

#### OTHER

--



## Poison Axe

30% chance of inflicting Poison on contact.  
Extra damage against Giants.

### Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
105	95	+7	-4	+7	-4	-4	--	--

### Acquisition

#### BUY

--

#### TREASURE

Passage of the Eidolons—B3

#### DROP

135 Armor Construct;  
147 Armored Fiend

#### STEAL

--

#### OTHER

--



## Rune Axe

Extra damage against Mages.

### Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
110	90	+8	-5	+8	-5	-5	--	--

### Acquisition

#### BUY

--

#### TREASURE

--

#### DROP

135 Armor Construct

#### STEAL

147 Armored Fiend

#### OTHER

--





Only **Edge** can wield katanas. Unlike many other weapons, Katanas don't add extra elemental or status properties to attacks—instead, they grant almost unerring accuracy.

**Kunai**

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
35	100	--	+1	--	--	--	--	--

Acquisition

**BUY**  
Cave of Eblan (4000 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Edge

**Ashura**

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
40	100	--	+2	--	--	--	--	--

Acquisition

**BUY**  
Tomra (7000 gil)

**TREASURE**  
Tower of Babil—B4

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

**Kotetsu**

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
45	100	--	+2	--	--	--	--	--

Acquisition

**BUY**  
Feymarch (11000 gil)

**TREASURE**  
Sealed Cave—B1, B2

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

**Kiku-ichimonji**

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
50	100	--	+2	--	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Sylph House—1F; Passage of the Eidolons—B3

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

**Murasame**

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
55	120	+3	+1	--	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Lunar Subterrane—B3

**DROP**  
190 White Dragon

**STEAL**  
--

**OTHER**  
--

**Masamune**

Use: Haste

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
60	120	+1	+3	--	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Lunar Subterrane—B8

**DROP**  
194 Ogopogo

**STEAL**  
--

**OTHER**  
--





# RODS



Rydia, Tellah, Palom, and Fusoya can equip rods. Rods make up for what they lack in direct attack power by boosting Intellect, and granting strong abilities when used as items.

### Rod

Use: Mage Arrows

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	80	--	--	--	+1	--	--	--

Acquisition

**BUY**  
Kaipo; Agart (100 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Rydia

### Flame Rod

Use: Fire

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
12	80	--	--	--	+2	--	--	--

Acquisition

**BUY**  
Mysidia (380 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Palom

### Ice Rod

Use: Blizzard; extra damage against Lizards.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
12	80	--	--	--	+2	--	--	--

Acquisition

**BUY**  
Mysidia (220 gil)

**TREASURE**  
Underground Waterway South—B2;  
Antlion's Den—B2

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Thunder Rod

Use: Thunder

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
12	80	--	--	--	+2	--	--	--

Acquisition

**BUY**  
Baron (700 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Lilith Rod

Use: Osmose; extra damage against Undead.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
18	80	--	--	--	+4	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
--

**DROP**  
038 Lilith

**STEAL**  
--

**OTHER**  
--

### Polymorph Rod

Use: Pig

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
20	80	--	--	--	+5	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Mist

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Faerie Rod

Use: Confuse

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
30	80	--	--	--	+7	--	--	--

Acquisition

**BUY**  
Feymarch(5000 gil)

**TREASURE**  
Sylph Cave—B3

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Stardust Rod

Use: Comet

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
45	80	--	--	--	+10	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Lunar Subterrane—B4

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

# STAVES

Staves, the implement of the white mage, are usable by young **Rydia**, **Tellah**, **Rosa**, **Porom**, and **Fusoya**. Spirit is boosted, and useful magic abilities are granted when staves are used as items.



Game Basics  
 Characters  
 Magic Spells, Summons, Abilities, Augments  
 Weapons, Armor, Items  
 Walkthrough  
 Appendices: Bestiary, Why, Secrets

### Staff

**Use:** Poisona

**Attribute Data**

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
6	80	--	--	--	--	+1	--	--

**Acquisition**

**BUY**  
Kaipo, Agart (160 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Tellah, equipped on Rosa

### Healing Staff

**Use:** Heal

**Attribute Data**

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
9	80	--	--	--	--	+3	--	--

**Acquisition**

**BUY**  
Baron, Mysidia (480 gil)

**TREASURE**  
098 Sorcerer

**DROP**  
098 Sorcerer

**STEAL**  
--

**OTHER**  
Equipped on Rosa, equipped on Porom

### Mythril Staff

**Use:** Basuna; extra damage against Undead.

**Attribute Data**

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
11	80	--	--	--	--	+2	--	--

**Acquisition**

**BUY**  
Mythril (4000 gil)

**TREASURE**  
Mythril

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Power Staff

**Use:** Berserk; 30% chance of inflicting Berserk on contact

**Attribute Data**

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
20	100	+8	--	--	--	+4	--	--

**Acquisition**

**BUY**  
Cave of Eblan (2000 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Aura Staff

**Use:** Dispel

**Attribute Data**

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
26	100	--	--	--	--	+5	--	--

**Acquisition**

**BUY**  
Feymarch (7000 gil)

**TREASURE**  
Sylph House—1F

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Fusoya

### Sage's Staff

**Use:** Raise

**Attribute Data**

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
38	80	--	--	--	--	+7	--	--

**Acquisition**

**BUY**  
--

**TREASURE**  
Lunar Subterrane—B2

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Rune Staff

**Use:** Silence; 30% chance of inflicting Silence on contact  
Extra damage against Mages.

**Attribute Data**

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
42	80	--	--	--	--	+10	--	--

**Acquisition**

**BUY**  
--

**TREASURE**  
--

**DROP**  
065 Marionetteer;  
098 Sorcerer;  
115 Summoner


**STEAL**  
--

**OTHER**  
--



## BOWS

Bows are the ranged weapon of **Rosa**. They allow her to provide offense safely from the backline whenever her healing and prayer are not needed. While Bow accuracy tends to be average, Rosa can compensate for this by using Aim.

 **Bow**

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
10	75	--	+1	--	--	--	--	--

Acquisition


**BUY**  
Kaipo, Agart (220 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

 **Power Bow**

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
20	75	+3	--	--	--	--	--	--

Acquisition


**BUY**  
Mysidia, Agart (700 gil)

**TREASURE**  
Damcyan Dungeon

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

 **Great Bow**

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
30	75	--	+2	--	--	--	--	--

Acquisition


**BUY**  
Dwarven Castle (2000 gil)

**TREASURE**  
Troia Castle—B2

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

 **Killer Bow**

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
40	75	--	+4	--	--	--	--	--

Acquisition


**BUY**  
Tomra, Cave of Eblan (3000 gil)

**TREASURE**  
Tower of Babil—B10

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

 **Elven Bow**

Use: Shell; extra damage against Mages.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
50	75	--	+5	--	--	--	--	--

Acquisition


**BUY**  
--

**TREASURE**  
Sylph Cave—B1

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

 **Yoichi Bow**

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
60	100	--	+6	--	--	--	--	--

Acquisition


**BUY**  
--

**TREASURE**  
Feymarch

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

 **Artemis Bow**

None

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
80	90	--	+7	--	--	+2	--	--

Acquisition

**BUY**  
--

**TREASURE**  
--

**DROP**  
144 Moonmaiden

**STEAL**  
--

**OTHER**  
--



## ARROWS

Arrows are used as ammo in Rosa's Bows. While Arrows were consumable and had to be replaced in previous iterations of *FINAL FANTASY IV*, in this DS remake you need only obtain a given arrow once to use it forever.

### Medusa Arrows

30% chance of Petrifying on contact.

Attribute Data    Extra damage against Avians.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
2	80	--	--	--	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Sylphs' Cache

**DROP**  
079 Gorgon; 085 Black Lizard

**STEAL**  
--

**OTHER**  
--

### Iron Arrows

Extra damage against Avians.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
5	80	--	--	--	--	--	--	--

Acquisition

**BUY**  
Kaipo, Agart (50 gil)

**TREASURE**  
Damcyan Castle—B1

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Holy Arrows

Extra damage against Avians, Ghosts, Undead.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
10	80	--	--	--	--	--	--	--

Acquisition

**BUY**  
Mysidia, Agart (500 gil)

**TREASURE**  
Damcyan Castle—B1

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Fire Arrows

Extra damage against Avians.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
15	80	--	--	--	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Troia Castle—B2

**DROP**  
084 Chimera

**STEAL**  
084 Chimera

**OTHER**  
--

### Ice Arrows

Extra damage against Avians.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
15	80	--	--	--	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Troia Castle—B2

**DROP**  
063 Ice Lizard

**STEAL**  
063 Ice Lizard

**OTHER**  
--

### Lightning Arrows

Extra damage against Avians, Machines.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
15	80	--	--	--	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Troia Castle—B2

**DROP**  
124 Lesser Marilith;  
132 Clockwork Soldier

**STEAL**  
124 Lesser Marilith;  
132 Clockwork Soldier

**OTHER**  
--

### Blinding Arrows

30% chance of inflicting Blind on contact.

Attribute Data    Extra damage against Avians.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
20	80	--	--	--	--	--	--	--

Acquisition

**BUY**  
Dwarven Castle (1000 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Poison Arrows

30% chance of inflicting Poison on contact.

Attribute Data    Extra damage against Avians.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
20	80	--	--	--	--	--	--	--

Acquisition

**BUY**  
Cave of Eblan (1000 gil)

**TREASURE**  
--

**DROP**  
050 Ettin Snake;  
052 Cave Naga

**STEAL**  
--

**OTHER**  
--



### Silence Arrows

30% chance of inflicting Silence on contact.

Attribute Data Extra damage against Avians, Mages.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
20	80	--	--	--	--	--	--	--

#### Acquisition

**BUY**

Tomra (1000 gil)

**TREASURE**

Eblan Castle—2F

**DROP**

--

**STEAL**

--

**OTHER**

--



### Angel Arrows

30% chance of inflicting Confuse on contact.

Attribute Data Extra damage against Avians, Giants.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
20	80	--	--	--	--	--	--	--

#### Acquisition

**BUY**

Feymarch (2000 gil)

**TREASURE**

Sylph Cave—B1

**DROP**

100 Lamia Matriarch

**STEAL**

--

**OTHER**

--



### Yoichi Arrows

Extra damage against Avians.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
40	100	--	--	--	--	--	--	--

#### Acquisition

**BUY**

Kokkol's Forge (30000 gil)

**TREASURE**

Feymarch

**DROP**

111 Malboro

**STEAL**

--

**OTHER**

--



### Artemis Arrows

Extra damage against Avians, Dragons.

Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
50	90	--	--	--	--	--	--	--

#### Acquisition

**BUY**

--

**TREASURE**

Lunar Subterrane—B4

**DROP**

129 Lunar Virus, 144 Moonmaiden

**STEAL**

144 Moonmaiden

**OTHER**

--

## WHIPS

When grown-up **Rydia** wants physical offense, Whips are her weapon of choice. All Whips are capable of inflicting Paralyze.



### Whip

30% chance of inflicting Paralyze on contact.

Attribute Data Extra damage against Beasts.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
50	85	--	+1	--	+1	+1	--	--

#### Acquisition

**BUY**

Mist, Feymarch (3000 gil)

**TREASURE**

--

**DROP**

--

**STEAL**

Equipped on Rydia

**OTHER**

--



### Chain Whip

30% chance of inflicting Paralyze on contact.

Attribute Data Extra damage against Beasts.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
70	85	--	+2	--	--	--	--	--

#### Acquisition

**BUY**

Tomra, Feymarch (6000 gil)

**TREASURE**

--

**DROP**

--

**STEAL**

--

**OTHER**

--



### Blitz Whip

30% chance of inflicting Paralyze on contact.

Attribute Data Extra damage against Beasts.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
80	85	--	+3	--	+1	+1	--	--

#### Acquisition

**BUY**

Feymarch (10000 gil)

**TREASURE**

--

**DROP**

--

**STEAL**

--

**OTHER**

--



### Flame Whip

30% chance of inflicting Paralyze on contact.

Attribute Data Extra damage against Beasts.

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
90	85	--	+2	--	+2	+2	--	--

#### Acquisition

**BUY**

--

**TREASURE**

Lunar Subterrane—B2

**DROP**

--

**STEAL**

--

**OTHER**

--

## Dragon Whisker

Extra damage against Dragons, Beasts; 30% chance of inflicting Paralyze on contact.

### Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
110	90	--	+3	--	+3	+3	--	--

### Acquisition

BUY	TREASURE	STEAL	OTHER
--	--	--	--
<b>DROP</b> 146 Blue Dragon			

EDGE



## THROWING

Only **Edge** can use throwing weapons. While many weapons can be thrown, these are exclusively for that purpose. The Boomerang and Moonring Blade are reusable weapons that allow Edge to do full damage from the backline, while the Shurikens are expended after use.

## Boomerang

None

### Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
30	90	--	+2	--	--	--	--	--

### Acquisition

BUY	TREASURE	STEAL	OTHER
Cave of Eblan, Agart (3000 gil)	--	--	--

## Moonring Blade

None

### Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
45	100	--	+4	--	--	--	--	--

### Acquisition

BUY	TREASURE	STEAL	OTHER
--	Sylphs' Cache	--	--

## Shuriken

None

### Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
50	110	--	--	--	--	--	--	--

### Acquisition

BUY	TREASURE	STEAL	OTHER
Cave of Eblan, Tomra, Feymarch, Namingway's Sundries, Kokkol's Forge (650 gil)	--	--	--
<b>DROP</b> 146 Blue Dragon			

## Fuma Shuriken

None

### Attribute Data

ATT	ACC	STR	SPD	STA	INT	SPT	DEF	EVA
200	120	--	--	--	--	--	--	--

### Acquisition

BUY	TREASURE	STEAL	OTHER
Kokkol's Forge (50000 gil)	Sealed Cave—B2	--	--

# Armor

## Name

This is the name of the piece of armor.

## Usable By

Indicates which characters can equip the armor.

## Attribute Data

This shows how a piece of armor modifies a character's attributes.

DEFENSE, EVASION, MAGIC DEFENSE, MAGIC EVASION, HIT POINTS, STRENGTH, SPEED, STAMINA, INTELLECT, SPIRIT



## Diamond Shield

HALVES

### USABLE BY

PLD Cecil, Kain, Cid

### PREVENTS

Paralyze, Confuse

### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
4	32	2	3	--	--	--	--	--	--

### Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
Tomra (15000 gil)	--	--	--	--

## Halves

Indicates which elements have their damage reduced by the armor, if any.

## Prevents

Indicates which status ailments the armor guards against.

## Acquisition

Illustrates how to acquire a piece of armor.

## SIELDS



## Iron Shield

HALVES None

### USABLE BY

Cecil, Kain, Cid

### PREVENTS

Blind

### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
1	20	0	0	--	--	--	--	--	--

### Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
Agart (100 gil)	--	--	--	Equipped on Kain



## Dark Shield

HALVES

### USABLE BY

DRK Cecil

### PREVENTS

Toad, Mini, Pig

### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
1	22	0	0	--	--	--	--	--	--

### Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
--	--	--	--	Equipped on Cecil



## Demon Shield

HALVES

### USABLE BY

DRK Cecil

### PREVENTS

Toad, Mini, Pig

### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
2	24	0	1	--	--	--	--	--	--

### Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
--	Fabul Castle	--	--	--



## Lustrous Shield

HALVES

### USABLE BY

PLD Cecil

### PREVENTS

Sleep, Poison, Death, Curse

### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
2	24	1	1	--	--	--	--	--	--

### Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
Mysidia (700 gil)	--	--	--	--



## Mythril Shield

HALVES None

### USABLE BY

PLD Cecil, Kain, Cid

### PREVENTS

Confuse, Silence

### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
3	26	2	2	--	--	--	--	--	--

### Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
Mythril (1000 gil)	--	074 Armadillo	074 Armadillo	Equipped on Kain



## Flame Shield

HALVES

### USABLE BY

PLD Cecil, Kain, Cid

### PREVENTS


Paralyze, Confuse

### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
3	28	2	2	--	--	--	--	--	--

### Acquisition

BUY	TREASURE	DROP	STEAL	OTHER
Dwarven Castle (1250 gil)	Tower of Zot—5F	090 Flame Knight	--	--

**Ice Shield** HALVES 

**USABLE BY**  
PLD Cecil, Kain, Cid

**PREVENTS**  
Paralyze, Confuse

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
3	30	2	2	--	--	--	--	--	--

**Acquisition**


**BUY**  
Cave of Eblan (10000 gil)

**TREASURE**  
Tower of Babil—10F

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

**Diamond Shield** HALVES 

**USABLE BY**  
PLD Cecil, Kain, Cid

**PREVENTS**  
Paralyze, Confuse

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
4	32	2	3	--	--	--	--	--	--

**Acquisition**

**BUY**  
Tomra (15000 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

**Aegis Shield** HALVES **None**

**USABLE BY**  
PLD Cecil

**PREVENTS**  
Paralyze, Sleep, Petrify, Death, Gradual Petrify, Stop

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
4	34	5	4	--	--	--	--	--	--

**Acquisition**

**BUY**  
Feymarch (20000 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

**Genji Shield** HALVES **None**

**USABLE BY**  
PLD Cecil, Kain, Cid

**PREVENTS**  
Petrify, Toad, Mini, Blind, Pig, Stop

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	36	3	4	--	--	--	--	--	--

**Acquisition**




**BUY**  
--

**TREASURE**  
Lair of the Father—B1

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Kain

**Dragon Shield** HALVES   

**USABLE BY**  
PLD Cecil, Kain, Cid

**PREVENTS**  
Paralyze, Sleep, Stop

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
6	38	3	6	--	--	--	--	--	--

**Acquisition**


**BUY**  
--

**TREASURE**  
Lunar Subterrane—B2

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

**Crystal Shield** HALVES 

**USABLE BY**  
PLD Cecil

**PREVENTS**  
Sleep, Poison, Death, Curse

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
7	40	4	6	--	--	--	--	--	--

**Acquisition**

**BUY**  
--

**TREASURE**  
Lunar Subterrane—B5

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

**Onion Shield** HALVES **None**

**USABLE BY**  
PLD Cecil, Kain

**PREVENTS**  
Everything but Berserk

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
+(Lv/10)	0	0	0	--	--	--	+(Lv/3)	--	--

**Acquisition**

**BUY**  
--

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Obtain Blue Tail from 118 Thunder Dragon and give to Tail Collector



**Leather Cap** HALVES **None**

**USABLE BY**  
Everyone but DRK Cecil

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
1	5	1	1	--	--	--	--	--	--

Acquisition

**BUY**  
Kaipo, Troia (100 gil)

**TREASURE**  
--

**DROP**  
013 Alligator

**STEAL**  
013 Alligator

**OTHER**  
--

**Headband** HALVES **None**

**USABLE BY**  
Everyone but DRK Cecil

**PREVENTS**  
Confuse

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
1	10	1	1	--	+5	--	--	--	--

Acquisition

**BUY**  
Baron (450 gil)

**TREASURE**  
--

**DROP**  
053 Ogre; 099 Mad Ogre

**STEAL**  
--

**OTHER**  
--

**Feathered Cap** HALVES **None**

**USABLE BY**  
Everyone but DRK Cecil

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
2	6	3	3	--	--	--	--	--	--

Acquisition

**BUY**  
Troia (330 gil)

**TREASURE**  
--

**DROP**  
034 Zu

**STEAL**  
034 Zu

**OTHER**  
Equipped on Edward

**Iron Helm** HALVES **None**

**USABLE BY**  
PLD Cecil, Kain, Cid

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
3	0	0	0	--	--	--	--	--	--

Acquisition

**BUY**  
Agart (150 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Kain

**Wizard's Hat** HALVES **None**

**USABLE BY**  
PLD Cecil, Rydia, Rosa, Palom, Porom, Fusoya

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
3	7	5	5	--	--	--	--	--	--

Acquisition

**BUY**  
Mysidia (700 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Rosa, Palom, Porom

**Green Beret** HALVES **None**

**USABLE BY**  
Everyone but DRK Cecil

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
3	12	1	1	+200	+5	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Tower of Babil—B12

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Edge

**Dark Helm** HALVES **None**

**USABLE BY**  
DRK Cecil

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
4	0	0	0	--	--	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Cecil

**Hades Helm** HALVES **None**

**USABLE BY**  
DRK Cecil

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	0	1	0	--	--	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Underground Lake—B2

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Sage's Miter

HALVES **None**

**USABLE BY**  
 PLD Cecil, Rydia, Tellah, Rosa, Palom, Porom, Fusoya

**PREVENTS**  
 None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	8	7	7	--	--	--	--	--	--

**Acquisition**

**BUY**  
 Dwarven Castle (2000 gil)

**TREASURE**  
 --

**DROP**  
 --

**STEAL**  
 --

**OTHER**  
 Equipped on Fusoya

### Black Cowl

HALVES **None**

**USABLE BY**  
 Everyone but DRK Cecil

**PREVENTS**  
 Sleep

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	14	1	1	--	--	--	--	--	--

**Acquisition**

**BUY**  
 --

**TREASURE**  
 Sealed Cave—B2

**DROP**  
 --

**STEAL**  
 --

**OTHER**  
 --

### Demon Helm

HALVES **None**

**USABLE BY**  
 DRK Cecil

**PREVENTS**  
 None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
6	0	1	1	--	--	--	--	--	--

**Acquisition**

**BUY**  
 Fabul (980 gil)

**TREASURE**  
 --

**DROP**  
 --

**STEAL**  
 --

**OTHER**  
 --

### Lustrous Helm

HALVES **None**

**USABLE BY**  
 PLD Cecil

**PREVENTS**  
 None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
7	0	2	1	--	--	--	--	--	--

**Acquisition**

**BUY**  
 Mysidia (4000 gil)


**TREASURE**  
 --

**DROP**  
 --

**STEAL**  
 --

**OTHER**  
 --

### Gold Hairpin

HALVES 

**USABLE BY**  
 Rydia, Rosa, Porom

**PREVENTS**  
 None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
7	10	10	9	--	--	--	--	--	--

**Acquisition**

**BUY**  
 Tomra (20000 gil)

**TREASURE**  
 --

**DROP**  
 118 Thunder Dragon

**STEAL**  
 --

**OTHER**  
 Equipped on Rydia

### Mythril Helm

HALVES **None**

**USABLE BY**  
 PLD Cecil, Kain, Cid

**PREVENTS**  
 None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
8	0	2	2	--	--	--	--	--	--

**Acquisition**

**BUY**  
 Mythril (3000 gil)


**TREASURE**  
 --

**DROP**  
 --

**STEAL**  
 --

**OTHER**  
 Equipped on Kain

### Diamond Helm

HALVES 

**USABLE BY**  
 PLD Cecil, Kain, Cid

**PREVENTS**  
 None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
9	0	2	2	--	--	--	--	--	--

**Acquisition**

**BUY**  
 Tomra (10000 gil)

**TREASURE**  
 --

**DROP**  
 --

**STEAL**  
 --

**OTHER**  
 --

### Ribbon

HALVES **None**

**USABLE BY**  
 Everyone but DRK Cecil

**PREVENTS**  
 Everything but Berserk, Slow, Sap, Doom, Critical

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
9	12	12	12	--	--	--	--	--	--

**Acquisition**

**BUY**  
 --

**TREASURE**  
 Lunar Subterrane—B7

**DROP**  
 193 Lunasaur

**STEAL**  
 --

**OTHER**  
 --



### Genji Helm

HALVES **None**

**USABLE BY**

PLD Cecil, Kain, Cid, Edge

**PREVENTS**

None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
10	0	6	3	--	--	--	--	--	--

**Acquisition**

**BUY**

--

**TREASURE**

Lair of the Father—B2

**DROP**

--

**STEAL**

--

**OTHER**

Equipped on Kain



### Dragon Helm

HALVES

**USABLE BY**

PLD Cecil, Kain

**PREVENTS**

None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
11	0	7	4	--	--	--	--	--	--

**Acquisition**

**BUY**

--

**TREASURE**

Lunar Subterrane—B3

**DROP**

--

**STEAL**

--

**OTHER**

--



### Crystal Helm

HALVES

**USABLE BY**

PLD Cecil

**PREVENTS**

None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
12	0	8	5	--	--	--	--	--	+3

**Acquisition**

**BUY**

--

**TREASURE**

Lunar Subterrane—B5

**DROP**

--

**STEAL**

--

**OTHER**

--



### Glass Mask

HALVES **None**

**USABLE BY**

Everyone

**PREVENTS**

None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
30	0	0	0	--	--	--	--	--	--

**Acquisition**

**BUY**

--

**TREASURE**

--

**DROP**

149 Deathmask

**STEAL**

--

**OTHER**

--



### Onion Helm

HALVES **None**

**USABLE BY**

PLD Cecil, Kain, adult Rydia, Rosa, Edge

**PREVENTS**

None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
+(Lv/10)	0	+(Lv/10)	0	--	--	+(Lv/3)	--	--	--

**Acquisition**

**BUY**

--

**TREASURE**

--

**DROP**

--

**STEAL**

--

**OTHER**

Obtain Green Tail from 106 Green Dragon and give to Tail Collector

## BODY



### Clothing

HALVES **None**

**USABLE BY**

Everyone but DRK Cecil

**PREVENTS**

None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
1	10	0	0	--	--	--	--	--	--

**Acquisition**

**BUY**

Kaipo, Troia (50 gil)

**TREASURE**

Mist

**DROP**

--

**STEAL**

--

**OTHER**

--



### Prison Garb

HALVES **None**

**USABLE BY**

Everyone

**PREVENTS**

Sleep

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
2	10	1	0	--	--	--	--	--	--

**Acquisition**

**BUY**

--

**TREASURE**

--

**DROP**

--

**STEAL**

--

**OTHER**

Equipped on Cid

### Leather Clothing

HALVES **None**

**USABLE BY**  
Everyone but DRK Cecil

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
3	10	1	1	--	--	--	--	--	--

Acquisition

**BUY**  
Kaipo, Troia (200 gil)

**TREASURE**  
--

**DROP**  
013 Alligator

**STEAL**  
027 Skeleton

**OTHER**  
--

### Bard's Tunic

HALVES **None**

**USABLE BY**  
Everyone but DRK Cecil

**PREVENTS**  
Silence

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
4	10	1	0	--	--	--	--	--	--

Acquisition

**BUY**  
Mist (700 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Edward

### Gaia Gear

HALVES **None**

**USABLE BY**  
PLD Cecil, Rydia, Tellah, Rosa, Palom, Porom, Fusoya

**PREVENTS**  
Gradual Petrify

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	12	3	3	--	--	--	--	--	--

Acquisition

**BUY**  
Mysidia (500 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Tellah, Palom, Porom

### Iron Armor

HALVES **None**

**USABLE BY**  
PLD Cecil, Kain, Cid

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
4	0	1	0	--	--	--	--	--	--

Acquisition

**BUY**  
Iron Armor (600 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Kain

### Dark Armor

HALVES **None**

**USABLE BY**  
DRK Cecil

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	0	1	0	--	--	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Cecil

### Sage's Surplice

HALVES **None**

**USABLE BY**  
PLD Cecil, Rydia, Tellah, Rosa, Palom, Porom, Fusoya

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
6	5	5	5	--	--	--	--	--	+5

Acquisition

**BUY**  
Dwarven Castle (1200 gil)

**TREASURE**  
Tower of Zot—B5

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Rosa

### Kenpo Gi

HALVES **None**

**USABLE BY**  
Everyone but DRK Cecil

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	20	2	1	--	+3	--	--	--	--

Acquisition

**BUY**  
Baron (4000 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Yang

### Hades Armor

HALVES **None**

**USABLE BY**  
DRK Cecil

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
7	0	2	0	--	--	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Underground Lake—B1

**DROP**  
--

**STEAL**  
--

**OTHER**  
--



### Black Robe

HALVES **None**

**USABLE BY**  
Rydia, Tellah, Palom, Fusoya

**PREVENTS**  
None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
8	10	7	7	--	--	--	--	+5	--

#### Acquisition

**BUY**  
Cave of Eblan  
(10000 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
--



### Demon Armor

HALVES **None**

**USABLE BY**  
DRK Cecil

**PREVENTS**  
None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
9	0	3	0	--	--	--	--	--	--

#### Acquisition

**BUY**  
Fabul (3000 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
--



### Black Belt Gi

HALVES **None**

**USABLE BY**  
Everyone but DRK Cecil

**PREVENTS**  
None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
10	30	3	2	--	+5	--	--	--	--

#### Acquisition

**BUY**  
--

**TREASURE**  
Dwarven Castle West Tower—3F

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Edge



### Knight's Armor

HALVES **None**

**USABLE BY**  
PLD Cecil

**PREVENTS**  
None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
11	0	3	1	--	--	--	--	--	+3

#### Acquisition

**BUY**  
Mysidia (8000 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
--



### Luminous Robe

HALVES

**USABLE BY**  
PLD Cecil, Rydia, Tellah,  
Rosa, Palom, Porom, Fusoya

**PREVENTS**  
None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
12	10	9	9	--	--	--	--	+5	+5

#### Acquisition

**BUY**  
Feymarch (20000 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Rydia,  
Fusoya



### Mythril Armor

HALVES **None**

**USABLE BY**  
PLD Cecil, Kain, Cid

**PREVENTS**  
None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
13	0	4	2	--	--	--	--	--	--

#### Acquisition

**BUY**  
Mythril (17000 gil)

**TREASURE**  
--

**DROP**  
101 Mythril Golem

**STEAL**  
--

**OTHER**  
--



### Flame Mail

HALVES

**USABLE BY**  
PLD Cecil, Kain, Cid

**PREVENTS**  
None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
15	0	4	2	--	--	--	--	--	--

#### Acquisition

**BUY**  
Dwarven Castle  
(20000 gil)

**TREASURE**  
Tower of Zot—1F

**DROP**  
090 Flame Knight

**STEAL**  
--

**OTHER**  
--



### Power Sash

HALVES **None**

**USABLE BY**  
Everyone but DRK Cecil

**PREVENTS**  
None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
15	10	0	0	--	+15	--	--	--	--

#### Acquisition

**BUY**  
--


**TREASURE**  
--

**DROP**  
150 Behemoth

**STEAL**  
--

**OTHER**  
--

### Ice Armor

HALVES 

**USABLE BY**  
 PLD Cecil, Kain, Cid

**PREVENTS**  
 None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
17	0	4	2	--	--	--	--	--	--

**Acquisition**

**BUY**  
 Cave of Eblan (25000 gil)

**TREASURE**  
 Tower of Babil—B10

**DROP** --      **STEAL** --      **OTHER** --

### White Robe

HALVES None

**USABLE BY**  
 PLD Cecil, Tellah, Rosa, Porom, Fusoya

**PREVENTS**  
 Blind

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
18	10	10	6	--	--	--	--	--	+15


**Acquisition**

**BUY** --

**TREASURE**  
 Lunar Subterrane—B5

**DROP** --      **STEAL** --      **OTHER** --

### Diamond Armor

HALVES 

**USABLE BY**  
 PLD Cecil, Kain, Cid

**PREVENTS**  
 None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
19	0	4	2	--	--	--	--	--	--

**Acquisition**

**BUY**  
 Tomra (30000 gil)

**TREASURE** --

**DROP** --      **STEAL** --      **OTHER** --

### Minerva Bustier

HALVES None

**USABLE BY**  
 Rydia, Rosa, Porom

**PREVENTS**  
 Paralyze

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
20	40	5	5	--	+15	+15	+15	-15	-15

**Acquisition**

**BUY** --

**TREASURE**  
 Lunar Subterrane—B6

**DROP**  
 144 Moonmaiden

**STEAL** --      **OTHER** --

### Genji Armor

HALVES None

**USABLE BY**  
 PLD Cecil, Kain, Cid, Edge

**PREVENTS**  
 None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
21	0	7	4	--	--	--	--	--	--




**Acquisition**

**BUY** --

**TREASURE**  
 Lair of the Father—B2

**DROP** --      **STEAL** --      **OTHER**  
 Equipped on Kain

### Dragon Mail

HALVES   

**USABLE BY**  
 PLD Cecil, Kain

**PREVENTS**  
 None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
23	0	8	5	--	--	--	--	--	--

**Acquisition**

**BUY** --

**TREASURE**  
 Lunar Subterrane—B3

**DROP** --      **STEAL** --      **OTHER** --

### Black Garb

HALVES None

**USABLE BY**  
 Edge

**PREVENTS**  
 None

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
24	70	15	8	--	--	+3	--	--	--

**Acquisition**

**BUY** --

**TREASURE**  
 Lunar Subterrane—B1

**DROP** --      **STEAL** --      **OTHER** --

### Crystal Mail

HALVES None

**USABLE BY**  
 PLD Cecil

**PREVENTS**  
 Toad, Silence, Mini, Blind, Pig, Berserk

**Attribute Data**

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
25	0	10	6	--	--	--	--	--	+3

**Acquisition**

**BUY** --

**TREASURE**  
 Lunar Subterrane—B5

**DROP** --      **STEAL** --      **OTHER** --



### Adamant Armor

HALVES **All Elements**

#### USABLE BY

Everyone but DRK Cecil

#### PREVENTS

Everything but Berserk, Slow, Sap, Doom, Critical

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
100	30	100	30	--	+15	+15	+15	+15	+15

#### Acquisition

**BUY** -- **TREASURE** --

**DROP** -- **STEAL** -- **OTHER**  
Obtain Pink Tail from 145 Flan Princess and give to Tail Collector



### Onion Armor

HALVES **None**

#### USABLE BY

PLD Cecil, Kain, adult Rydia, Rosa, Edge

#### PREVENTS

None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
=Lv	0	=Lv	0	--	--	--	--	+(Lv/3)	--

#### Acquisition

**BUY** -- **TREASURE** --

**DROP** -- **STEAL** -- **OTHER**  
Obtain Black Tail from 147 Armored Fiend and give to Tail Collector

## ARM ARMOR



### Ruby Ring

HALVES **None**

#### USABLE BY

Everyone but DRK Cecil

#### PREVENTS

Pig

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
0	10	3	2	--	--	--	--	--	--

#### Acquisition

**BUY** Troia (1000 gil) **TREASURE** Mist

**DROP** -- **STEAL** -- **OTHER**  
Equipped on Rosa, Edward



### Cursed Ring

HALVES **None**

#### USABLE BY

Everyone but DRK Cecil

#### PREVENTS

None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
0	0	0	0	--	-15	-15	-15	-15	-15

#### Acquisition

**BUY** -- **TREASURE** --

**DROP** 037 Soul; 109 Evil Dreamer; 117 Belphegor **STEAL** -- **OTHER** --



### Iron Gloves

HALVES **None**

#### USABLE BY

PLD Cecil, Kain, Cid, Edge

#### PREVENTS

None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
2	0	0	0	--	--	--	--	--	--

#### Acquisition

**BUY** Agart (130 gil) **TREASURE** --

**DROP** -- **STEAL** 094 Skuldier **OTHER** Equipped on Kain



### Dark Gloves

HALVES **None**

#### USABLE BY

DRK Cecil

#### PREVENTS

None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
2	0	0	0	--	--	--	--	--	--

#### Acquisition

**BUY** -- **TREASURE** --

**DROP** -- **STEAL** -- **OTHER** Equipped on Cecil



### Iron Armlet

HALVES **None**

#### USABLE BY

Rydia, Tellah, Edward, Rosa, Yang, Palom, Porom, Edge, Fusoya

#### PREVENTS

None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
2	10	2	1	--	--	--	--	--	--

#### Acquisition

**BUY** Agart (100 gil) **TREASURE** --

**DROP** -- **STEAL** -- **OTHER** Equipped on Tellah, Yang



### Power Armlet

HALVES **None**

#### USABLE BY

PLD Cecil, Kain, Yang, Cid, Edge

#### PREVENTS

None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
2	10	2	2	--	+5	--	--	--	--

#### Acquisition

**BUY** -- **TREASURE** Dwarven Castle East Tower—3F

**DROP** 053 Ogre; 150 Behemoth **STEAL** -- **OTHER** --

### Hades Gloves HALVES **None**

**USABLE BY**  
DRK Cecil

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
3	0	0	0	--	--	--	--	--	--

Acquisition

**BUY**  
--

**TREASURE**  
Underground Lake—B2

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Demon Gloves HALVES **None**

**USABLE BY**  
DRK Cecil

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
4	0	0	0	--	--	--	--	--	--

Acquisition

**BUY**  
Fabul (800 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Silver Armlet HALVES **None**

**USABLE BY**  
Rydia, Tellah, Edward, Rosa, Yang, Palom, Porom, Edge, Fusoya

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
4	10	4	4	--	--	--	--	--	--

Acquisition

**BUY**  
Mysidia (650 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Rydia, Palom, Porom

### Gauntlets HALVES **None**

**USABLE BY**  
PLD Cecil

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	0	1	1	--	--	--	--	--	+3

Acquisition

**BUY**  
Mysidia (3000 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
--

### Rune Armlet HALVES **None**

**USABLE BY**  
Rydia, Tellah, Edward, Rosa, Yang, Palom, Porom, Edge, Fusoya

**PREVENTS**  
Silence

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
5	10	8	8	--	--	--	--	+3	+3

Acquisition

**BUY**  
Dwarven Castle (2000 gil)

**TREASURE**  
--

**DROP**  
115 Summoner

**STEAL**  
--

**OTHER**  
Equipped on Rydia

### Mythril Gloves HALVES **None**

**USABLE BY**  
PLD Cecil, Kain, Cid, Edge

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
6	0	2	2	--	--	--	--	--	--

Acquisition

**BUY**  
Mythril (2000 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Edge

### Diamond Armlet HALVES

**USABLE BY**  
Everyone but Cecil and Kain

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
6	10	8	6	--	--	--	--	--	--

Acquisition

**BUY**  
Tomra (4000 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
Equipped on Fusoya

### Diamond Gloves HALVES

**USABLE BY**  
PLD Cecil, Kain, Cid

**PREVENTS**  
None

Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
7	0	3	3	--	--	--	--	--	--

Acquisition

**BUY**  
Tomra (5000 gil)

**TREASURE**  
--

**DROP**  
--

**STEAL**  
--

**OTHER**  
--





### Genji Gloves

HALVES **None**

**USABLE BY**  
PLD Cecil, Kain, Cid, Edge

**PREVENTS**  
None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
8	0	5	3	--	--	--	--	--	--

#### Acquisition

BUY	TREASURE	STEAL	OTHER
--	Lair of the Father—B1	--	Equipped on Kain
DROP	--	--	--
--	--	--	--



### Dragon Gloves

HALVES

**USABLE BY**  
PLD Cecil, Kain

**PREVENTS**  
None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
9	0	6	3	--	--	--	--	--	--

#### Acquisition

BUY	TREASURE	STEAL	OTHER
--	Lunar Subterrane—B3	--	--
DROP	--	--	--
151 Red Dragon	--	--	--



### Giant's Gloves

HALVES **None**

**USABLE BY**  
PLD Cecil, Kain, Yang, Cid, Edge

**PREVENTS**  
Mini

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
10	0	0	9	--	+10	--	--	--	--

#### Acquisition

BUY	TREASURE	STEAL	OTHER
--	--	--	--
DROP	--	--	--
053 Ogre; 096 Steel Golem; 099 Mad Ogre	--	--	--



### Crystal Gloves

HALVES **None**

**USABLE BY**  
PLD Cecil

**PREVENTS**  
None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
11	0	7	4	--	--	--	--	--	+3

#### Acquisition

BUY	TREASURE	STEAL	OTHER
--	Lunar Subterrane—B5	--	--
DROP	--	--	--
--	--	--	--



### Protect Ring

HALVES

**USABLE BY**  
Everyone but DRK Cecil

**PREVENTS**  
None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
10	15	12	10	--	--	--	+15	--	--

#### Acquisition

BUY	TREASURE	STEAL	OTHER
--	Lunar Subterrane—B5	--	--
DROP	--	--	--
138 Ahriman	--	--	--



### Crystal Ring

HALVES **None**

**USABLE BY**  
Everyone but DRK Cecil

**PREVENTS**  
Paralyze, Sleep, Confuse

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
20	15	12	10	--	--	+5	--	--	--

#### Acquisition

BUY	TREASURE	STEAL	OTHER
--	--	--	--
DROP	--	--	--
151 Red Dragon	--	--	--



### Onion Gloves

HALVES **None**

**USABLE BY**  
PLD Cecil, Kain, adult Rydia, Rosa, Edge

**PREVENTS**  
None

#### Attribute Data

DEF	EVA	MD	ME	HP	STR	SPD	STA	INT	SPT
0	+(Lv/5)	0	+(Lv/5)	--	--	--	--	--	+(Lv/3)

#### Acquisition

BUY	TREASURE	STEAL	OTHER
--	--	--	--
DROP	--	--	--
--	--	--	Obtain Yellow Tail from 120 Yellow Dragon and give to Tail Collector

# Items

## DISPOSABLE ITEMS

These items are expended after a single use. They can be obtained in shops, from chests, by completing maps, and by defeating monsters.

### Curative Items

Item	Description
Potion	Restores 100 HP.
Hi-Potion	Restores 500 HP.
X-Potion	Restores 1000 HP.
Ether	Restores 50 MP.
Dry Ether	Restores 100 MP.
Elixir	Fully restores HP and MP.
Megalixir	Fully restores entire party's HP and MP.
Phoenix Down	Removes KO status.
Gold Needle	Removes stone status.
Maiden's Kiss	Removes toad status.
Mallet	Removes mini status.
Diet Ration	Removes pig status.
Echo Herbs	Removes silence status.
Eye Drops	Removes blind status.
Antidote	Removes poison status.
Cross	Removes curse status.
Remedy	Removes all status ailments.
Alarm Clock	Removes sleep status.
Unicorn Horn	Removes all status ailments from entire party.
Tent	Restores HP, MP, and status of entire party.
Cottage	Fully restores HP, MP, and status of entire party.

### Out of Battle Items

Item	Description
Dark Matter	Used to summon Geryon and Proto-Babil at Mt. Ordeals summit or Lunar Face during New Game+.
Emergency Exit	Allows party to escape from a cave or dungeon.
Gnomish Bread	Casts Sight.
Gysahl Greens	Summons Fat Chocobo at certain locations.
Gysahl Whistle	Summons Fat Chocobo.
Golden Apple	Increases Max HP by 100.
Silver Apple	Increases Max HP by 50.
Soma Drop	Increases Max MP by 10.
Siren	Causes nearby monsters to attack.
Lustful Lali-ho	A truly rousing read.
Ninja Sutra	A book of Eblanese arcana or so it appears.

### Key Items

Most of these exclusive, valuable items are obtained normally by playing through the game's story. The various tails are extremely rare drops from certain difficult monsters (106 Green Dragon, 118 Thunder Dragon, 120 Yellow Dragon, 145 Flan Princess, 147 Armored Fiend, 151 Red Dragon). Trade the tails to the Tail Collector in Adamant Isle Grotto for the game's most powerful equipment!

### Battle Items

Item	Description
Red Fang	Unleashes a powerful fire-based attack.
White Fang	Unleashes a powerful ice-based attack.
Blue Fang	Unleashes a powerful thunder-based attack.
Bomb Fragment	Casts Fire.
Bomb Crank	Casts Fira.
Antarctic Wind	Casts Blizzard.
Arctic Wind	Casts Blizzara.
Zeus's Wrath	Casts Thunder.
Heavenly Wrath	Casts Thundara.
Gaia Drum	Casts Quake.
Bomb Core	Causes the user to self-destruct.
Stardust	Casts Comet.
Lilith's Kiss	Casts Osmose.
Vampire Fang	Casts Drain.
Spider Silk	Casts Slow.
Silent Bell	Casts Silence.
Coelr Whisker	Casts Death.
Bestiary	Casts Libra.
Bronze Hourglass	Casts a short-lasting Stop.
Silver Hourglass	Casts Stop.
Gold Hourglass	Casts an extended Stop.
Bacchus's Wine	Casts Berserk.
Hermes Sandals	Casts Haste.
Decoy	Casts Blink.
Holy Curtain	Casts Reflect.
Lunar Curtain	Casts Reflect and grants physical damage immunity.
Crystal	A Crystal obtained from Golbez.

- Adamantite
- Baron Key
- Black Tail
- Blue Tail
- Carnelian Signet
- Earth Crystal
- Frying Pan
- Green Tail
- Lugae's Key
- Luca's Necklace
- Magma Stone
- Member's Writ
- Pink Tail
- Rat Tail
- Red Tail
- Sand Pearl
- Whisperweed
- Yellow Tail

# Walkthrough



# Overworld

Game Basics

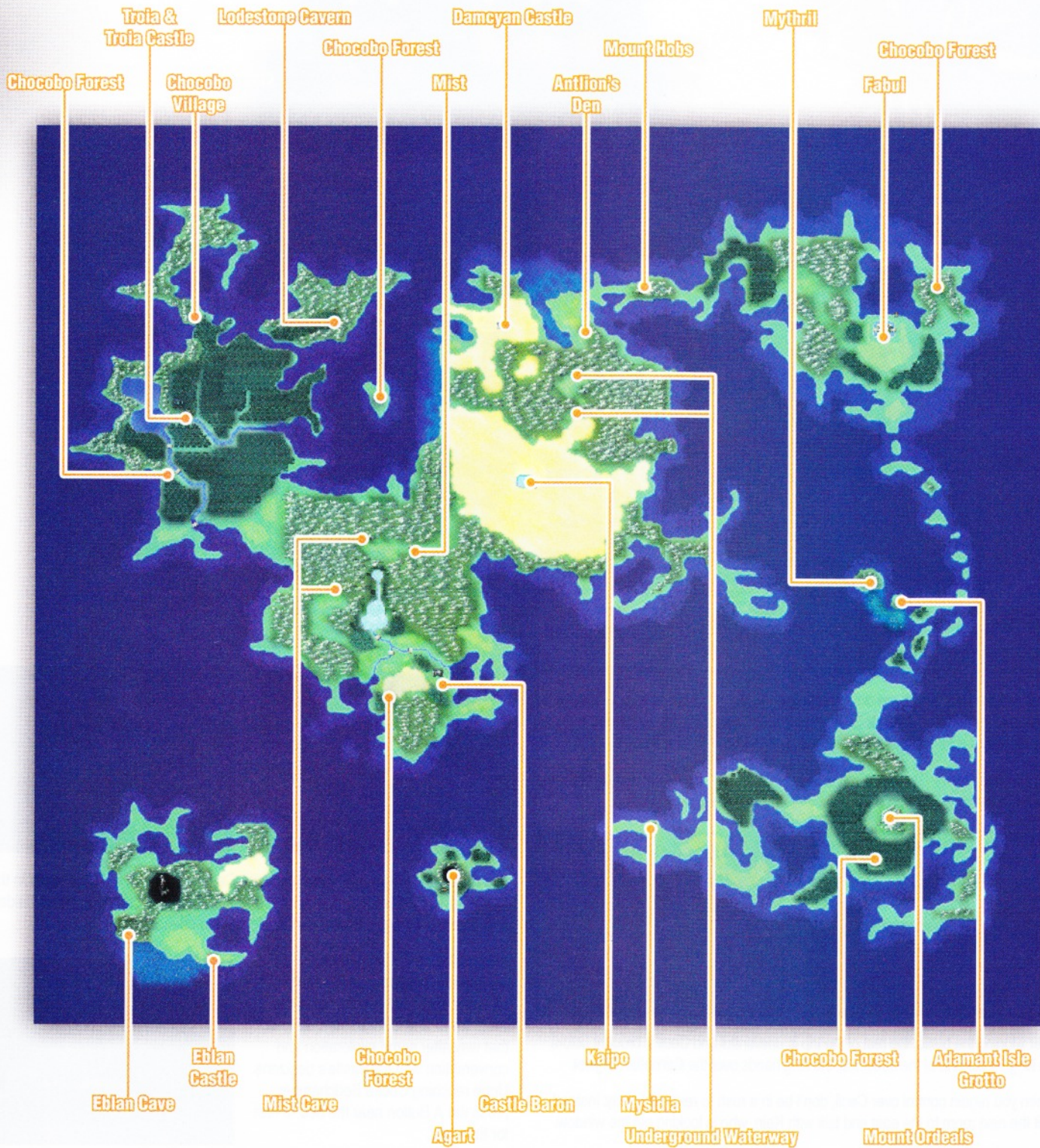
Characters

Magic Spells, Summons, Abilities, Augments

Weapons, Armor, Items

Walkthrough

Appendices: Bestiary, Why, Secrets



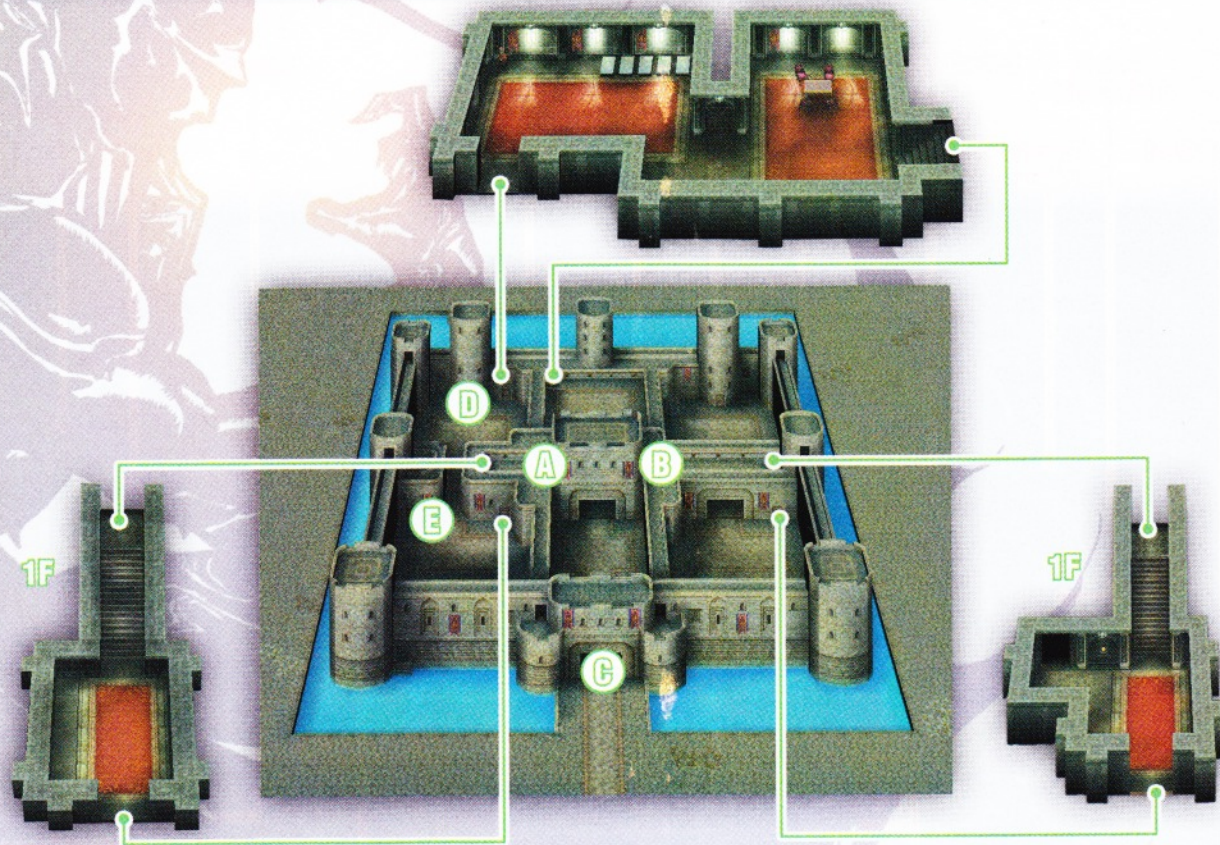
## WHERE'S THE STORY?

The walkthrough has been written in such a way to avoid spoiling any elements of the game's story. The information provided in the walkthrough covers the actions that must be taken to continue the adventure, without touching on the tale that unfolds as you play.



# Baron Castle

Items Found: 480 gil, Tent, Ether



## AN UNEASY TRIP HOME

Cecil and the Red Wings are on a return flight to Baron Castle from a questionable mission to the town of Mysidia. Their conversation about the increased encounters with monsters is interrupted by the appearance of two Floating Eyes.

You can use Cecil's Darkness ability to end the battle sooner, or rely on regular attacks if you're not concerned about the length of the fight.



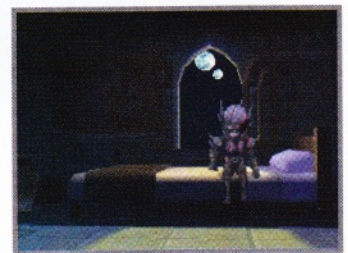
After winning the battle, the rest of the trip is uneventful and Cecil is brought before the king. At the end of the audience, the king hands over the **Carnelian Signet**.

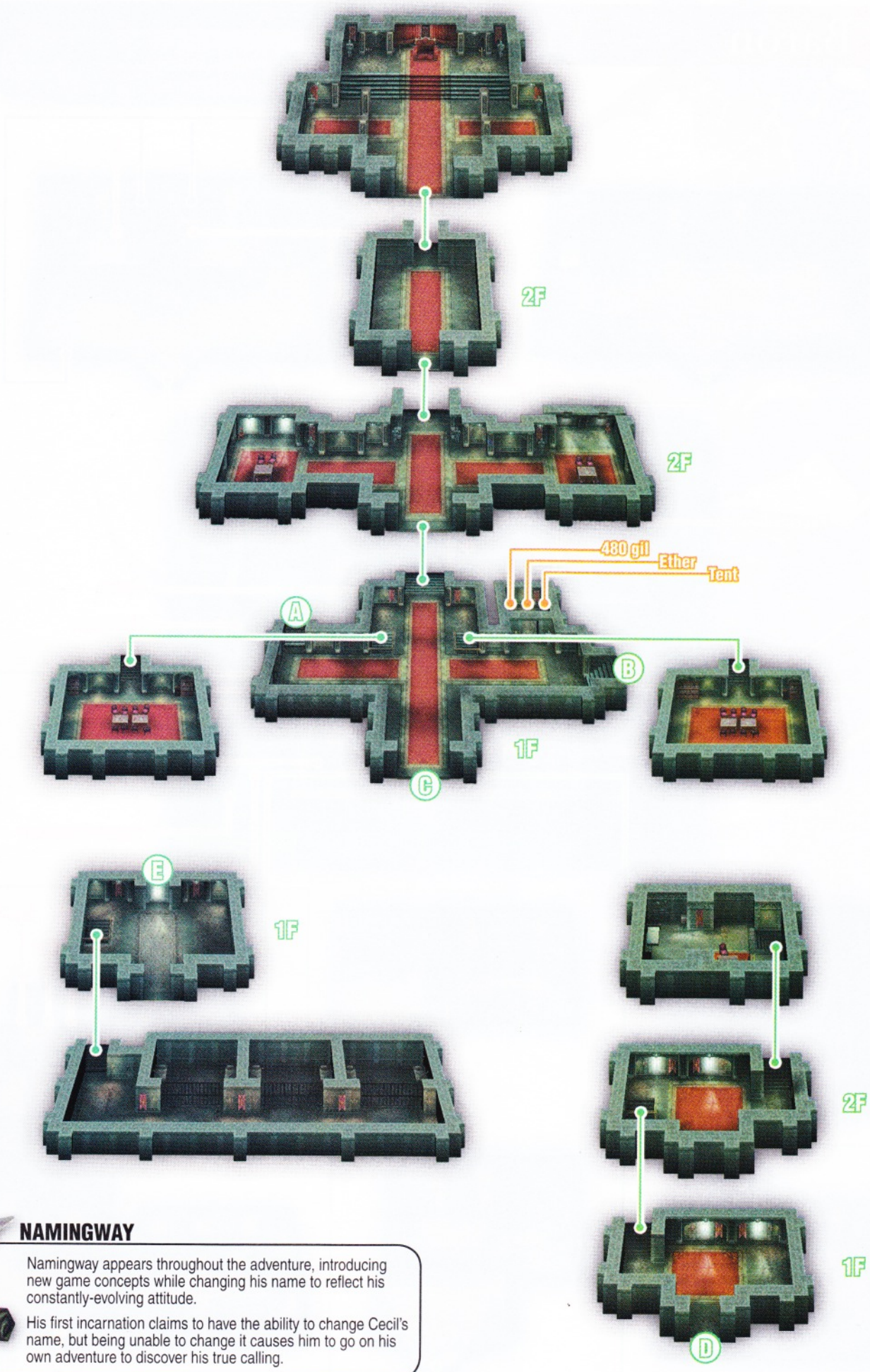
When you regain control over Cecil, don't be in a rush to rest right away. Instead, visit the next room to the east and talk with Kain, who is looking out the window.



The next stop is down one level on Baron Castle 1F. Speak with the guard in the east alcove, then use the switch on the wall to open a secret door. Head inside and grab the **480 gil**, **Ether**, and **Tent** from the chests.

Most of the castle is open for exploration, but some sections are off-limits. Your final destination is the West Tower and Cecil's room, so head that way after some exploration and conversation with the castle's denizens. Upon reaching Cecil's Bedchamber, press the A Button near the bed to rest for the night.





### NAMINGWAY

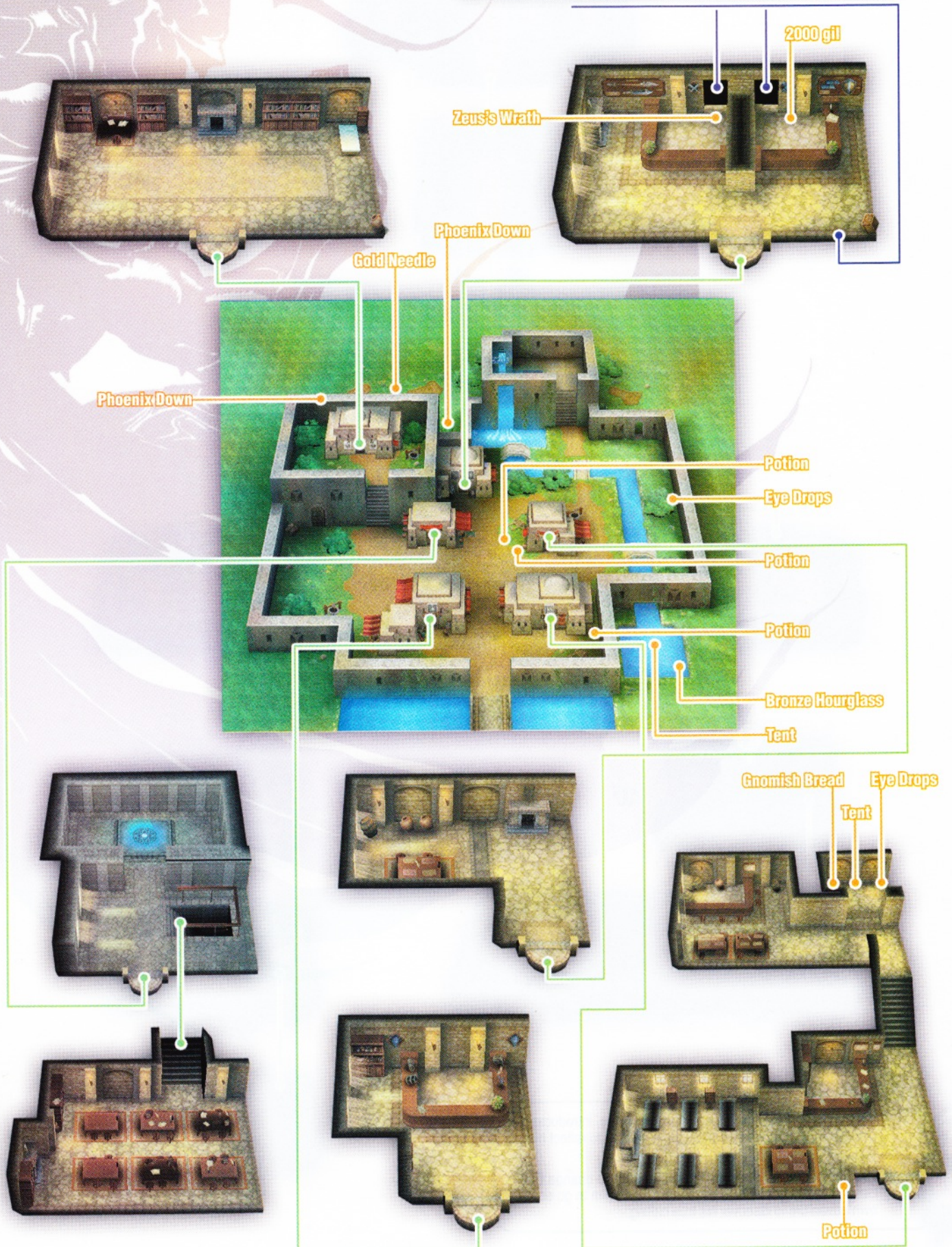
Namingway appears throughout the adventure, introducing new game concepts while changing his name to reflect his constantly-evolving attitude.

His first incarnation claims to have the ability to change Cecil's name, but being unable to change it causes him to go on his own adventure to discover his true calling.



# Baron

**Items Found:** Potion x4, Gnomish Bread, Tent x2, Eye Drops x2, Gold Needle, Phoenix Down x2, Bronze Hourglass





## Inn

Cost

50 gil



## Sundries

Item	Cost	Use/Effect
Potion	30	Restores 100 HP.
Phoenix Down	100	Removes KO status.
Gold Needle	80	Removes Stone status.
Eye Drops	30	Removes Blind status.
Antidote	40	Removes Poison status.
Tent	100	Restores HP, MP, and status of entire party.
Bestiary	50	Casts Libra.

The Armorer and Weaponsmith are both closed initially, which means the Sundries shop is the only place to purchase items. If you acquire everything available in town and from Baron Castle, obtaining Antidotes becomes your real need.

## WHAT TO BUY



## Armorer

Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.	Notes
Headband	450	1	10	1	1	Strength +5
Kenpo Gi	4000	5	20	2	1	Strength +3
Silver Armlet	650	4	10	4	4	None



## Weaponsmith

Item	Price	Attack	Accuracy	Notes
Thunder Rod	700	12	80	Intellect +2, Element: Thunder.
Healing Staff	480	9	80	Spirit +3, Heals the target.
Flame Claws	350	5	95	Stamina +1, Element: Fire.
Ice Claws	450	5	95	Stamina +1, Element: Ice.
Thunder Claws	550	5	95	Stamina +1, Element: Thunder.



## Encounters Outside Baron

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Floating Eye	11	40	150	7	Fire, Wind	Earth	--	Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)	Eye Drops (60%)
Goblin	10	30	90	5	--	--	--	Potion (20%), Tent (12%), Bronze Hourglass (5%), Goblin (0.4%)	Potion (60%)
Sword Rat	10	31	93	5	--	--	--	Potion (20%)	Potion (60%)
Helldiver	10	28	56	4	Wind	Earth	--	Gold Needle (32%), Phoenix Down (5%), Cockatrice (0.4%)	Phoenix Down (60%)

## STOCKING UP IN BARON

Next up is a trip to the nearby town of Baron. Speak with the citizens while collecting the **Potions** and **Eye Drops** found inside the town walls.

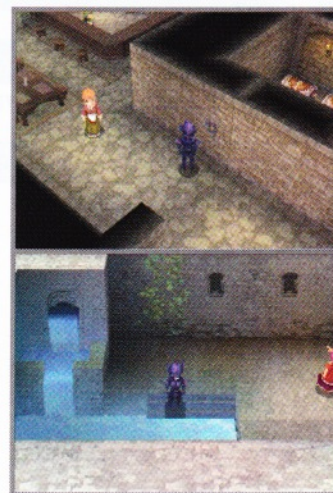


A stairway located at the north end of town leads into the water. Follow the waterway to the square pool near the entrance to the town and search the water for a **Tent** and a **Bronze Hourglass**.

Use the small doorway east of the waterfall to venture outside the town's walls. Stay close to the wall and head west. Grab the pair of **Phoenix Downs** and a **Gold Needle**, then return inside the city walls.

A few doors are locked currently, but there's nothing you can do with them right now. If you need a refresher on some game controls, go to the basement of the Devil's Road building, which is down the stairs from Cid's House.

Go inside the Inn and examine the urn nearest the door to collect a **Potion**. Go up the stairs and use the switch on the wall to open the secret door to collect the **Gnomish Bread**, **Tent**, and **Eye Drops**. That's it for the town, so now it's time to depart for Mist.





The path to Mist goes through Mist Cave. To reach the cave, go north and then west from Baron. You must cross the river to reach it, but there are a few bridges to utilize for this purpose. Follow the valley through the mountains to reach the entrance to Mist Cave.



## CARTOGRAPHY BONUS



Namingway appears before the party takes a second step into the cave. Now known as Mappingway, he hands over the **Wayfarer's Map**. This item draws maps of areas as you explore them or, in some cases, displays a completed map. Even better, when you complete a previously blank map, you receive a reward!

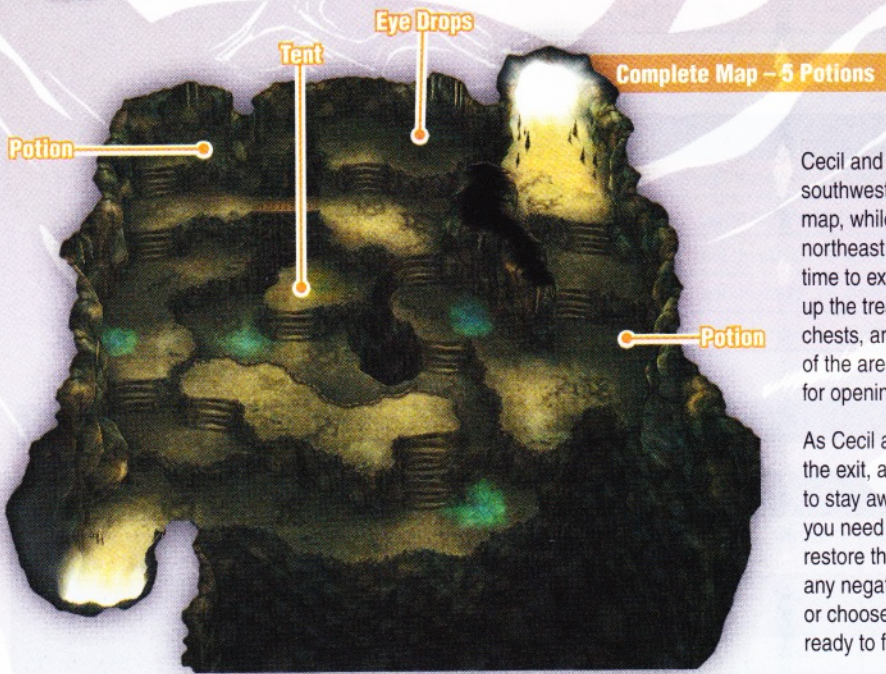
## CHOCOBO FOREST

A Chocobo Forest is due south of the path to Mist. You can't do much here until you acquire some Gysahl Greens. If you speak with the white chocobo, however, it restores everyone's MP! When riding chocobos out in the field, you avoid all random encounters. Talk with a yellow chocobo to use it as a mount.



# Mist Cave

**Items Found:** Potion (x2), Eye Drops, Tent



Cecil and Kain begin in the southwest corner of the map, while the exit is in the northeast corner. Take some time to explore the area, pick up the treasures from the chests, and explore every inch of the area to earn the bonus for opening the entire map.

As Cecil and Kain approach the exit, a voice warns them to stay away. Select "No" if you need to use Potions to restore their health or remove any negative status effects, or choose "Yes" when you're ready to fight the Mist Dragon.



## Encounters in Mist Cave

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Eyewing Moth	12	39	78	5	Wind	Earth	--	Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)	Eye Drops (60%)
Larva	10	25	50	4	Ice	--	--	Potion (20%), Hi-Potion (5%)	Potion (60%)

# Mist Dragon

HP 1566  
Lv 12  
Exp 1112  
Gil 0

Wk → ● Res → ● Absorb → ◆ Susc. to → Slow, Sap



Rely on standard attacks from Cecil to open the battle. It's okay to let Kain Jump for his first action, but switch to regular attacks afterward, or use the Red Fang that was in the starting inventory. When the boss shifts to mist form, do not attack, since it counters with Freezing Mist. Use Potions to restore health, or simply Defend until the dragon reverts to its normal form.

## MIST

The village of Mist lies to the east of the cave's exit point. Entering the village begins a catastrophic chain of events that result in Cecil being separated from Kain and becoming in charge of taking a young girl to safety. There is an encounter that appears to be a boss fight, but it ends quickly whether you choose to attack or Defend.



## Inn

Cost

50 gil

## Armorer

Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.
Leather Cap	100	1	5	1	1
Clothing	50	1	10	--	--
Leather Clothing	200	3	10	1	1
Iron Armlet	100	2	10	2	1

Pick up two Leather Caps (one each for Rydia and future allies) as soon as you visit the Armorer. There's nothing as important to purchase from the Armorer, but you can equip Rydia with the Staff to add a slight boost to her melee damage. However, it is generally more effective to keep her in the back row using an equipped Rod as an item to cast Mage Arrows.

## WHAT TO BUY

## Weaponsmith

Item	Price	Attack	Accuracy	Notes
Rod	100	5	80	Intellect +1
Staff	160	6	80	Spirit +1
Bow	220	10	75	Speed +1
Iron Arrows	50	5	80	None

## Encounters in the Desert

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Sand Worm	12	500	1750	54	Ice	Fire	Earth	Potion (20%), Hi-Potion (12%), Remedy (5%), Silver Apple (0.4%)	Potion (60%)
Desert Sahagin	12	40	100	6	Ice	Fire	Water	Antidote (20%), Echo Herbs (12%), Cross (5%), Tent (0.4%)	Antidote (60%)
Hundlegs	12	46	115	7	Ice	Fire, Earth	--	Antidote (20%), Potion (12%)	Antidote (60%)
Tiny Mage	13	50	224	16	--	--	--	Rod (20%), Silver Armlet (12%), Ether (5%), Dry Ether (0.4%)	Rod (40%)

## JOURNEY ACROSS THE SANDS

The young girl's outburst leaves a mountain range between Cecil and Mist. The nearest town is northeast, through the desert. Cecil can slay most of the foes in this area by himself, so don't worry. If a Sand Worm appears, though, it's best to run away as this foe has a special Whirlwind ability that inflicts major damage!

Upon entering Kaipo, Cecil takes Rydia to rest in the Inn. Unfortunately, uninvited guests from Baron spoil the night's rest and they challenge Cecil for possession of the young girl!



## General

## Baron Soldier (x3)

HP 100

Lv 14

Exp 300

Gil 100

Wk None

Res None

Abs None

Drp None

Stl None



The soldiers should fall after being struck by a single attack from Cecil, but let at least one soldier live. If the General is the last one standing, he'll flee from battle. Eliminate the General first, since this leaves the remaining Soldiers in a confused state.

None

None

None

None

None

Wk

Res

Abs

Drp

Stl

HP 45

Lv 9

Exp 112

Gil 6

**Susc to** Paralyze, Confuse, Petrify, Toad, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Berserk, Stop, Slow, Sap

**Susc to** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

After the battle, Rydia introduces herself and joins the party. After visiting the shops in Kaipo and speaking with the inhabitants, make it a priority to visit two points of interest. Check the northwest corner of town to find the Fat Chocobo. The first time you speak with it, Namingway appears to explain a few things.

### FUN WITH FAT CHOCOBO

Currently, there is only one option for Fat Chocobo—Rydia's Eidolon. Over time, the other three options become available. To learn more about Whyt, check out the appendix in this guide.



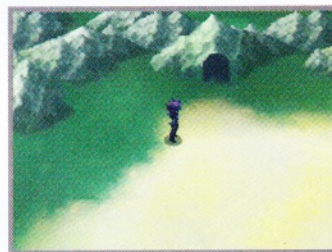
The home in the northeast corner of town contains a stranger to the town, but someone well-known to Cecil. Walk to the back side of the house and, after a brief exchange, Rosa hands over the **Auto-Potion** augment. Keep this augment in your inventory for now. Your next task is to find a way to heal Rosa and the path starts with a trip through an underground waterway to the northeast.



### LIVINGWAY AND THE BESTIARY

Namingway is inside the doorway in the house with Rosa. This time, though, he is called Livingway. More importantly, he has a bestiary that lists all the enemies defeated in battle.

The waterway's entrance is northeast of Kaipo. But first, take some time to fight some battles in the sands around the town to allow Rydia to gain some levels and new spells. Spend a night in the Inn afterward to restore everyone's HP and MP, then set out across the desert.



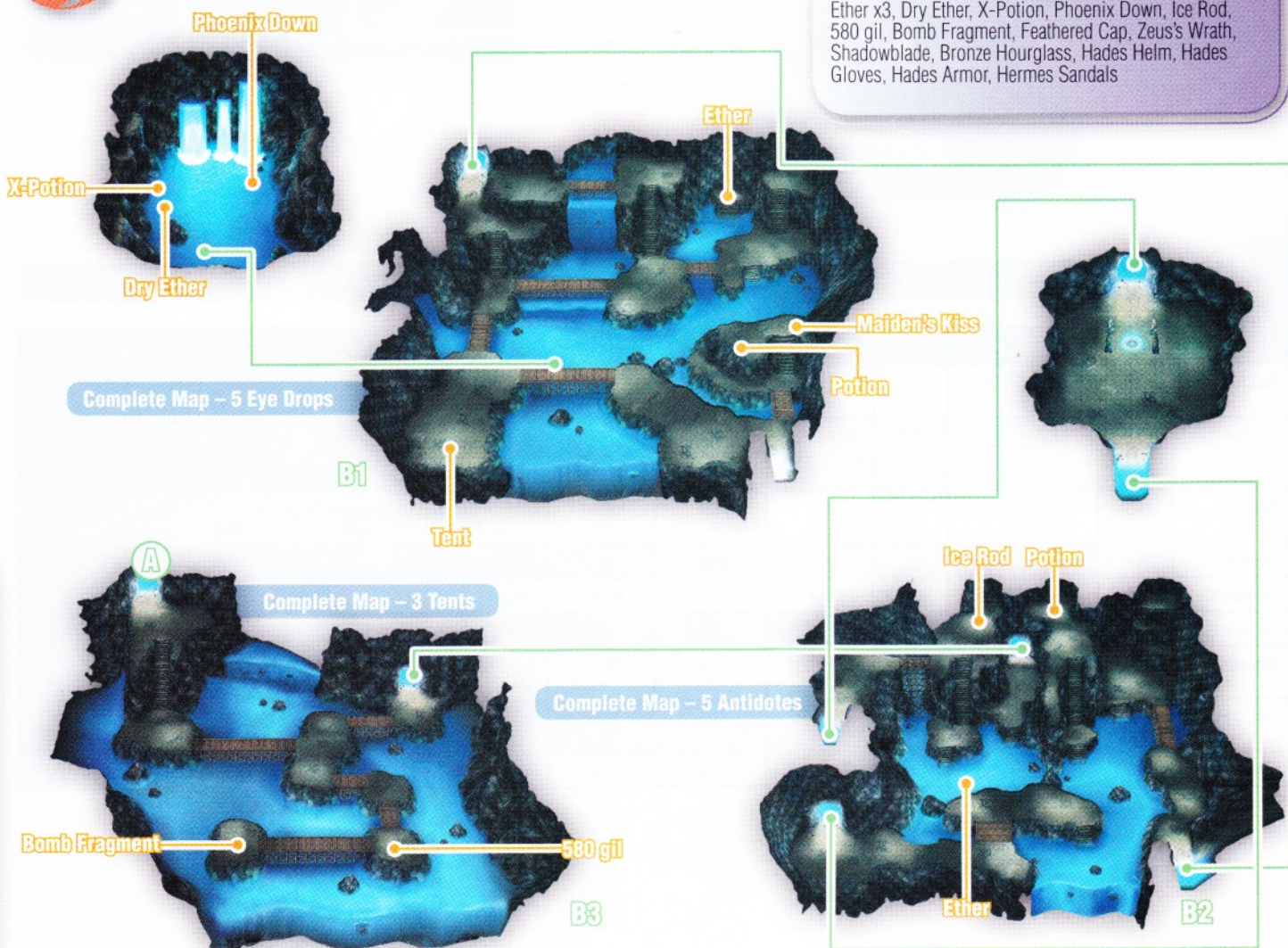
### AUTO-POTION AUGMENT

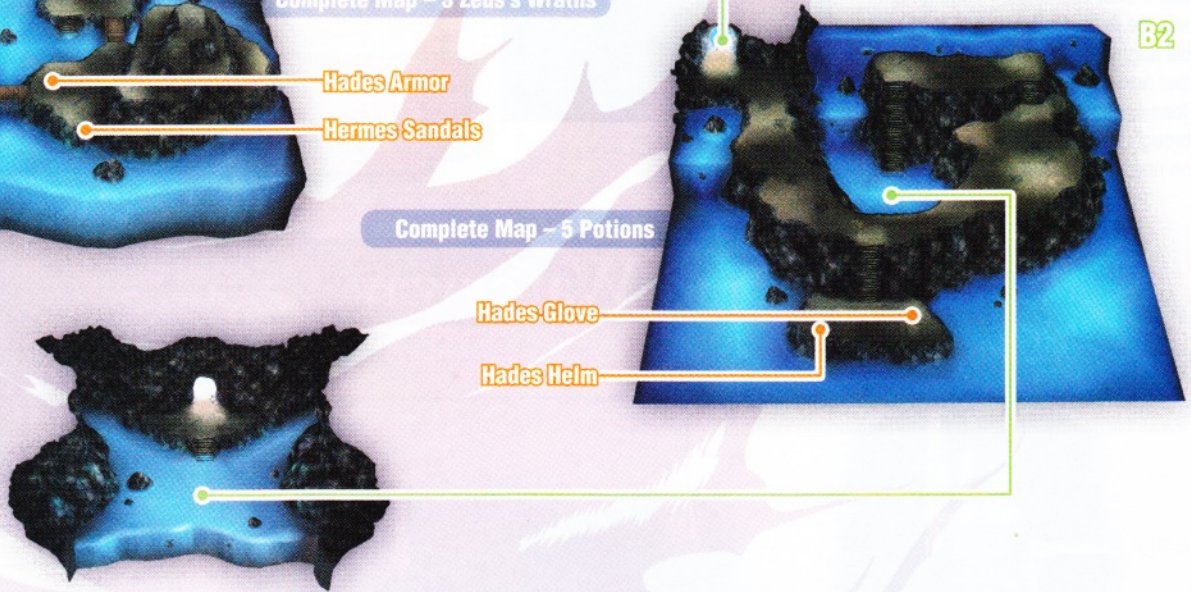
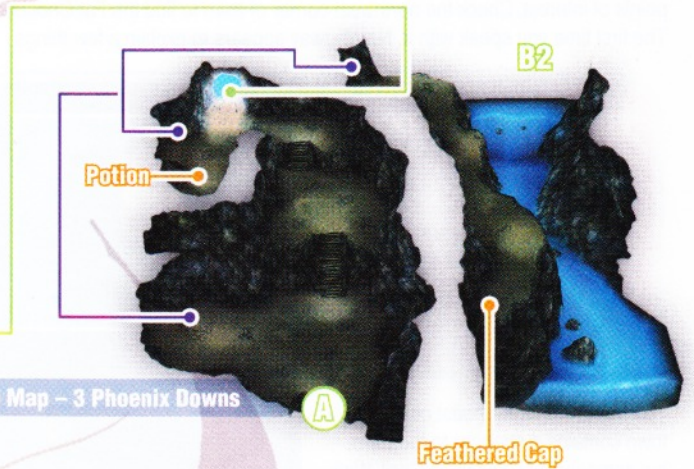
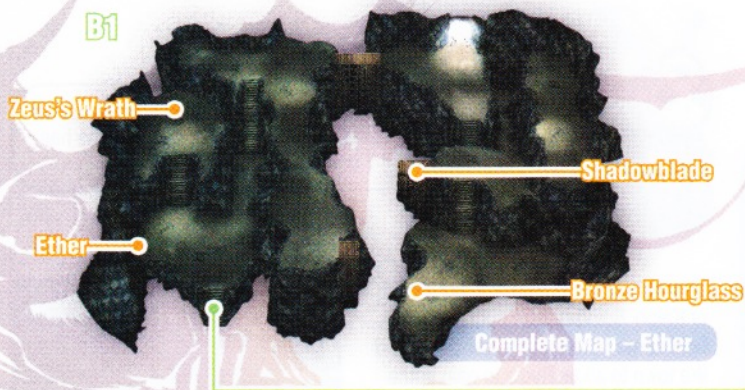
Unfortunately, it isn't possible to earn every augment during your first playthrough of *Final Fantasy IV*. The best use of Auto-Potion is to hand it to Palom or Porom when they join the party. You don't need to make it an active ability for either one, but it should go to one of them.



## Underground Waterway

**Items Found:** Maiden's Kiss, Potion x3, Tent, Ether x3, Dry Ether, X-Potion, Phoenix Down, Ice Rod, 580 gil, Bomb Fragment, Feathered Cap, Zeus's Wrath, Shadowblade, Bronze Hourglass, Hades Helm, Hades Gloves, Hades Armor, Hermes Sandals





### Encounters in the Underground Waterway

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Red Mousse	16	35	201	15	Fire	Thunder	--	Potion (20%), Hi-Potion (12%), Rainbow Pudding (0.4%)	Potion (60%)
Zombie	14	87	130	10	Fire, Holy	Ice, Thunder, Dark	--	None	Potion (60%)
Alligator	13	175	438	20	Ice	Fire	Water	Leather Cap (20%), Leather Clothing (12%), Hi-Potion (5%), Silver Apple (0.4%)	Leather Cap (40%)
Toadgre	14	66	165	9	Ice	Fire	Water	Maiden's Kiss (20%)	Maiden's Kiss (60%)
Gigantoad	14	94	235	12	Ice	Fire	Water	Maiden's Kiss (20%)	Maiden's Kiss (60%)
Sahagin	14	110	275	14	Thunder	Fire	Water	None	Potion (60%)
Amoeba	14	125	188	14	Thunder	Fire	Water	Antidote (20%), Echo Herbs (12%), Cross (5%), Tent (0.4%)	Antidote (60%)
Fangshell	15	55	82	7	Thunder	Fire	Water	Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)	Diet Ration (60%)
Killer Fish	15	60	90	8	Thunder	Fire	Water	Potion (20%), Hi-Potion (12%)	Potion (60%)

## UNDERGROUND WATERWAY SOUTH

The initial area of the Underground Waterway has a handful of chests and a new ally in the form of Tellah, the sage. He's waiting for the party on a bridge on the west side of the area.

Take the stairs on the east side of the map and descend into the water. Go north to reach the platform with a chest that holds an **Ether**. There's also a hidden door underneath the long waterfall in the room that leads to a room with three chests.

The **Ice Rod** is the most notable item that is available from the chests on B2. Although this weapon is a nice upgrade for Rydia or Tellah, its more important role is its ability to cast an MP-free Blizzard spell (select it via Items on the battle menu).

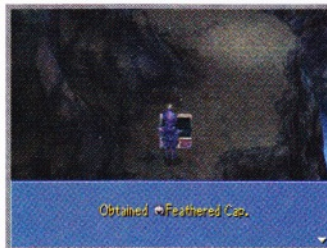
The other point of interest is the Save Point, which is tucked away in a small cave on the west side of the map. Tellah offers the use of his Tent to restore the party before continuing through the waterway.



## UNDERGROUND WATERWAY NORTH

Underground Waterway—B3 only has two chests, but the good news is that the party gets to stay dry for the first time! B2 North has a secret passage that leads to a **Feathered Cap**.

Grab the **Shadowblade** from the chest on the broken bridge section of B1 North and equip it on Cecil. The exit from this area leads to the Overworld map, which provides the opportunity to save your progress and use a Tent to restore the party before returning to the underground. Before using the Tent, check the group's status to see if anyone is approaching a new level.



## UNDERGROUND FALLS AND LAKE

Walk into the water near the edge of the waterfall, then jump down when everyone is ready. The upgrades for Cecil continue here, as **Hades Helm** and **Hades Gloves** are both available from chests in B2, along with **Hades Armor** from B1. Make sure the entire party's HP is topped off, then approach the tentacles to trigger a boss fight.



## Boss: Octomammoth

**HP** 3350  
**Lv** 15  
**Exp** 10050  
**Gil** 1000

**Wk** ⚡🕒 **Res** None **Absorb** 💧💎 **Susc. to** Silence, Blind, Poison, Curse, Slow, Sap

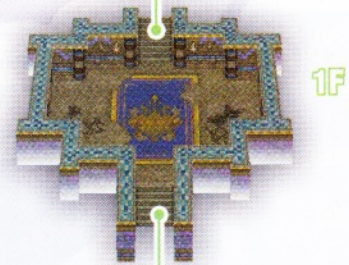
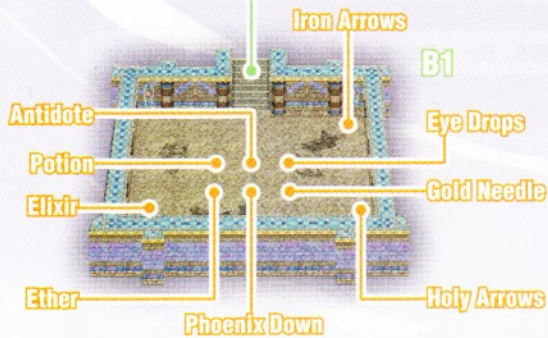
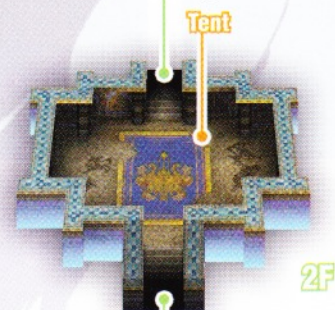
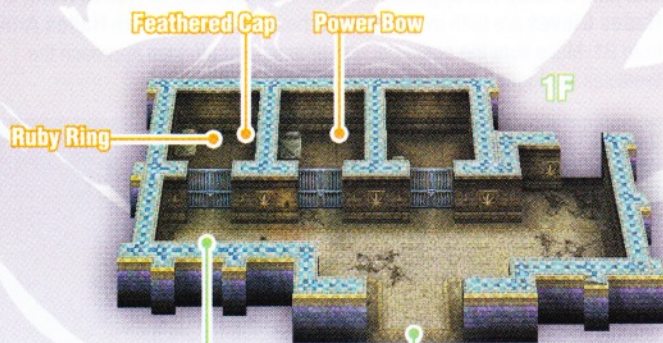
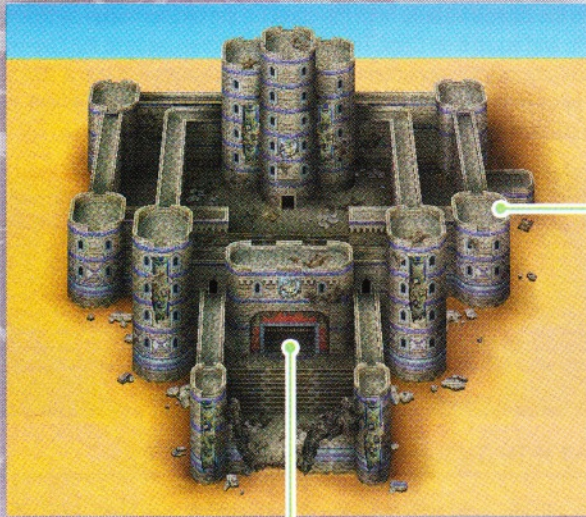


Octomammoth is vulnerable both to Cecil's Darkness-enhanced blade attacks and Thunder spells. During Cecil's first turn, use his Darkness ability and cast Thunder with Rydia and Tellah. After the first turn, let Cecil hammer away with Darkness-enhanced attacks and make Tellah and Rydia trade off casting Thunder on Octomammoth and healing the party. If only one character needs healing, use Rydia's Cure. If multiple people need healing, go with Tellah and Cura. To monitor your progress in the fight, simply count the number of tentacles that Octomammoth has remaining.



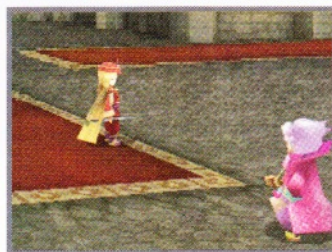
# Damcyan Castle

**Items Found:** Tent, Power Bow, Feathered Cap, Ruby Ring, Ether, Phoenix Down, Gold Needle, Potion, Antidote, Eye Drops, Elixir, Holy Arrows, Iron Arrows



## MOMENTS TOO LATE

After the Red Wings fly away, enter Damcyan Castle, go up two flights of stairs, and grab the **Tent** from the chest. There is a body on the floor of 3F, but don't examine it yet; instead, switch any of Tellah's equipment to Rydia, if it provides an improvement. Note that the fight that takes place between Tellah and the spooony bard is completely automated.



## CHEAPER THAN AN INN!

The urns on 3F restore MP, remove negative status effects, and restore HP at no cost. Edward joins the party at a slightly lower level, so fight some random battles to gain experience, then return to this room to restore everyone's health and MP.



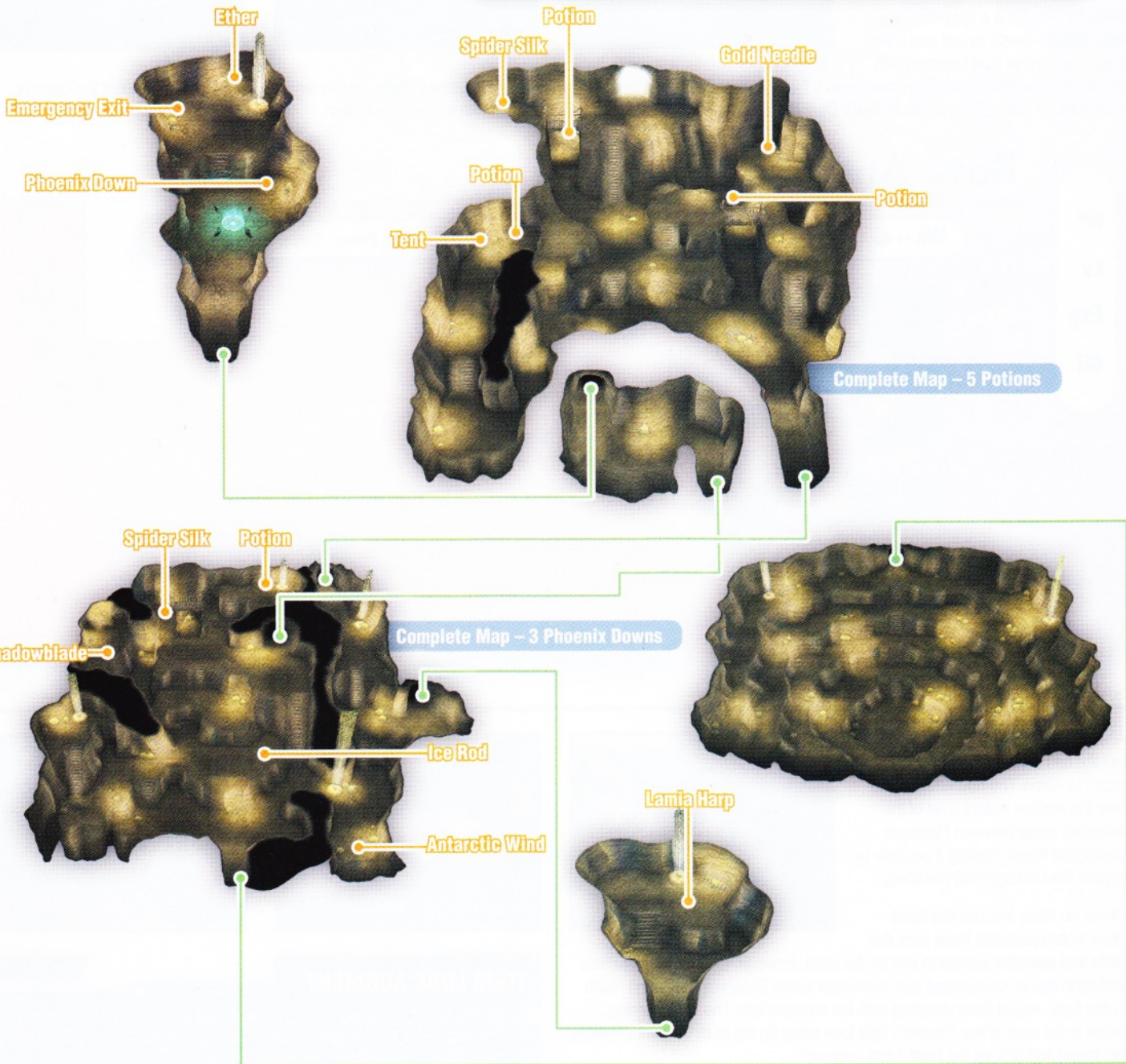
Beyond his songs, Edward has access to a hovercraft. This craft allows travel over land and shallow water. Before you visit the Antlion's Den, return to the castle and hug the east side of the wall. There's a doorway that leads down to the castle's dungeons.

Go past the last cell and hit the star shape on the wall to open the wall. There's a hidden staircase in the opposite corner of the room that leads to a room with six chests. Collect the contents of the chests and check the corners of the room for **Iron Arrows**, **Holy Arrows**, and an **Elixir**. After plundering the castle, head east to the Antlion's Den.



# Antlion's Den

**Items Found:** Spider Silk x2, Potion x4, Gold Needle, Tent, Phoenix Down, Ether, Emergency Exit, Lamia Harp, Antarctic Wind, Ice Rod, Shadowblade





## Encounters in the Antlion's Den

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Adamantoise	18	190	665	24	Ice	Thunder	--	Antidote (20%), Echo Herbs (12%), Cross (5%), Tent (0.4%)	Antidote (60%)
Yellow Jelly	17	60	238	18	Thunder	Fire	--	Potion (20%), Hi-Potion (12%), Rainbow Pudding (0.4%)	Potion (60%)
Domovoi	18	100	300	14	--	--	--	Potion (20%), Tent (12%)	Potion (60%)
Basilisk	18	140	420	9	Ice	--	--	Golden Needle (20%)	Golden Needle (60%)
Leshy	19	130	480	10	Fire	Ice, Thunder	--	Potion (20%)	Potion (60%)

### DESCEND INTO THE DEN

Watch the map carefully as it fills in during your exploration, as some areas aren't fully revealed until Cecil and company get close enough. However, it isn't possible to completely clear the first area's map until you go down to B2.

Antlion's Den-B2 is a sprawling level with multiple chests to loot and a few cave mouths that lead to rooms with chests. It also has a secondary entrance to B1 and a Save Point. Don't miss the chest with the **Lamia Harp**, as this weapon provides a huge boost to Edward's

melee attack score. Once at the Antlion's Den, restore everyone's health and walk straight down to meet the Antlion.



## Boss: Antlion

HP → 2000

Lv → 17

Exp → 6000

Gil → 1500

Wk → Ice Res → None Absorb → Water Susc. to → Silence, Blind, Poison, Curse, Slow, Sap



The keys to this fight are the eyes of the Antlion. When her eyes are white, she performs Counter: Pincers in retaliation to any physical attacks. When her eyes turn red, she counters magic attacks with Counter: Pincers. Have Cecil use Darkness immediately, then Defend until the Antlion's eyes turn red. When her eyes are red, have Cecil attack and let Rydia focus on healing. When her eyes are white, let Rydia cast Blizzard and let Cecil Defend. Alternate Edward's actions between singing Life's Anthem and using Salve to apply Potions when necessary.

### SAVE ROSA!

After Edward collects the **Sand Pearl**, exit the den and use the hovercraft to return to Kaipo. The hovercraft skims over the shallow waters west of the mountain range between Damcyan Castle and Kaipo, making it possible to bypass the Underground Waterway.



Check on Rosa and use the Sand Pearl when prompted. Rosa joins the party and everyone agrees to rest for the night. However, Edward feels restless and soon has an unexpected solo encounter with a Sahagin! There isn't much to this fight, so just keep attacking until the creature falls. The next morning, return to the spot where Edward's fight took place (in the back of town, between two trees) and pick up the **Item Lore** augment.

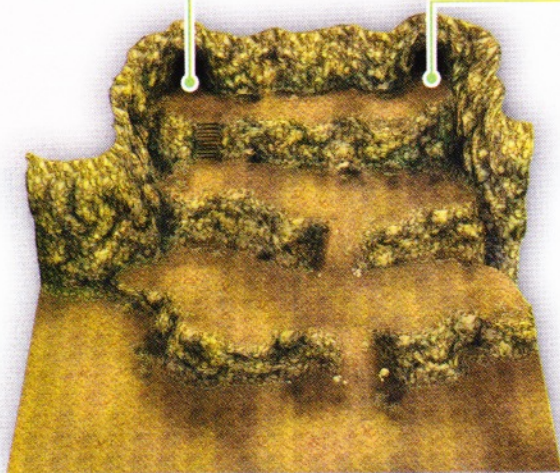
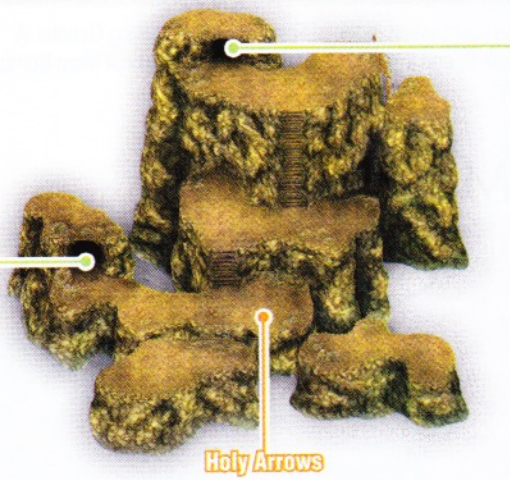
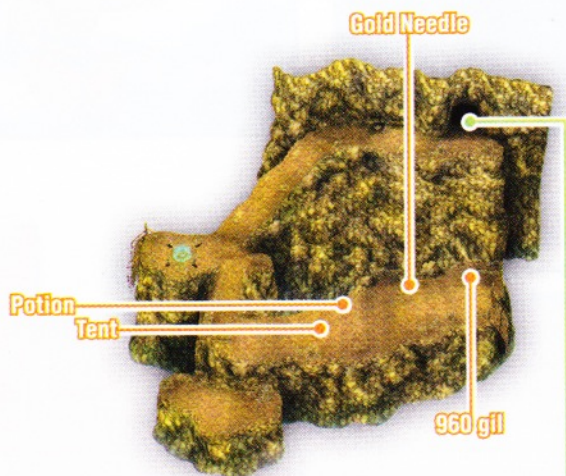


### ITEM LORE AUGMENT

Once again, think about giving this augment to either Palom or Porom. The augments you receive in exchange from the twins are superior to what Edward provides.

# Mount Hobs

**Items Found:** Tent, Potion, Gold Needle, 960 gil, Holy Arrows



## Encounters on Mount Hobs

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Gargoyle	19	240	810	15	Holy	Earth, Dark	--	Potion (20%)	Potion (60%)
Cockatrice	19	241	723	14	Wind	--	--	Gold Needle (32%), Phoenix Down (5%), Cockatrice (0.4%)	Phoenix Down (60%)
Skeleton	19	135	270	8	Fire, Holy	Ice, Thunder, Dark	--	None	Leather Clothing (40%)
Spirit	19	86	172	5	Holy	Ice, Thunder, Earth, Dark	Fire	Potion (20%), Cursed Ring (5%)	Potion (60%)
Bomb	20	55	150	5	Ice	--	Fire	Bomb Fragment (10%)	Bomb Fragment (50%)
Gray Bomb	20	222	484	13	Ice	--	Fire	Bomb Fragment (10%)	Bomb Fragment (50%)
Gatlinghog	21	215	430	12	--	--	--	Gold Needle (20%)	Gold Needle (60%)

## A CHILLY RECEPTION

Go to the east and west to open up the map for the area before approaching the ice that blocks the path. There are two exits beyond the ice: the northwest cave leads to the Mount Hobs Vista (plus a Save Point and four chests), while the northeast cave leads to the Summit.

Halfway up the long staircase, a monk of Fabul appears, fighting Goblins. A single Kick is enough to end the battle, but the next fight, against Mom Bomb, begins immediately.



## Mom Bomb

HP → 11000

Lv → 20

Exp → 4400

Gil → 2000

Wk → Res → Absorb → Susc. to →



Mom Bomb changes form after a few rounds of combat, then stores up energy and counts down from three. At the end of the countdown, the Mom Bomb explodes and inflicts big damage to the entire party. Heed the advice to Defend, but realize that there's still a good chance that someone might get knocked out after the explosion.

The explosion results in six enemy bombs and they're eager to use Self-Destruct. Quickly heal your party or Revive a fallen comrade, if necessary. Have Yang use Focus for one round followed by Kick. Let the other party members who can attack focus on the same target to avoid the punishment inflicted by additional Self-Destruct attacks.

## MOUNT HOBS EAST SLOPE

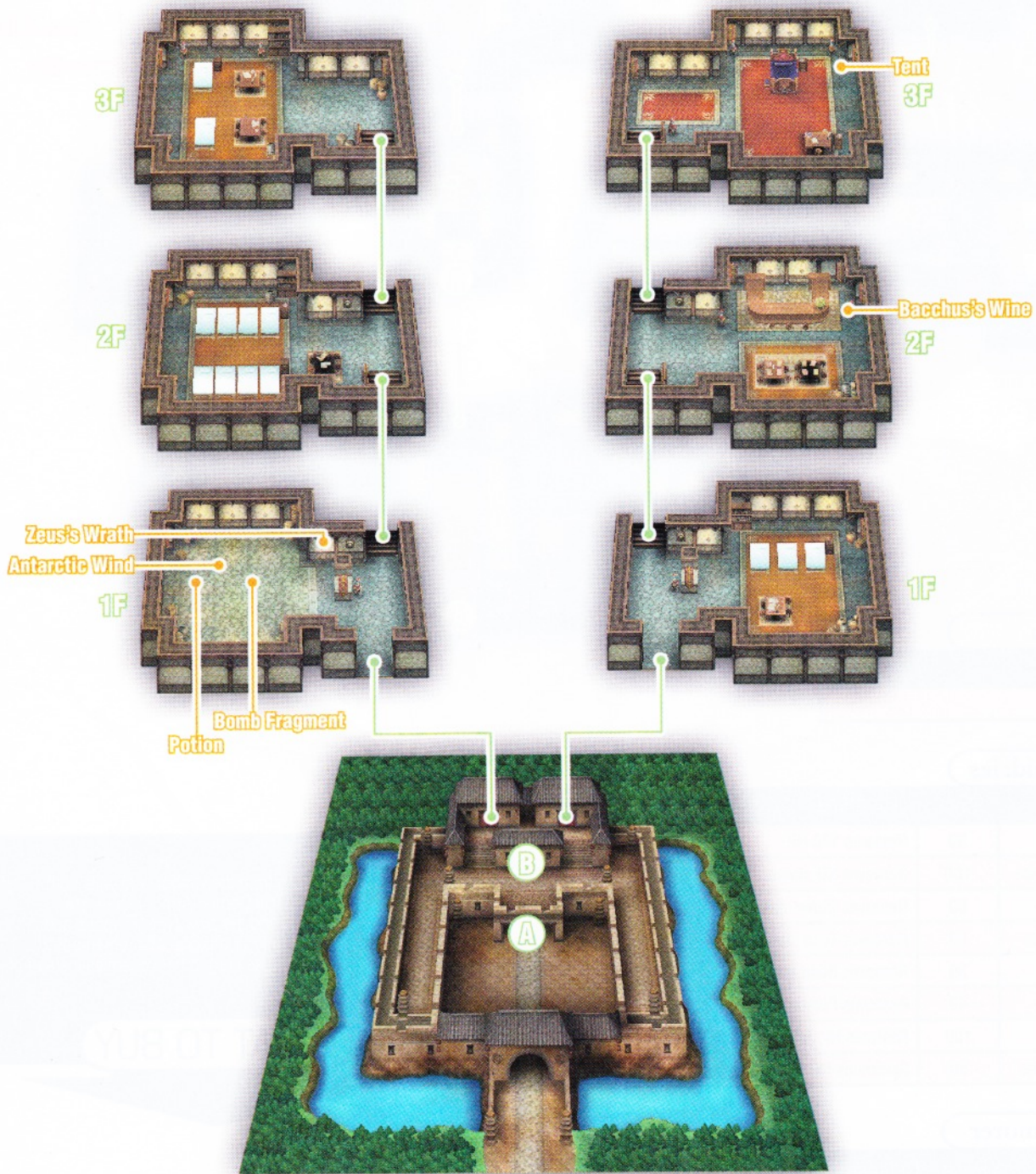
After the battle with Mom Bomb, Yang joins the party. There's one last area of Mount Hobs to navigate and, fortunately, Yang makes the trip much easier. His Kick ability often ends random encounters after one use. The king is waiting for Yang's return at Fabul Castle, which is to the east of Mount Hobs. However, there's no need to advance the story just yet. Take some time to find the Chocobo Forest just beyond Fabul and use the white chocobo to restore the party's MP for free. Wander around and level up a bit by taking part in random battles before facing the next challenge.

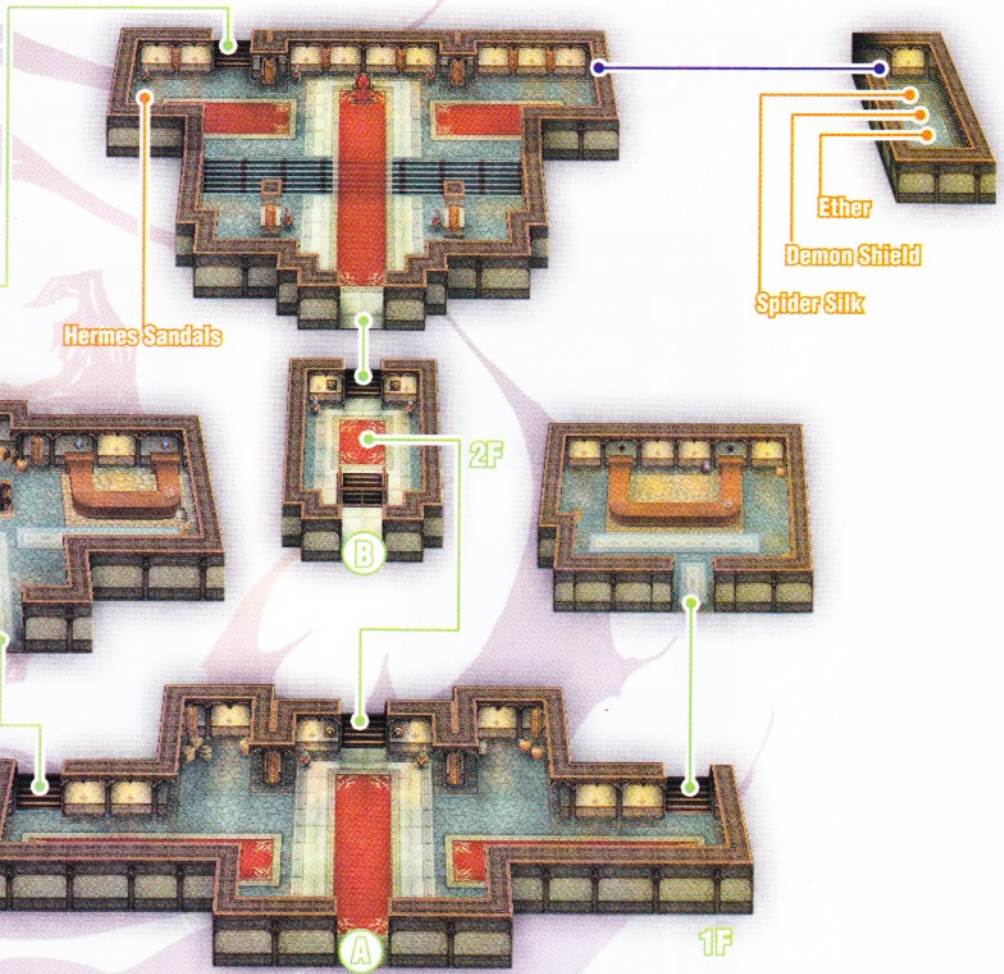




# Fabul Castle

**Items Found:** Hermes Sandals, Ether, Demon Shield, Spider Silk, Potion, Antarctic Wind, Bomb Fragment, Zeus's Wrath, Bacchus's Wine, Tent, Deathbringer





**Inn**

Cost  
100 gil

**Sundries**

Item	Cost	Use/Effect
Potion	30	Restores 100 HP.
Phoenix Down	100	Removes KO status.
Gold Needle	80	Removes Stone status.
Maiden's Kiss	60	Removes Toad status.
Eye Drops	30	Removes Blind status.
Antidote	40	Removes Poison status.
Tent	100	Restores HP, MP, and status of entire party.
Gysahl Greens	50	Summons Fat Chocobo at certain locations.

**Armorer**

Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.
Demon Helm	980	6	--	1	1
Demon Armor	3000	9	--	3	--
Demon Gloves	800	4	--	--	--

**Weaponsmith**

Item	Price	Attack	Accuracy	Notes
Flame Claws	350	5	95	Stamina +1, Element: Fire.
Ice Claws	450	5	95	Stamina +1, Element: Ice.
Thunder Claws	550	5	95	Stamina +1, Element: Thunder.

Buy one of everything from the vendor who sells both weapons and armor. The Demon Armor pieces are all upgrades for Cecil and the claw-type weapons add elemental damage to Yang's attacks. Just remember to change them if his attacks start to heal enemies instead of hurt them.

**WHAT TO BUY**

## BEFORE THE STORM

Before you visit the king's room (simply go up the center stairs from Fabul Castle—1F), take the eastern staircase to the vendor who is selling both armor and weapons. The stairs to the west lead to the Inn and the Sundries shop.



### RECORDINGWAY

Namingway appears here again between the innkeeper and the Sundries shop. Recordingway allows you to review some of the scenes from earlier in the adventure. The Bestiary is no longer available from Namingway, but the Fat Chocobo takes over that responsibility.

Return to Fabul Castle—1F, go up the center staircase, but head south to the exit that leads outside. Go to the West Tower, loot the three chests, and check the candleholder near the stairway. Yang lives on the top floor, so go there and visit his wife.

The East Tower isn't as fruitful as the West Tower, but there are more people to visit. Check the flowerpot at the end of the bar to obtain a **Bacchus's Wine**, then go up the stairs to find a **Tent**.

Exit the castle and save your progress. There's one last door to explore and it's the north exit from Fabul Castle—2F. Your first step beyond the door triggers a chain of events that divides the party, leaving the men alone to face a series of seven boss fights.



## Captain

**HP** 320  
**Lv** 23  
**Exp** 999  
**Gil** 19

**Wk** ⚡  
**Res** None  
**Abs** None  
**Drp** Hi-Potion (15%)  
**Stl** Hi-Potion (60%)



The men fight this trio on the first, third, and sixth of the seven boss fights. Kill the Captain first to leave the Marines in a confused state. If Yang, Cecil, or Edward is low on health, then use Salve to apply Potions or Hi-Potions when necessary.

## Baron Marine (x2)

**Wk** ⚡  
**Res** ⬢ ●  
**Abs** None  
**Drp** Hi-Potion (10%)  
**Stl** Hi-Potion (60%)

**HP** 210  
**Lv** 22  
**Exp** 663  
**Gil** 31

# Sahagin

HP	110	Wk	⚡
Lv	14	Res	🔥
Exp	275	Abs	💧
Gil	14	Drp	None
		Stl	Potion (60%)



The party fights these foes second and fifth. One Kick from Yang is enough to wipe out this set of enemies. However, don't end this encounter if anyone's health is low. Save the Domovoi foe for last and use Potions to restore the party's HP.

# Domovoi

None	Wk	100	HP
None	Res	18	Lv
None	Abs	300	Exp
Potion (20%), Tent (12%)	Drp	14	Gil
Potion (60%)	Stl		

# Leshy

HP	130	Lv	19	Exp	480	Gil	10
Wk	🔥	Res	⚡	Absorb	None	Drp	Potion (20%)
		Stl	Potion (60%)				

# Gargoyle

HP	240	Wk	💎	Res	🟡	Absorb	None	Drops	Potion (20%)	Steal	Potion (60%)
Lv	19										
Exp	810										
Gil	15										



The party fights this foe in the fourth battle. With only one enemy to defeat, simply have the entire party target the Gargoyle and it should drop in one round.

## ENCOUNTER WITH KAIN

The fight with Kain takes place in the seventh battle. This is a story-driven boss fight. Don't waste items during the fight; remember that your party's actions do not affect the outcome of the battle.

After the dust settles, go down the stairs and examine the pot across from the stairway to acquire **Hermes Sandals**. Go through the secret tunnel to the east and plunder the other chests.

Since the king was wounded in the battle, you can check on his status by visiting him in his room at the top of the East Tower, but isn't required. Regardless, it's important to visit the Inn after the fight. After doing so, the scene automatically shifts to a meeting with the king, who hands over **Deathbringer**.

Go north to the docks and the waiting boat. Remove any items of value from everyone except Cecil. Just before the boat departs, Yang's Wife hands over **Counter augment**; unfortunately, the trip goes poorly.



**COUNTER AUGMENT**  
Give this augment to Cecil immediately. Its value continues to increase throughout the adventure as he gains new abilities and augments.



# Mysidia

Game Basics

Characters

Magic Spells, Summons, Abilities, Augments

Weapons, Armor, Items

Walkthrough

Appendices: Bestiary, Why, Secrets





## Inn

Cost

200 gil

## Sundries

Item	Cost	Use/Effect
Hi-Potion	150	Restores 500 HP.
Phoenix Down	100	Removes KO status.
Gold Needle	80	Removes stone status.
Echo Herbs	50	Removes silence status.
Antidote	40	Removes poison status.
Cottage	500	Fully restores HP, MP, and status of entire party.
Emergency Exit	200	Allows party to escape from a cave or dungeon.
Bestiary	50	Casts Libra.

Pick up Echo Herbs and some Cottages for the upcoming trip to Mount Ordeals. If you have extra gil, purchase the paladin armor for Cecil's pending class change. It's pricey, so this procurement may have to wait

## Armorer

Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.
Wizard's Hat	700	2	7	5	5
Gaia Gear	500	5	12	3	3
Silver Armlet	650	4	10	4	4
Lustrous Shield	700	2	24	1	1, Element Halved: Dark
Lustrous Helm	4000	7	--	2	--
Knight's Armor	8000	11	--	3	--
Gauntlets	3000	5	--	1	--

## WHAT TO BUY

## Weaponsmith

Item	Price	Attack	Accuracy	Notes
Ice Rod	220	12	80	Intellect +2, Elemental Affinity: Ice
Flame Rod	380	12	80	Intellect +2, Elemental Affinity: Fire
Healing Staff	480	9	80	Spirit +3, Heals the target.
Power Bow	700	20	75	Strength +3
Holy Arrows	500	10	80	Elemental Affinity: Holy

## UNWELCOME VISITOR

After Cecil washes up on shore, head east to Mysidia. Cecil is not fondly remembered here, so don't speak to too many people. When Cecil initiates a conversation, most of the townspeople inflict a negative status effect on him.

Go to the Hall of Prayer and speak with the Elder. After a brief conversation, Palom and Porom join the party. Mount Ordeals is the next destination, but Palom and Porom are not quite ready for the trip. Spend some time around Mysidia killing enemies for experience and gil. When both characters reach level 20, rest up in Mysidia before traveling northeast to Mount Ordeals.



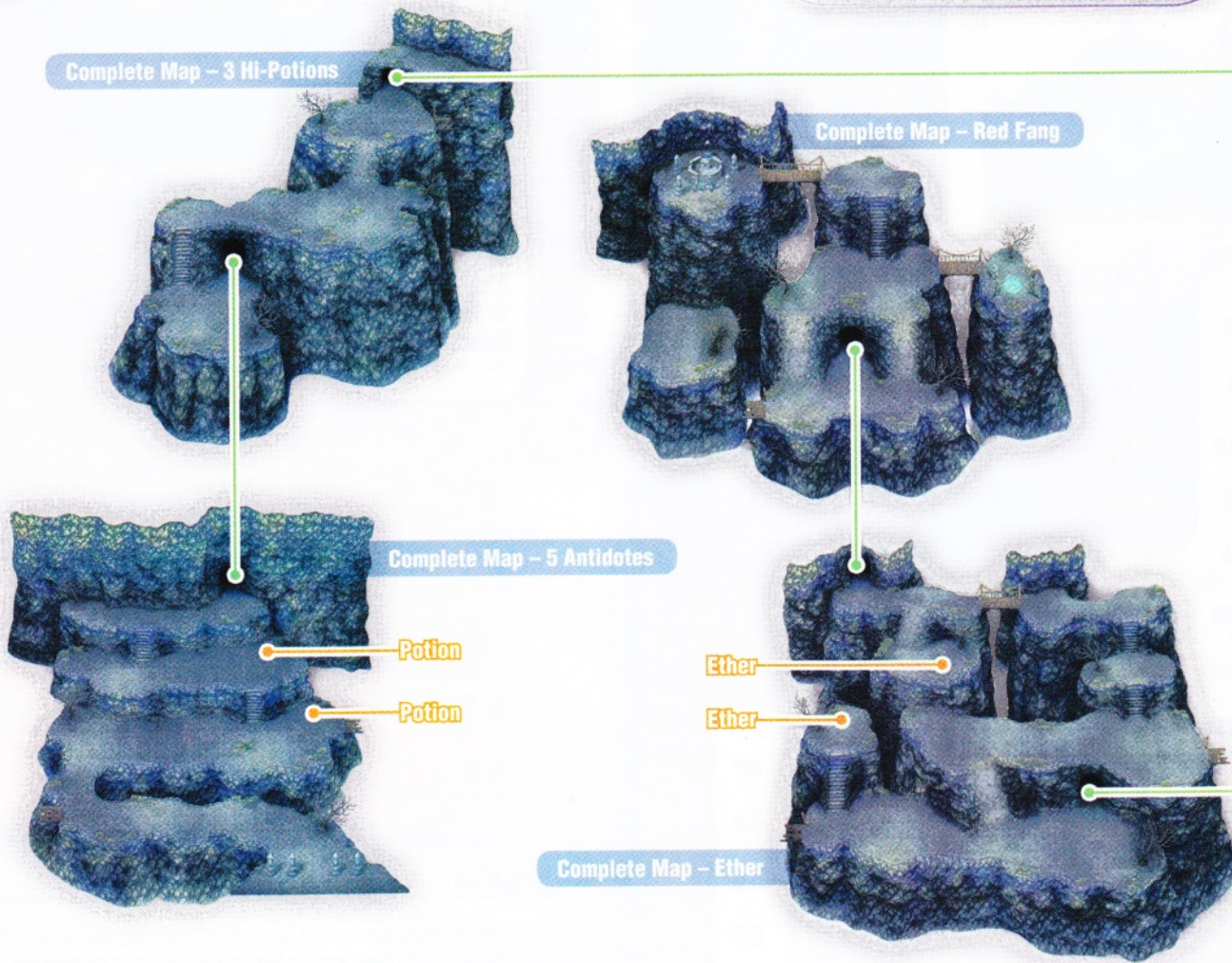
## BUYING GENTLY USED TENTS



There is a Chocobo Forest just south of Mt. Ordeals. Namingway makes an appearance, although this time his name is Campingway the Outdoorsman. He offers to buy any extra Tents in your possession at half the sales price.

# Mount Ordeals

Items Found: Potion x2, Ether x2



## Encounters on Mount Ordeals

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Zu	24	941	3764	51	Thunder, Wind	Fire, Ice, Earth	--	Feathered Cap (20%), Hi-Potion (12%), Cottage (5%), Silver Apple (0.4%)	Feathered Cap (40%)
Bloodbones	22	210	420	12	Fire, Holy	Ice, Thunder, Dark	--	--	Leather Clothing (40%)
Ghoul	22	444	888	23	Fire, Holy	Dark	--	--	Leather Clothing (40%)
Soul	22	250	500	14	Holy	Ice	Fire	Potion (20%), Cursed Ring (12%)	Potion (60%)
Lilith	28	732	3048	42	Fire	--	--	Lilith's Kiss (20%), Silver Apple (12%), Lilith Rod (5%)	Lilith's Kiss (50%)
Revenant	23	530	1060	28	Fire, Holy	Dark	--	--	Leather Clothing (40%)

### A WARM RECEPTION

A fire rages about halfway up Mount Ordeals—Entrance, thereby blocking the path. After Palom clears the way, the trip remains relatively quiet until an old acquaintance reappears and joins the party.



The only other interruptions that occur throughout the remainder of the trip to the summit are random encounters and chests (all the chests hold either **Potions** or **Ethers**). There is a Save Point near the end, so use it before approaching the final bridge. The first of Golbez's elemental archfiends lies in wait.



## Scarmiglione

HP 1200  
Lv 24  
Exp 3690  
Gil 2500  
Wk  
Res  
Abs  
Susc. to  
Silence, Slow, Sap



## Skulnant (x4)

Any action taken against Scarmiglione results in Counter: Thunder against the character who performed that action. The Skulnants use Drain when commanded by Scarmiglione. Use Fire-based spells and attacks to end this fight quickly.

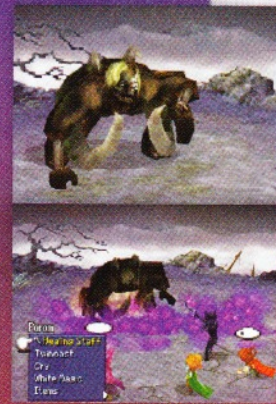
HP 400  
Lv 20  
Exp 800  
Gil 0  
Wk  
Res  
Abs  
None  
Susc. to  
Paralyze, Silence, Stop, Slow, Sap

Do not step forward after the fight! Return to the Save Point and use a Tent or Cottage before saving. Return to the bridge and Invert the marching order of the party before crossing it. Equip Flame Rods on everyone who can use them (to maximize efficiency, change the Abilities on those characters so that Flame Rod is available on the top battle menu), but keep the Healing Staff in Porom's hands.



## Boss: Scarmiglione

HP 7046  
Lv 25  
Exp 28184  
Gil 3000  
Wk  
Res  
Abs  
Susc. to  
Slow, Sap



Scarmiglione uses Counter: Gas to inflict various status effects, including Silence. Counter: Cursed Elegy (casts Slow on the entire party) is this boss's counter to any physical attack. His standard attack occasionally inflicts Blind.

Note that Ice-based attacks heal him, so rely on Fire-based attacks instead. To avoid his counterattacks, use Flame Rods while Cecil Defends or uses items. Have Porom cast Protect, followed by heal, then remove any status ailments that stick (if Porom becomes Silenced, use an Echo Herb to remove it). Cast Blink on Porom using Tellah, then have him heal or use a Flame Rod as needed.

## TO BECOME A PALADIN

Continue to the structure surrounded by obelisks and enter the stone circle in the center. The boss fight here against the Dark Knight calls for restraint. Just Defend until the Dark Knight exhausts itself with its Darkness-based attacks.



After the fight, Cecil becomes a level 1 Paladin. He can't use any of his previous gear and his only equipment is the Mythgraven Blade. Take a moment to deck him out with the best gear possible, then walk back down the mountain. Cecil needs some experience and the **Curse augment** awaits on the Mount Ordeals—Crossing map.



## CURSE AUGMENT

This is the final augment that is destined for either Palom or Porom. To receive the maximum return of augments, you must give three augments to the twins and each sibling must get at least one.

Next, return to Mysidia and talk with the Elder. He opens the Devil's Road, which allows travel back to Baron. The Devil's Road is a two-way path, so use it to travel between Baron and Mysidia as needed.



## OPTIONAL VISIT TO MIST

If you want to do some exploring before returning to Baron, go through the Mist Cave and visit the restored town of Mist. There are some items to collect and buy, but it's much easier to reach the town after taking care of business in Baron Castle. The town's maps are shown a few pages ahead in this guide, so if you want to visit now, flip ahead for more information.

## RETURN TO BARON

**Items Found:** Zeus's Wrath, 3000 gil

Not much has changed since the last time Cecil was in town. Many doors are still locked and even the castle has been locked down! There's a new vendor in the Sundries shop, but the only other business in town is on the top floor of the Inn. Speak with Yang to get things started.



## Sundries

Item	Cost	Use/Effect
Hi-Potion	150	Restores 500 HP.
Echo Herbs	50	Removes silence status.
Maiden's Kiss	60	Removes toad status.
Gnomish Bread	100	Casts Sight.
Red Fang	5500	Unleashes powerful Fire-based attack.
White Fang	5500	Unleashes powerful Ice-based attack.
Blue Fang	5500	Unleashes powerful Thunder-based attack.

## Baron Guardsman (x2)

HP 1560

Lv 26

Exp 1710

Gil 131

Wk

None

Res

None

Abs

None

Drop

Potion (20%),  
Hi-Potion (12%)

Steal

Potion (60%)



The Guardsmen counter physical attacks with Pig and Mini. Defend with Cecil and let Tellah and Palom hit the duo with Black Magic. Let Porom stick to healing duty, but make sure to cast Protect on the party to reduce damage from the Guardsmen.

Next up is Yang, but he's not exactly himself. He uses Kick for each of his attacks, but it doesn't pack much power. A few swings from Cecil are enough to clear Yang's head (have everyone else defend or heal as needed). Yang joins the party and hands over the **Baron Key**, which unlocks any door in the town of Baron.

Make your first stop the Weaponsmith; use the Baron Key when prompted to unlock the door. Purchase any equipment that's an upgrade, then proceed south through the wall near the crate in the southeast corner of the shop. Locate the hidden passage here that goes behind the counters.

## JAM SESSION



Namingway is near the weapon counter. Now known as Jammingway, he provides the opportunity to listen to the music used in *FINAL FANTASY IV*.

The other door to unlock is next to the stairs that lead up to Cid's home. Unlock the door and go through the secret passage to reach the chest with **1000 gil**.



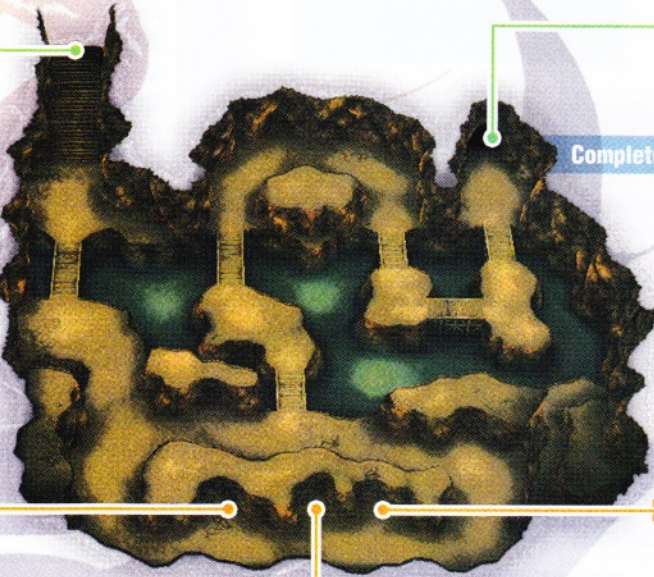


# Ancient Waterway

**Items Found:** Hi-Potion, Ether x2, Zeus's Wrath, Bronze Hourglass, Hermes Sandals, Spider Silk, Ancient Sword



1000 gil



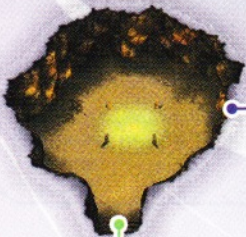
Complete Map - 3 Hi-Potions

B4

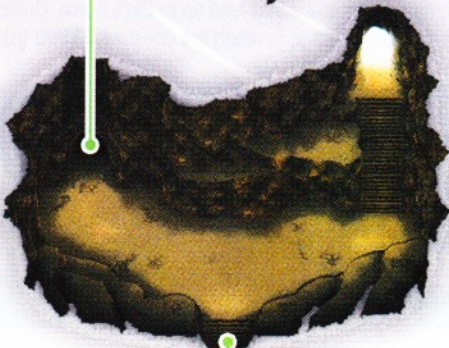
Hi-Potion

Ether

Zeus's Wrath

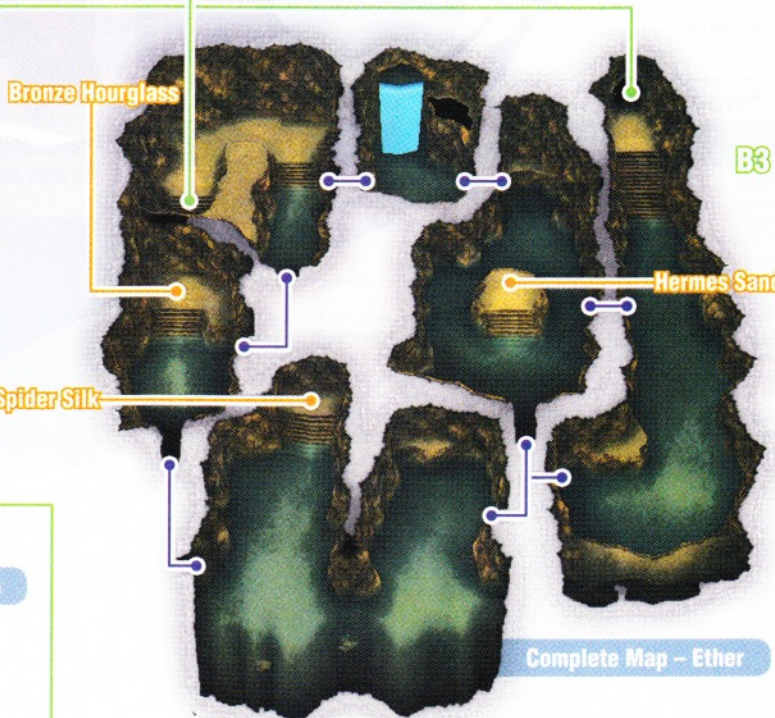
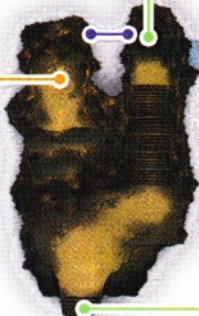


Ancient Sword



Ether

Complete Map - 3 Remedies



Bronze Hourglass

B3

Hermes Sandals

Spider Silk

Complete Map - Ether

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Gigas Gator	23	584	1168	30	Ice	--	Water	Leather Cap (20%), Leather Clothing (12%), Hi-Potion (5%), Silver Apple (0.4%)	Leather Cap (40%)
Splasher	24	360	720	19	Thunder	Water	--	Potion (20%), Hi-Potion (12%)	Potion (60%)
Devil's Castanet	25	760	1520	39	Thunder	--	Water	Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)	Diet Ration (60%)
Baron Guardsman	26	560	1710	31	--	--	--	Potion (20%), Hi-Potion (12%)	Potion (60%)
Hydra	26	514	1542	28	Thunder	--	--	Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)	Antidote (60%)
Flood Worm	28	1914	7656	100	Thunder	--	Earth	Potion (20%), Hi-Potion (12%), Remedy (5%), Silver Apple (0.4%)	Potion (60%)
Electrofish	26	284	568	16	--	--	Thunder, Water	Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)	Diet Ration (60%)

## THE BACK DOOR



The initial portion of the Ancient Waterway is rather straightforward. Grab the contents of the three chests, clear the map, and move on to the next level. Ancient Waterway—B3 is a different story. There are hidden paths throughout most of the walls that divide the pools.



The final two areas of the Ancient Waterway are much smaller. There is a Save Point in the small room connected to Ancient Waterway—B1. Go through the secret passage east of the Save Point to acquire the **Ancient Sword**. The exit from the Ancient Waterway spills into the moat that surrounds Baron Castle.



## STORM THE CASTLE

**Items Found:** Unicorn Horn x2, Phoenix Down x2, Ether x4, Hermes Sandals x2, Bacchus's Wine x2, Hi-Potion x2, Tent x2 (lower chest), Elixir

The good news about Baron Castle is that there are no random encounters. Additionally, the party can use Cecil's bedroom (at the top of the West Tower) to restore HP and MP. The bad news is that there's a tough fight to clear before the party gains access to most of Baron Castle. To start the events that lead up to the fight, cross the floor on Baron Castle—1F.



# Baigan

# Right Arm, Left Arm

HP	4444	Wk	None
Lv	28	Res	Fire, Lightning
Exp	21235	Abs	None
Gil	3500	Drp	None
		Stl	None



This fight requires some timing. You must eliminate both arms before taking out Baigan, and he will regenerate the arms if you don't defeat him quickly enough after doing so. Destroy Baigan first and the arms will self-destruct.

Susc to Silence, Poison, Curse, Slow, Sap

HP	2222	Wk	None
Lv	25	Res	Fire, Lightning
Exp	0	Abs	None
Gil	0	Drp	None
		Stl	None

Susc to Petrify, Silence, Blind, Poison, Curse, Slow, Sap

Baigan casts Reflect on himself after being hit by the first spell. He also casts Haste on his arms, so cast Slow right away. To safely cast damage spells against Baigan after he uses Reflect, cast Reflect on one of your party members and bounce all spells off that character.

For the first round of actions, put Shell on everyone, cast Slow against Baigan and his arms, let Porom use Cry, and cast Haste on Yang. Keep an eye on the damage the party causes to each segment of the boss and time it so that you kill each one within seconds of the others.

The path to the east half of the castle is now clear. Do not go north toward the Throne Room yet. You should plunder the rest of the castle first. Most of the items found in the castle appear in pairs. For example, the first floor of the East Tower has two **Hermes Sandals** and two **Bacchus's Wine** items, while the second floor has two **Hi-Potions**.



After cleaning out the treasures, return to the nearby Save Point in the Ancient Waterway. If a character is close to reaching the next level, fight in some random encounters for experience before saving. When you're ready to continue, go to Baron Castle's Throne Room. If the following boss fight proves too difficult, remain in the Ancient Waterway and let your party members gain a few levels before trying it again.

Status	
Vahn	Monk
Lv 22	
HP 1046 / 1046	EXP 48764
MP 19 / 19	For next level: 502
Battle Commands	
Attack	Know Abilities
Focus	Attack
Brace	Defend
Walk	Items
Items	Focus
	Brace
L Attack with equipped weapon or fists. R	
Strength 53	
Speed 14	
Stamina 29	
Intelllect 2	
Spirit 0	
Attack 44	
Accuracy 95	
Defense 8	
Evasion 40	
Magic Defense 5	
Magic Evasion 3	



## ACCESS DENIED

An unseen force halts the party's attempt to descend from East Tower—B1, but don't let that stop you from collecting the **Elixir** near the first suit of armor in the room.



# Cagnazzo

HP 10624  
Lv 28  
Exp 53285  
Gil 4000

Wk → Res → Absorb → Susc. to → Blind, Poison, Slow, Sap



Cagnazzo uses Counter: Hold after most physical attacks and Counter: Silence after magic attacks, however, his most dangerous ability is Tsunami. When Cagnazzo surrounds himself with water, it means he's about to unleash Tsunami. When this occurs, you have a brief period of time in which to hit him with a Thunder-based spell; if not, he unleashes the devastating Tsunami ability! Cagnazzo is vulnerable to Ice-based damage except when he's surrounded by water. In these situations, Ice heals him but he becomes vulnerable to Thunder. If Cagnazzo goes into his shell, he takes less damage from attacks and heals himself.

To start the fight, cast Slow on Cagnazzo, Protect on the party, and Haste on Tellah or Palom. Charge two times between Yang's attacks to reduce the number of times he may get hit with Counter: Hold. Use Porom's Cry as often as possible. When the water flows around Cagnazzo, cast Thunder to make it dissipate. Otherwise, hit Cagnazzo with powerful Ice-based spells, and make sure Porom and Cecil can remove Silence from a caster or healer.

## LOOSE ENDS IN BARON

After Cid joins the party, return to Castle Baron and visit the East Tower's basement. Next, revisit Ancient Waterway—B3 and pick up the sparkling **Tsunami augment**. That's it for the Baron area, so find the Enterprise and take to the sky. The Overworld map is now open and there are multiple places to visit!



### TSUNAMI AUGMENT

When using this augment in battle, give it to Tellah. If you're not interested in seeing it in action, consider giving it to Cid. Both characters require two augments in exchange for what they provide later.



The first stop is Mysidia. Head to the crystal room and find the door at the north end of the room. Walk up the stairs and talk with the Elder, who hands over two Twincasts, Bluff, Cry, and Dualcast augments. The number depends on how many augments were given to Palom and Porom. When the Elder is finished, there are several new locations to visit: Troia, Mist, Mythril, Agart, and Eblan Castle. The order in which the locations are listed in this guide serves only as a suggestion as to how to proceed; the decision is yours.

### TWINCAST (X2), BLUFF, CRY AND DUALCAST AUGMENTS

The augments provided by the Elder of Mysidia are a mixed lot. Cry is a powerful augment, so give it to Kain right away. Twincast is more of a fun plaything, as different characters produce different results. For more about Twincast, check out the "Abilities" section in this guide. On the surface, Bluff sounds great, but the fact that you must reapply it before every spellcast diminishes its value. Consider giving it to Tellah instead of Cid, who has no use for it. Dualcast is a must for Rosa. Many bosses are vulnerable to Slow, but Rosa must also use spells like Protect and Shell on the party. With this ability, you won't need to worry about which one to cast first.





## Inn

Cost  
50 gil

## Armorer

Item	Price	Def.	Evasion	Mag. Def.	Mag. Eva.
Bard's Tunic	700	4	10	1	--

## Weaponsmith

Item	Price	Attack	Accuracy	Notes
Whip	3000	50	85	Speed +1, Intellect +1, Spirit +1, May inflict paralyze status.
Dancing Dagger	5000	28	110	Speed +2, Can be used as an item in battle when equipped.

None of the items here are absolute necessities. Pick up the Bard's Tunic if it's an upgrade for a character's current gear, but the Dancing Dagger is more of a luxury item. Buy it only if you have the gil to burn!

## WHAT TO BUY

# A TOWN RESTORED

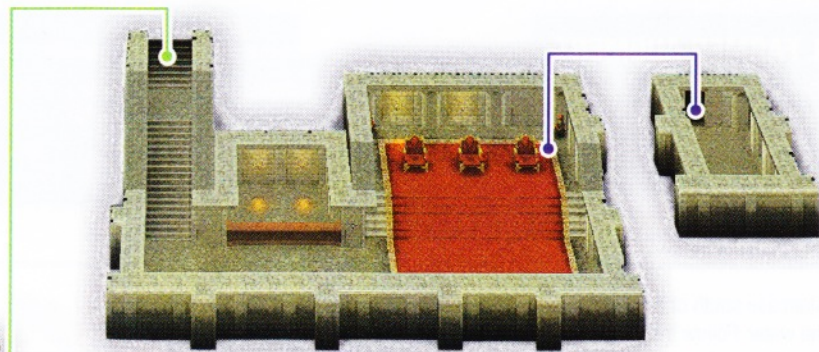
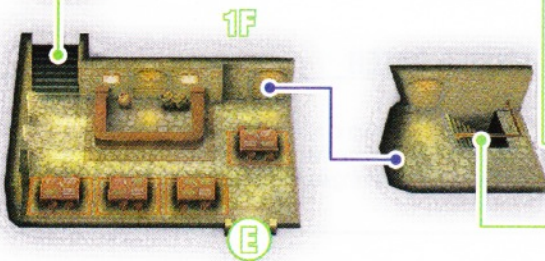
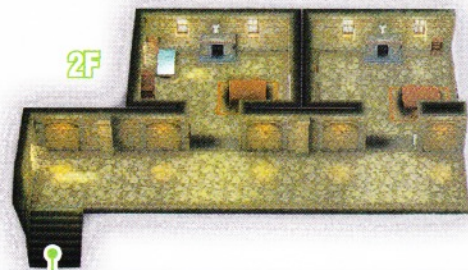
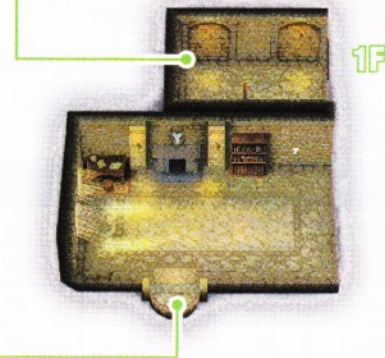
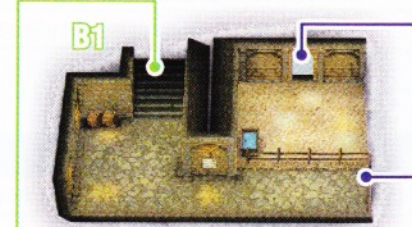
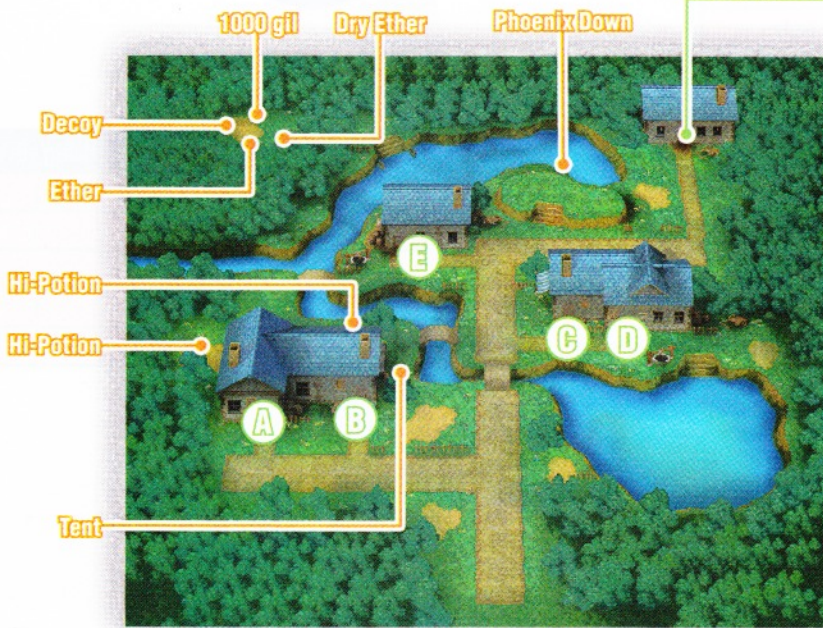
While the town is still undergoing repairs, search the town for a few items scattered about. There's even a hidden path that leads to a small clearing in the southeast corner of town. Search the area for two **Bomb Fragments**.

The house to the northwest of the Inn also has hidden rooms. A secret passage leads to two rooms, each of which has two chests. The upper level has a **Gold Hairpin** and **Clothing**, while the second room holds a **Polymorph Rod** and a **Ruby Ring**. Return to the Enterprise and plot a course north and slightly west to reach the town and castle of Troia.



## Troia

**Items Found:** Tent, Hi-Potion x2, Phoenix Down, Dry Ether, 1000 gil, Ether, Decoy



Game Basics  
 Characters  
 Magic Spells, Summons, Abilities, Augments  
 Weapons, Armor, Items  
 Walkthrough  
 Appendices: Bestiary, Why, Secrets

## Inn

Cost

400 gil

## Sundries

Item	Cost	Use/Effect
Potion	30	Restores 100 HP.
Hi-Potion	150	Restores 500 HP.
Phoenix Down	100	Removes KO status.
Gold Needle	80	Removes stone status.
Maiden's Kiss	60	Removes toad status.
Eye Drops	30	Removes blind status.
Antidote	40	Removes poison status.
Tent	100	Restores HP, MP, and status of entire party.

## Sundries (in the pub)

Item	Cost	Use/Effect
Gysahl Greens	50	Summons Fat Chocobo at certain locations.
Bomb Fragment	200	Casts Fire.
Zeus's Wrath	200	Casts Thunder.
Antarctic Wind	200	Casts Blizzard.
Member's Writ	100,000	Permits entry to the King's Bounty Pub in Troia.

## Weaponsmith

Item	Price	Attack	Accuracy	Notes
Wooden Hammer	80	55	90	Stamina +2
Fireshard	300	5	90	Element: Fire
Frostshard	300	5	90	Element: Frost
Thundershard	300	5	90	Element: Thunder

## GIL FARMER AUGMENT

By the time you earn enough gil for the Members Writ, Kain should be in the party. He's an excellent choice for this augment, because he has so few battle commands. The other choice, since augments carry over between game saves, is to give it to Cecil so you have access to it at all times.

## A QUICK SWIM

The staircase south of the Inn leads into the water. Follow the waterway north and go up the stairs at the other end. The slightly obscured path leads to a clearing with no chests, but there are three items to find (**Decoy**, **Ether**, **Dry Ether**) and **1,000 gil**. Back in the water, go to the end of the pool and fish up the **Phoenix Down**. Collect the remaining items and head for the castle.



The new items available here are Fireshard, Frostshard, and Thundershard. None of them are vast improvements; however, Cecil needs one of them for an upcoming dungeon. Other than that purchase, just restock at the Sundries shop for now. If you can save 100,000 gil, buy the Member's Writ from the vendor in the pub and give it to the man seated in the back of the same room. Go down the stairs, then walk behind the thrones to unlock a secret door (or watch the show to open the door). Pick up the **Gil Farmer augment** from the floor on the other side of that door.

## WHAT TO BUY

## Armorer

Item	Price	Def.	Evasion	Mag. Def.	Mag. Eva.
Leather Cap	100	1	5	1	1
Feathered Cap	330	2	6	3	3
Clothing	50	1	10	--	--
Leather Clothing	200	3	10	1	1
Ruby Ring	1000		10	3	2



## DOUBLE DATER

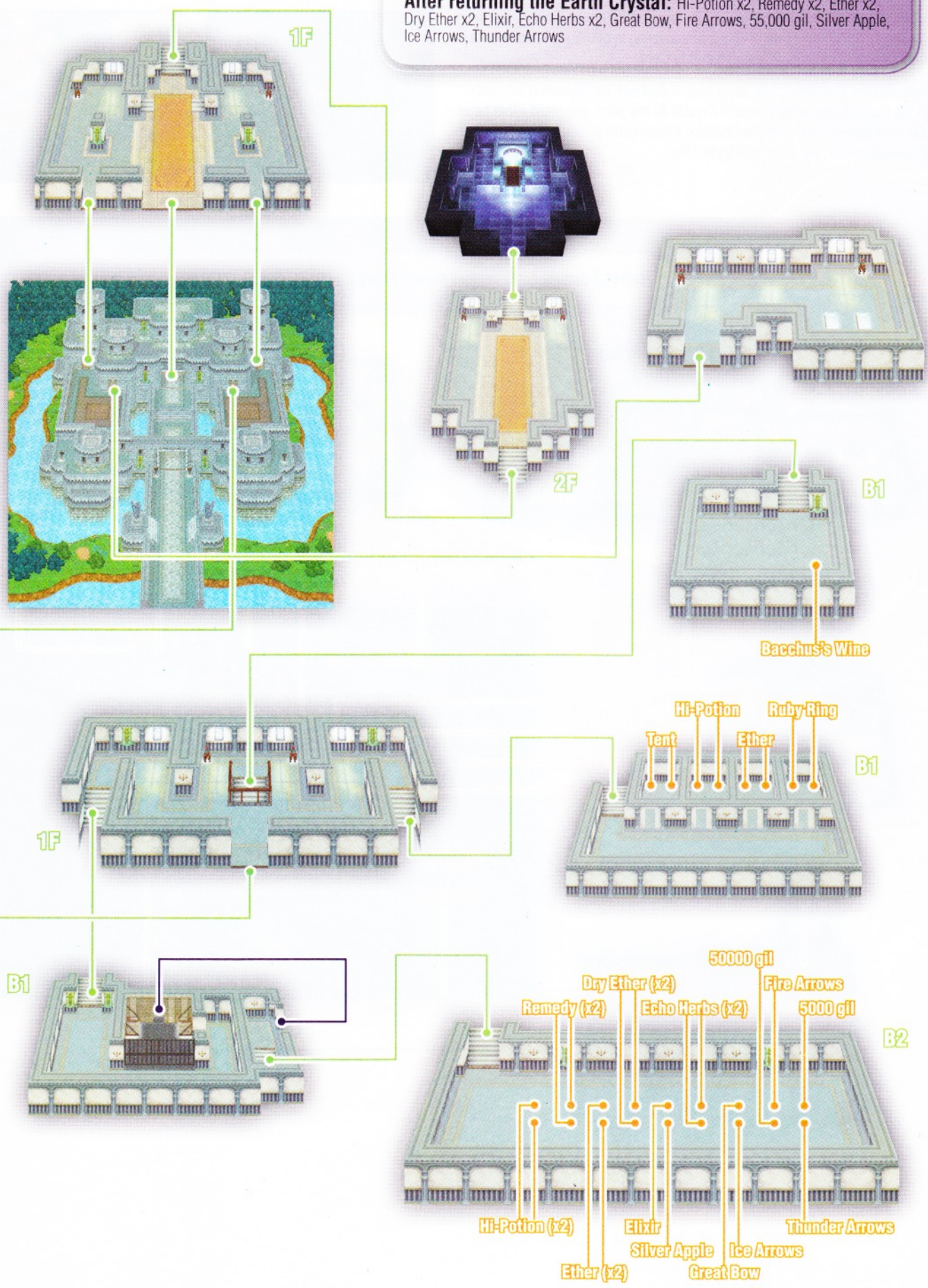
Namingway ended up in a bit of a jam on the road behind the Inn and he needs some help. Speak with the woman behind the counter to earn Namingway's gratitude.



# Troia Castle

**Items Found:** Bacchus's Wine, Tent x2, Hi-Potion x2, Ether x2, Ruby Ring x2

**After returning the Earth Crystal:** Hi-Potion x2, Remedy x2, Ether x2, Dry Ether x2, Elixir, Echo Herbs x2, Great Bow, Fire Arrows, 55,000 gil, Silver Apple, Ice Arrows, Thunder Arrows

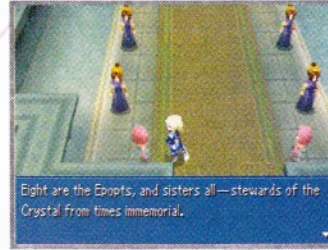


## MUSICAL REUNION

The townfolk of Troia Castle have a few extra items to help restock your party's inventory. From Troia Castle—1F, use the east exit on the south wall and then re-enter the castle through the door to the south. Each staircase leads to a room with treasure, although the items beyond the western stairs must wait for the time being. The party needs permission to access these goodies and that isn't granted until after the party returns with the Earth Crystal.

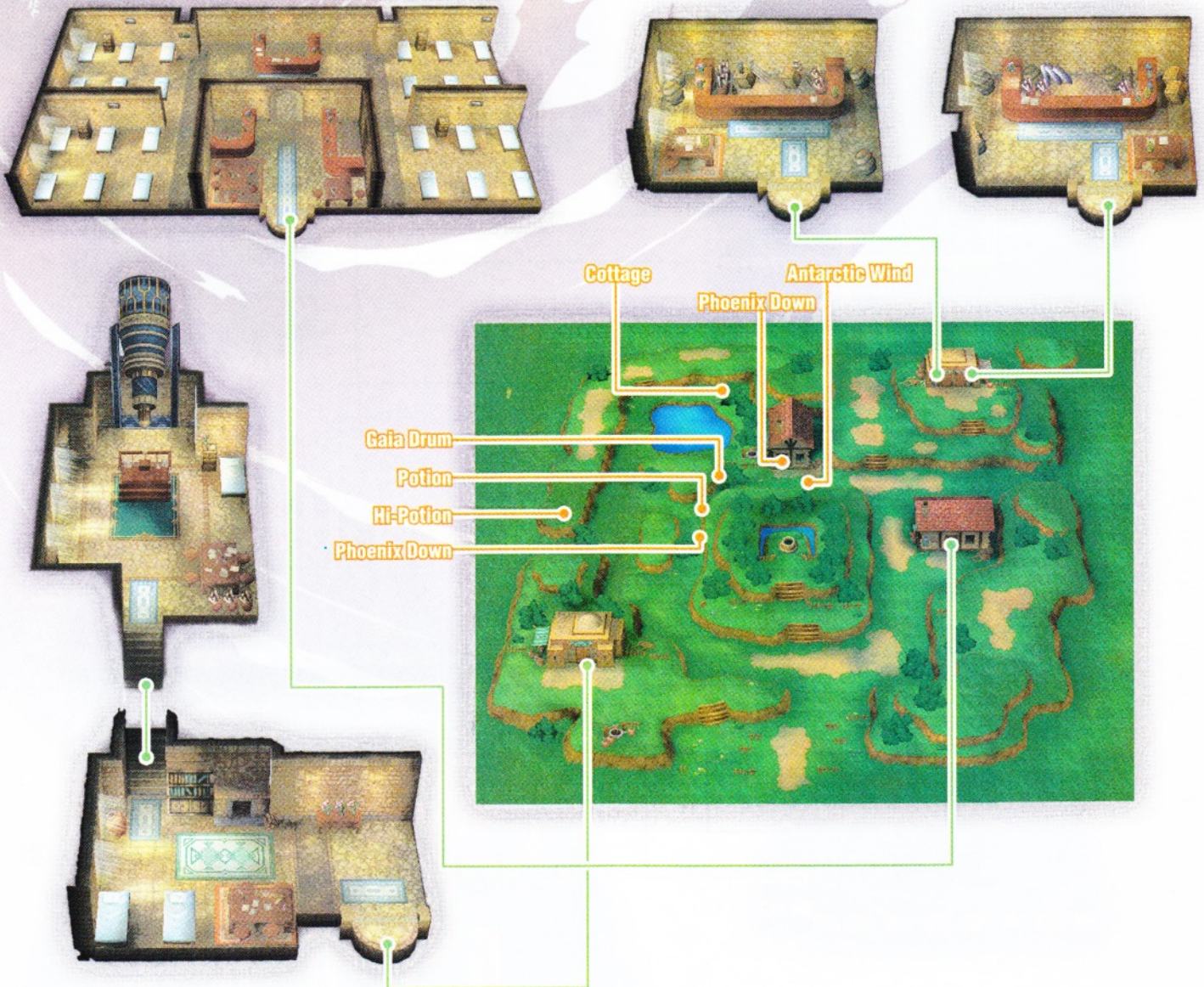
Use the west exit from Troia Castle—1F to reach the Infirmary. Edward, last seen going overboard off the coast of Fabul, is recovering in one of the beds. After a bit of conversation, he hands **Whisperweed** to Cecil.

Speak with the Epopots for hints about how to deal with the upcoming encounter with the Dark Elf who stole the Earth Crystal. At this point, you could either head to the Lodestone Cavern (via the Chocobo Village north of Troia) to continue the main adventure, or visit Agart and Myhril first.



## Agart

**Items Found:** Antarctic Wind, Phoenix Down, Gaia Drum, Phoenix Down x2, Potion, Cottage, Hi-Potion



Let your wallet guide these purchase decisions. If you have gil to spare (don't forget about the Member's Writ in Troia, if you do!), consider shopping in Mythril. If you need upgrades and lack the funds, then do your shopping here.

## WHAT TO BUY

### Inn

Cost

50 gil

### Sundries (man behind counter)

Item	Cost	Use/Effect
Potion	30	Restores 100 HP.
Hi-Potion	150	Restores 500 HP.
Phoenix Down	100	Removes KO status.
Gold Needle	80	Removes stone status.
Echo Herbs	50	Removes silence status.
Eye Drops	30	Removes blind status.
Antidote	40	Removes poison status.
Tent	100	Restores HP, MP, and status of entire party.

### Sundries (man near Innkeeper)

Item	Cost	Use/Effect
Gysahl Greens	50	Summons Fat Chocobo at certain locations.
Bomb Fragment	200	Casts Fire.
Zeus's Wrath	200	Casts Thunder.
Antarctic Wind	200	Casts Blizzard.
Bestiary	50	Casts Libra.

### Armorer

Item	Price	Def.	Evasion	Mag. Def.	Mag. Eva.
Iron Shield	100	1	20	--	--
Iron Helm	150	3	--	--	--
Iron Armor	600	4	--	1	--
Iron Gloves	130	2	--	--	--
Iron Armlet	100	2	10	2	1

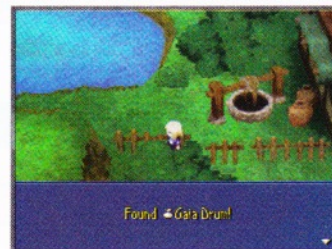
### Weaponsmith

Item	Price	Attack	Accuracy	Notes
Rod	100	5	80	Intellect +1
Staff	160	6	80	Spirit +1
Spear	60	10	80	--
Boomerang	3000	30	90	Speed +2
Bow	220	10	75	Speed +1
Power Bow	700	20	75	Strength +3
Iron Arrows	50	5	80	--
Holy Arrows	500	10	80	Element: Holy



## BARGAIN PRICES

The items for sale in Agart are simple but extremely affordable. A stay at the Inn costs less than a Tent! There are a few items to find scattered around town, too. This visit to Agart is a short one, but the party will return here in the near future.



## SNACK TIME

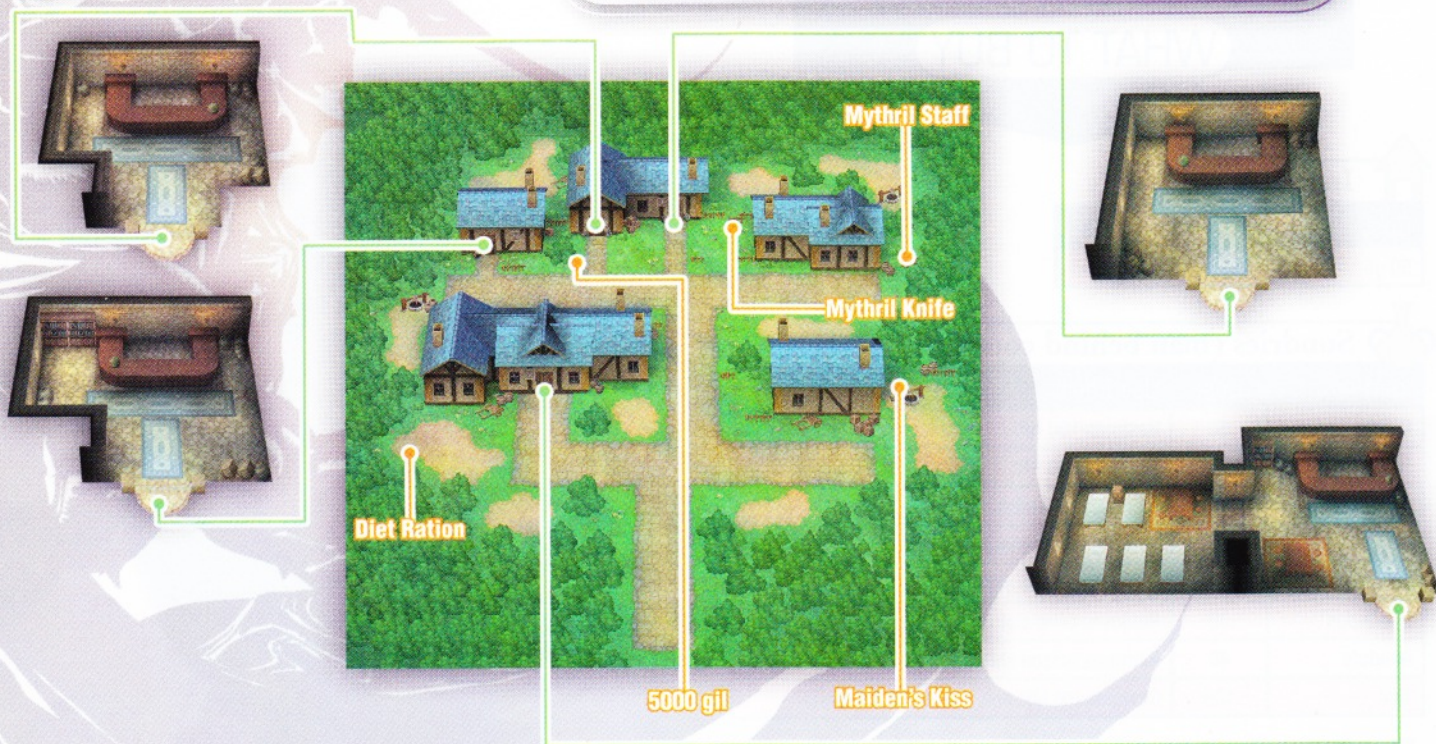


Look for Namingway in the doorway of the house behind Agart's garden. To alleviate his feelings of guilt about dating two women at the same time, Namingway asks for some Rainbow Pudding to give to his girlfriend.

Rainbow Pudding is a rare drop from the flan-type enemies, but even the weakest members of this group may drop it on occasion. Give some to Namingway and then, after he leaves the doorway, check inside the house to find a **Phoenix Down!**

# Mythril

Items Found: Diet Ration, Maiden's Kiss, Mythril Staff, Mythril Knife, 5000 gil



## Inn

Cost

500 gil

## Sundries

Item	Cost	Use/Effect
Maiden's Kiss	60	Removes toad status.
Mallet	80	Removes mini status.
Diet Ration	100	Removes pig status.
Bomb Crank	1200	Casts Fira.
Arctic Wind	1200	Casts Blizzara.
Heavenly Wrath	1200	Casts Thundara.

## Armorer

Item	Price	Def.	Evasion	Mag. Def.	Mag. Eva.
Mythril Shield	1000	3	26	2	2
Mythril Helm	3000	8	--	2	2
Mythril Armor	17,000	13	--	4	2
Mythril Gloves	2000	6	--	2	2

## Weaponsmith

Item	Price	Attack	Accuracy	Notes
Mythril Staff	4000	11	80	Spirit +2
Mythril Knife	3000	10	110	Speed +1
Mythril Hammer	8000	65	90	Stamina +3
Mythril Sword	6000	50	90	--

If you have some extra gil (and you already purchased the Member's Writ in Troia), purchase everything that's an upgrade. If your budget doesn't allow for this, then buy upgrades for Cid. Cecil's gear should be marginally better than Cid's during the first visit to Mythril.

## WHAT TO BUY

## AN ISLAND ISOLATED

Located on the westernmost island in a long chain of islands, the town of Mythril has strange inhabitants and high-priced vendors. If the items from the shops are too pricey, just collect the goodies scattered around town and return to the Enterprise. The party will soon visit a location not too far from Mythril, so consider saving your gil to spend during the return visit.



## WHERE TO NEXT?

At this point during the game, you can advance the main story by returning to Troia and hiking up to the Chocobo Village. If you're feeling daring, however, you can visit Eblan Castle on the large island in the southwest corner of the Overworld map. If you select the second option, then save your progress before stepping inside. Although there are just a few enemies (and no random encounters), they are far more dangerous than anything encountered thus far! To see what treasures the castle holds, flip ahead in the walkthrough to see the maps for the location.



# Chocobo Village

**Items Found:** Gysahl Greens x3

Gysahl Greens (x3)



## TAKE TO THE SKY

Before the party leaves Troia for Chocobo Village, check your inventory and make sure there is enough non-metallic gear (Gaia Gear, Kenpo Gi, Feathered Caps, and Ruby Rings) for each character. Yang's claws and Cid's Wooden Hammer are safe, but Cecil is stuck with the shard weapons from Troia.

Go north from Troia and follow the path through the trees. At the end of the path, keep going north to reach Chocobo Village. The village includes a white chocobo (which restores everyone's MP before departing) and a black chocobo. Talk with the black chocobo when it's time to depart for the Lodestone Cavern.



# Lodestone Cavern

**Items Found:** Hi-Potion x2, Unicorn Horn, Ether x2, 2000 gil, Spider Silk, Bronze Hourglass, Faerie Claws, Emergency Exit

Complete Map - Ether

Hi-Potion

2000 gil

Ether

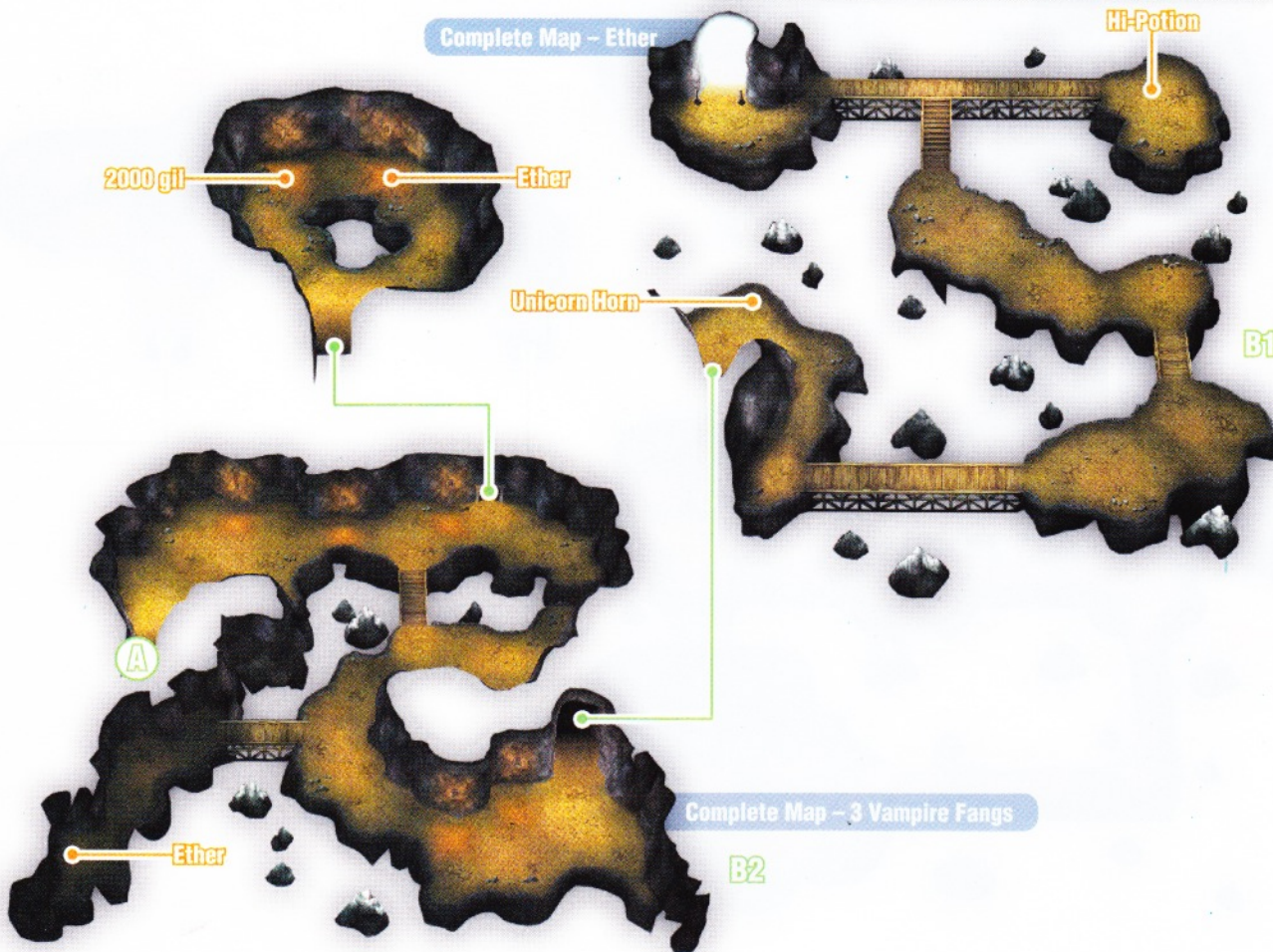
Unicorn Horn

B1

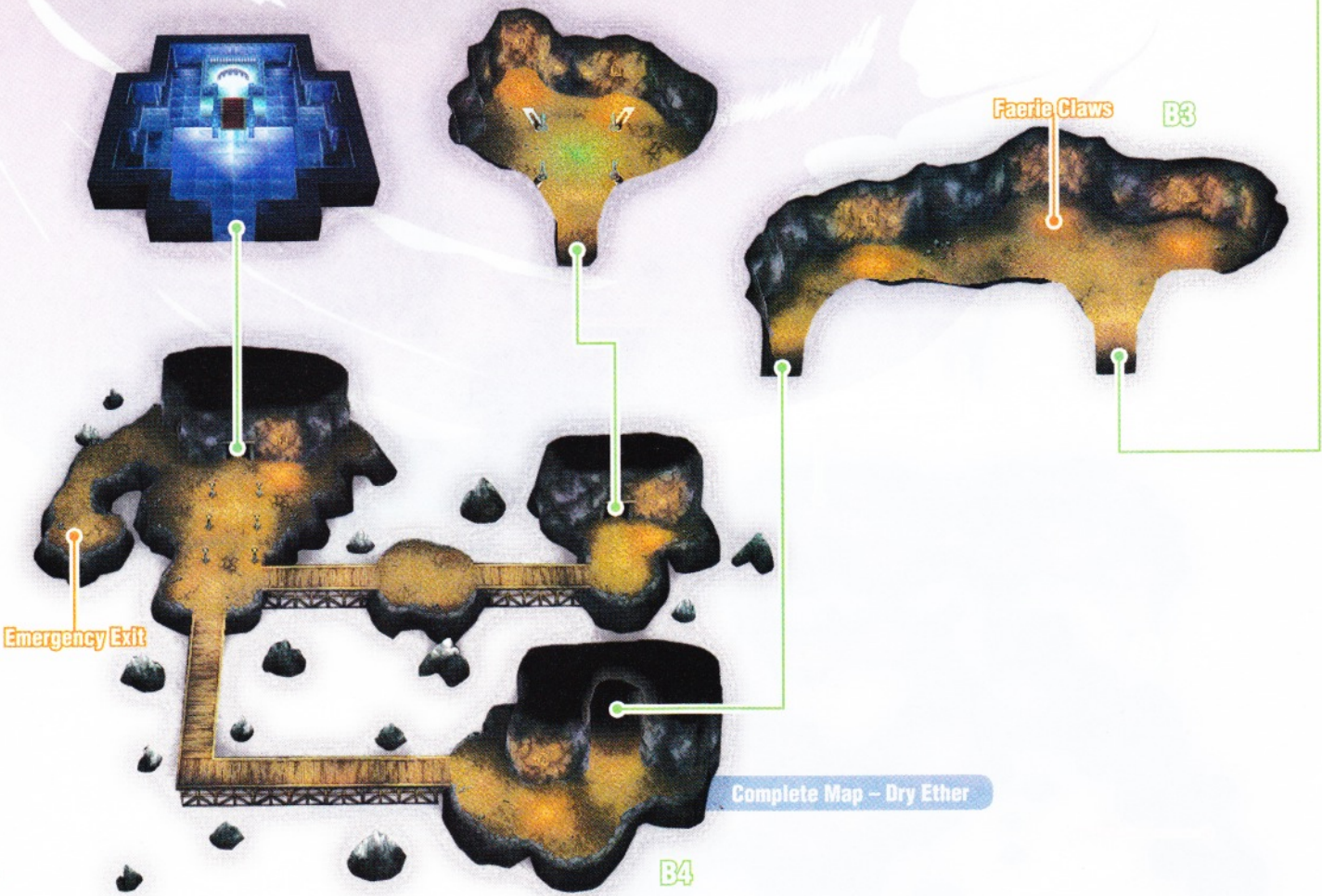
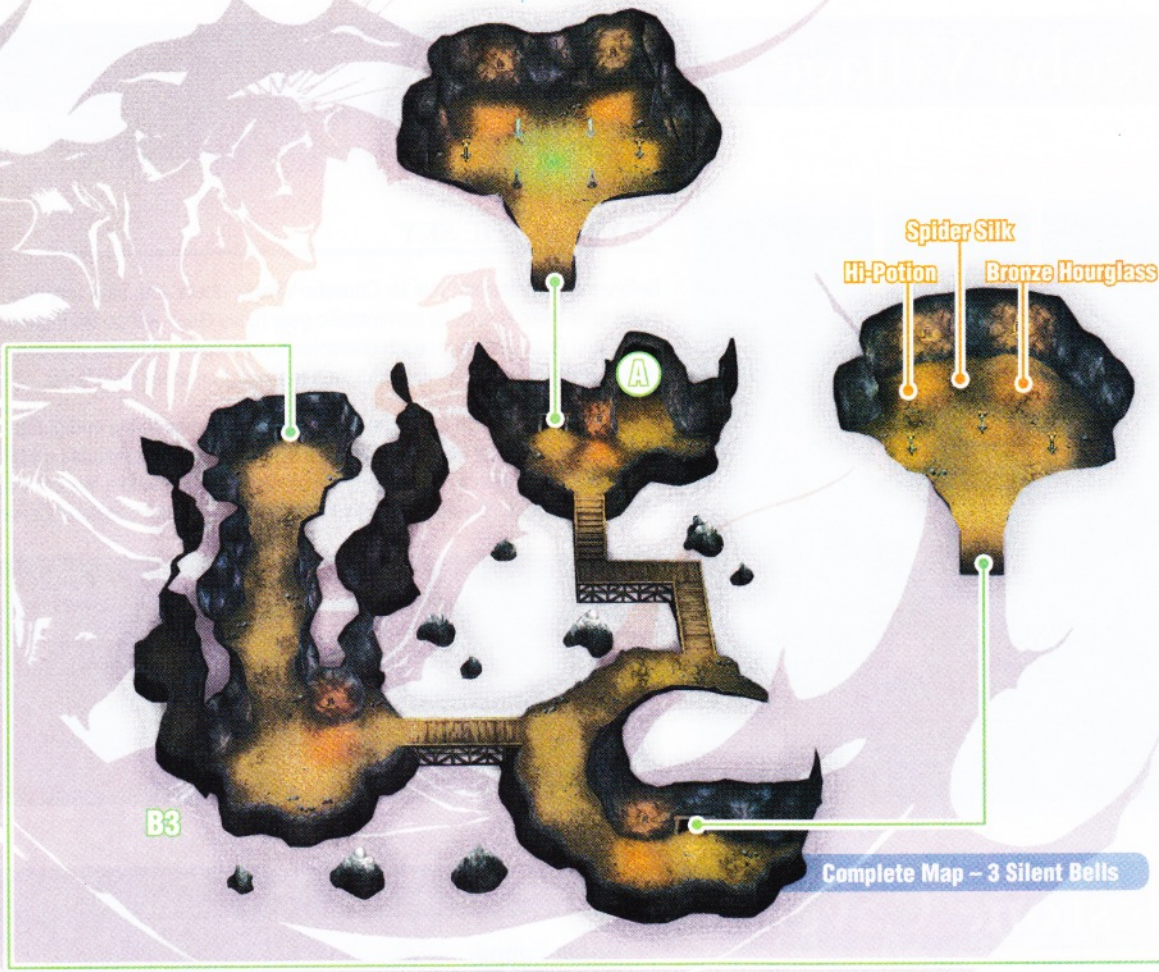
Complete Map - 3 Vampire Fangs

Ether

B2







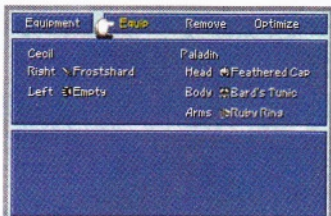
Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drops	Steal
Treant	26	335	1005	18	Fire	--	--	Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)	Diet Ration (60%)
Mortblossom	27	440	1320	23	Fire	--	--	Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)	Diet Ration (60%)
Cait Sith	28	632	2528	34	--	--	--	Unicorn Horn (20%), Coeurl Whisker (12%), Cat Claws (5%)	Unicorn Horn (50%)
Ettin Snake	28	316	1264	19	Ice	--	--	Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)	Antidote (60%)
Needlehog	27	398	1194	21	--	--	--	Gold Needle (20%)	Gold Needle (60%)
Cave Naga	28	428	1284	23	Holy	--	--	Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)	Antidote (60%)
Ogre	30	1065	4260	56	Holy	--	--	Bacchus's Wine (20%), Headband (12%), Power Armlet (5%), Giant's Gloves (0.4%)	Bacchus's Wine (50%)
Succubus	29	621	1863	33	Fire, Holy	--	Thunder	Vampire Fang (20%), Lilith's Kiss (12%)	Vampire Fang (50%)
Cave Bat	29	334	1002	18	Holy	Earth	Thunder	Potion (20%), Hi-Potion (12%)	Potion (60%)
Mindflayer	31	600	2400	33	--	--	--	Hi-Potion (20%), Unicorn Horn (12%), Gold Hourglass (5%), Mindflayer (0.4%)	Hi-Potion (60%)

## HEAVY METAL

The first thing to do inside Lodestone Cavern is to take a step back toward the entrance. The party's starting point does not reveal the entrance, so you must backtrack a bit to open that portion of the map. *Also, don't forget to switch everyone's equipment, as any character wearing or wielding anything metallic is rendered immobile during battles!*



The descent to the lower levels of Lodestone Cavern is fairly direct. There are very few branching paths and no hidden tunnels. There are Save Points on Lodestone Cavern—B3, so save your progress at each spot before moving onward.



## CRYSTAL CHAMBER

Before triggering the boss fight with the Dark Elf, equip each character's best items—even if they are metallic. If you forget to do this at first, there is a small window of opportunity to make the change before the battle begins in earnest.



## Dark Elf

**HP** N/A  
**Lv** 30  
**Exp** 0  
**Gil** 0  
**Wk**   
**Res** None  
**Abs** None  
**Susc. to** Silence, Blind, Poison, Slow, Sap

This boss fight is divided into two stages. During the first stage, Dark Elf peppers the party with spells, so keep everyone healed but don't go overboard with MP usage. Cast Protect and Shell on the entire party, but that can wait a turn or two if someone needs healing. After taking some damage, Dark Elf changes form and the real fight begins.

When Dark Dragon appears, restore everyone to full health as quickly as possible. Dark Dragon's Dark Breath ability is brutal and the boss uses it often. Cast Slow on Dark Dragon and pour on the damage using Yang and Cecil. Save Tellah's remaining MP for healing and don't be afraid to use several Ethers during this fight. If Tellah's MP gets low, have Cid administer an Ether to him because you need Tellah ready to heal (or Raise) at all times.

## Dark Dragon



**HP** 7854  
**Lv** 31  
**Exp** 39765  
**Gil** 5000  
**Wk**   
**Res**   
**Abs** None  
**Susc. to** Silence, Blind, Poison, Curse, Slow, Sap

## RETURN TO TROIA

Grab the Earth Crystal after the fight and walk back up to the surface (or use Teleport). At the top, mount the black chocobo to return to Chocobo Village.

The party's first stop after returning to Troia Castle is the Infirmary. Speak with Edward to receive the **Bardsong augment** and, quite possibly, the **Hide augment** and **Salve augment** depending on the number of augments he was given while with the party earlier.



## BARDSONG, HIDE, SALVE AUGMENT

Edward hands over Bardsong automatically. Unless Cid already has two augments, it should go to him. If you provided augments to Edward and picked up Hide and Salve, consider these augments as additional fodder for Cid or Tellah.

The next stop is just outside the Crystal Room inside Troia Castle. After a few events unfold, speak with the Eopts again to receive permission to take what is stored in their vault. Don't head for the Enterprise until after the party visits the east side of Troia Castle—B2 and collects the treasures.



## Tower of Zot

**Items Found:** Flame Mail, Flame Sword, Gaia Hammer, Hell Claws, Flame Shield, Sage's Surplice

Complete Map - 3 Heavenly Wraths

Flame Sword

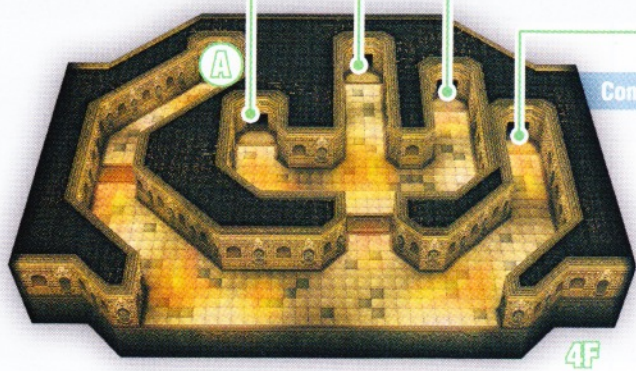
2F

Flame Mail

Complete Map - 5 Zeus's Wraths

1F

Complete Map - Blue Fang

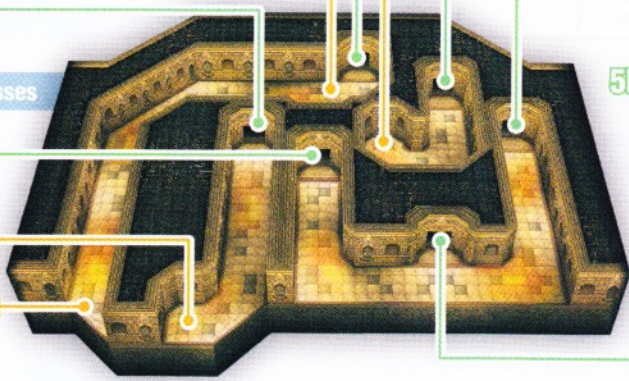


Complete Map - Elixir

4F

Sage's Surplice

Hell Claws

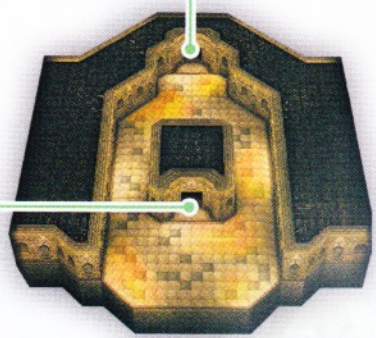


5F

Gaia Hammer

Flame Shield

Complete Map - 3 Bronze Hourglasses



## Encounters in the Tower of Zot

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Centaur Knight	31	1292	3876	68	--	--	--	Tent (20%), Cottage (12%)	Tent (60%)
Sorceress	30	893	1786	46	--	--	--	Rod (20%), Silver Armlet (12%), Ether (5%), Dry Ether (0.4%)	Rod (40%)
Purple Bavarois	30	519	1236	32	Fire	--	--	Potion (20%), Hi-Potion (12%), Rainbow Pudding (0.4%)	Potion (60%)
Gremlin	31	697	1394	36	Fire	--	--	Silent Bell (20%), Unicorn Horn (12%), Bronze Hourglass (5%), Ether (0.4%)	Silent Bell (50%)
Black Knight	33	1224	3672	64	Fire, Holy	Dark	--	Tent (20%), Cottage (12%)	Tent (60%)
Frostbeast	40	1768	5304	92	Fire	--	Ice	Ice Arrows (20%), Antarctic Wind (12%), Arctic Wind (5%), White Fang (0.4%)	Ice Arrows (40%)
Ice Lizard	32	1224	2448	63	Fire	--	Ice	Ice Arrows (20%), Antarctic Wind (12%), Arctic Wind (5%), White Fang (0.4%)	Ice Arrows (40%)
Fell Turtle	36	3570	14280	184	Ice	--	Fire	Mythril Shield (20%), Mythril Hammer (12%), Hi-Potion (5%), X-Potion (0.4%)	Mythril Shield (40%)
Marionetteer	33	804	1668	43	--	--	--	Healing Staff (20%), Rune Armlet (12%), Rune Staff (5%)	Healing Staff (40%)
Marionette	33	654	1388	36	--	--	--	Potion (20%), Ether (12%), Decoy (5%)	Potion (60%)
Soldieress	33	1085	2170	56	--	--	--	Tent (20%), Cottage (12%)	Tent (60%)

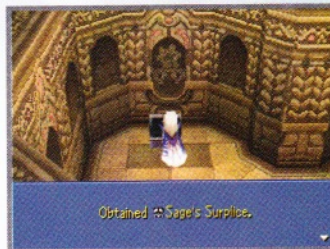
### THE THIRD ELEMENTAL ARCHFIEND

The party isn't locked into the Tower of Zot once things begin. If you need to return to Troia, step onto the platform just west of where the party starts. To return to the Tower of Zot, just step back on the airship.

The "hound" enemies inside the Tower of Zot are particularly dangerous due to their abilities that inflict massive damage to the entire party. When you encounter more than one of these foes in a single encounter, do not hesitate and immediately use Tellah's most powerful elemental spell that matches their weakness. The party is forced into one of these encounters, as a Flamehound guards the chest on 2F. Before you open the chest, equip Tellah with the Ice Rod and Yang with Ice Claws.



The fourth and fifth floors of the Tower of Zot connect through multiple doors. Most of the doors lead to chests and some nice upgrades in **Gaia Hammer**, **Hell Claws**, **Sage's Surplice**, and the **Flame Shield**. Most importantly, there's a Save Point waiting on the fifth floor.



# Magus Sisters: Sandy

**HP** → 5182    **Wk** → None  
**Lv** → 33        **Res** → None  
**Exp** → 15843   **Abs** → None  
**Gil** → 3000    **Drp** → None  
                      **Stl** → None

**Susc to** Silence, Blind, Poison, Curse, Sap



Sandy continually casts Reflect on Cindy, so a party member may end up with Reflect on them. She may also use Confuse on party members. Cindy Counters with Attack against physical attacks, and can Reraise a sister.

Cindy should be the first target, since she heals and has the ability to Reraise a fallen sister. Go after Mindy next, since she's using all the damage spells against your party. When Cindy falls, Sandy starts using Confuse or Berserk against single targets. If your entire party has Reflect active, this shouldn't cause a problem. Use Esuna quickly if anyone is affected by Confuse or Berserk.

# Cindy

**Wk** → None    **HP** → 9191  
**Res** → None   **Lv** → 33  
**Abs** → None   **Exp** → 27870  
**Drp** → None   **Gil** → 3000  
**Stl** → None

**Susc to** Silence, Blind, Poison, Curse, Sap

# Mindy

**HP** → 5180    **Lv** → 33    **Exp** → 15837    **Gil** → 3000

**Susc to** Silence, Blind, Poison, Curse, Berserk, Sap

**Wk** → None    **Res** → None    **Absorb** → None    **Drp** → None    **Stl** → None

Return to the Save Point before continuing and remove Tellah's good gear (or just all of it). Also, don't forget to give him augments. If you have Edward's augments, Hide is a good one along with Curse or Tsunami.

## GOODBYE OLD FRIEND, HELLO OLD FRIENDS

Upon reaching the Tower of Zot—6F, head north to reach Golbez and Kain. After Golbez and Tellah settle their differences, pick up the **Recall augment** and, if you gave Tellah two more augments, the **Fast Talker augment** and the **Last Stand augment**. Next, speak with Kain.

After Rosa rejoins the party, check everyone's equipment. Make sure to equip Rosa with the Gold Hairpin. When the party is ready, head for the door.



Equipment	Equip	Remove	Optimize
Rosa	White Base		
Right	Healing Staff	Head	Gold Hairpin
Left	Empty	Body	Sage's Surplice
		Arms	Ruby Ring
	Leather Cap	3	Gold Hairpin
	Headband	1	Feathered Cap
Defense: 7    Magic Defense: 10    Halves: Lightning			
Strength	12		
Speed	14		
Stamina	16		
Intellct	12		
Spirit	41		
Attack	9		
Accuracy	60		
Defense	9	→ 10	
Evasion	22	→ 25	
Magic Defense	13	→ 16	
Magic Evasion	12	→ 15	

## RECALL, FAST TALKER, LAST STAND AUGMENTS

Recall, which is somewhat unpredictable, is best used to feed Cid (if he doesn't already have two augments) or Yang. Last Stand is an option for Cecil, but he may lack room for it in his list of battle commands. Fast Talker turns Rydia into a devastating spellcaster, so give it to her as soon as possible.

# Barbariccia

HP 12272

Lv 35

Exp 61855

Gil 10000

Wk

None

Res

None

Abs

None

Susc. to

Paralyze, Silence,  
Blind, Poison,  
Slow, Sap



This isn't a quick fight. Barbariccia counters physical attacks with Thunder. Occasionally, she wraps herself in a tornado, thereby making her invulnerable to most attacks.

To start the fight, have Rosa cast Slow on Barbariccia and then cast Shell on the party. Let Cecil cast Protect on the party, then Cover Rosa and defend. Keep Kain ready to Jump, as this is the only way to remove Barbariccia's Tornado. Yang plays a key role in this fight. Use Focus on Yang twice, then attack with him. Repeat this pattern (attacking only when Tornado isn't active) to take down Barbariccia. Have Cid defend and administer Hi-Potions and Ethers when needed. If Rosa can't keep up with the healing duties, let Cecil assist her.

## BACK HOME IN BARON

After a close call, the scene shifts to Baron Castle. Kain relinquishes the **Magma Stone** to Cecil. Cid reveals that the Enterprise returned to Baron Castle automatically and it's ready to take to the air. First stop: the outskirts of Troia!

From Troia, go north and ride the black Chocobo to the Lodestone Cavern. The **Whirlwind augment** glitters on the ground inside the Crystal Chamber. Take some time to level up Kain and Rosa, so don't leave the cavern too quickly.



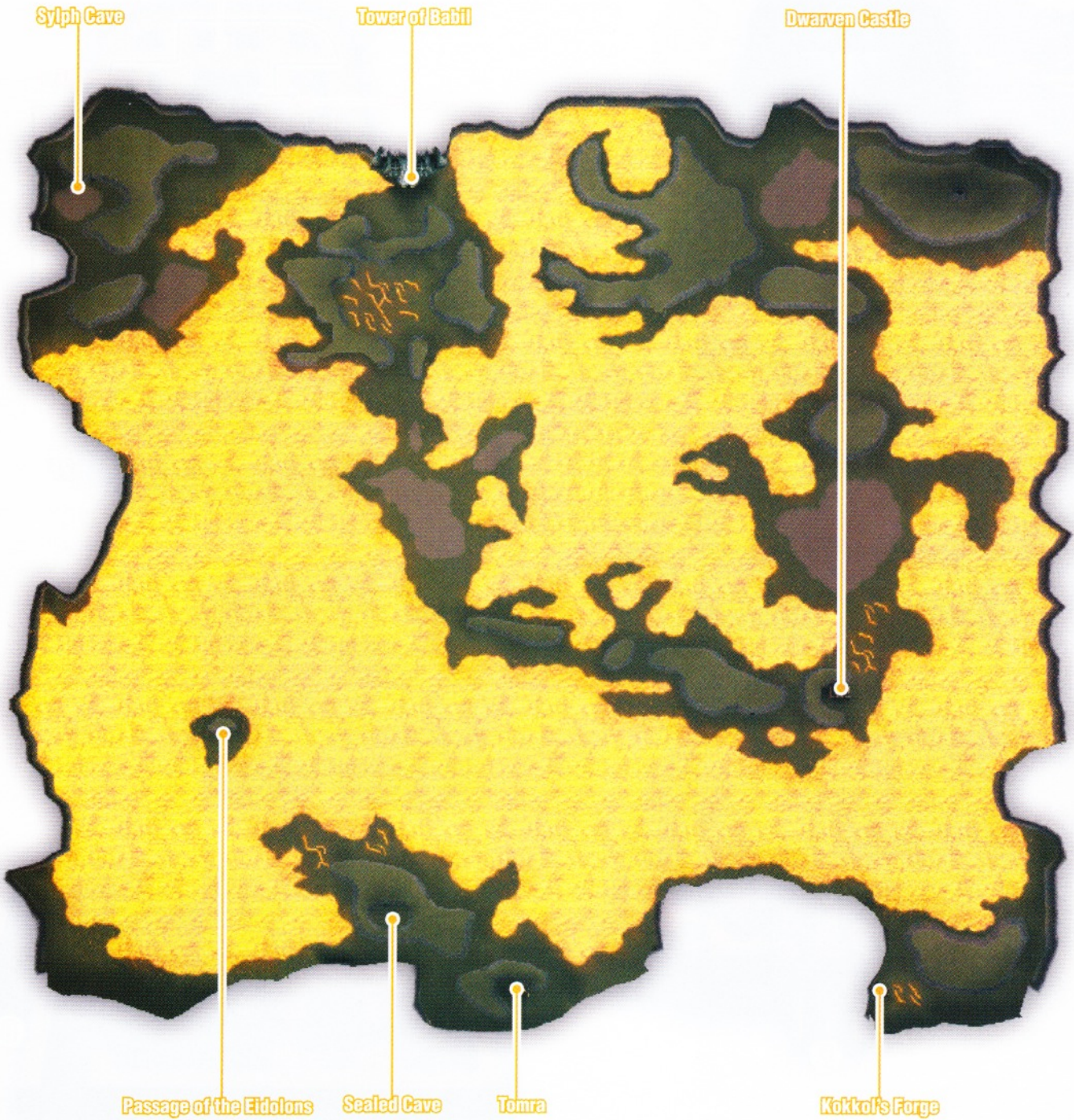
It's time to travel to Agart, specifically the well located in the center of town. Walk up to the well and interact with it. When prompted, select the Magma Stone. Exit the town and board the Enterprise. Hover over the crater and press the B Button to descend to a new world!



### WHIRLWIND AUGMENT

Unless you have grand plans for this augment, consider giving it to Yang. The augments he provides in exchange are considerable improvements.

# The Underworld







# Dwarven Castle

**Items Found:** 5000 gil, Bacchus's Wine x2, Hi-Potion, Elixir x2, Ether x2, Black Belt Gi, Dwarven Axe, Silver Hourglass, Power Armlet, Gysahl Greens x3, Cottage x3, Bomb Fragment



The Armorer and Weaponsmith are not available at first, so all you can do at this point is restock your Sundries. When the other two shops open, pick up the Flame Lance (grab the Flame Sword if you don't have one) to give Kain some variety when facing elemental-based enemies. Rune Armlets are a nice upgrade, but because a few enemies drop them, you may already have some.

## WHAT TO BUY

### Inn

Cost

600 gil

### Sundries—Center

Item	Cost	Use/Effect
Gysahl Greens	50	Summons Fat Chocobo at certain locations.
Bomb Fragment	200	Casts Fire.
Zeus's Wrath	200	Casts Thunder.
Antarctic Wind	200	Casts Blizzard
Bestiary	50	Casts Libra.
Gnomish Bread	100	Casts Sight.
Emergency Exit	200	Allows party to escape from cave or dungeon.

### Sundries—Right

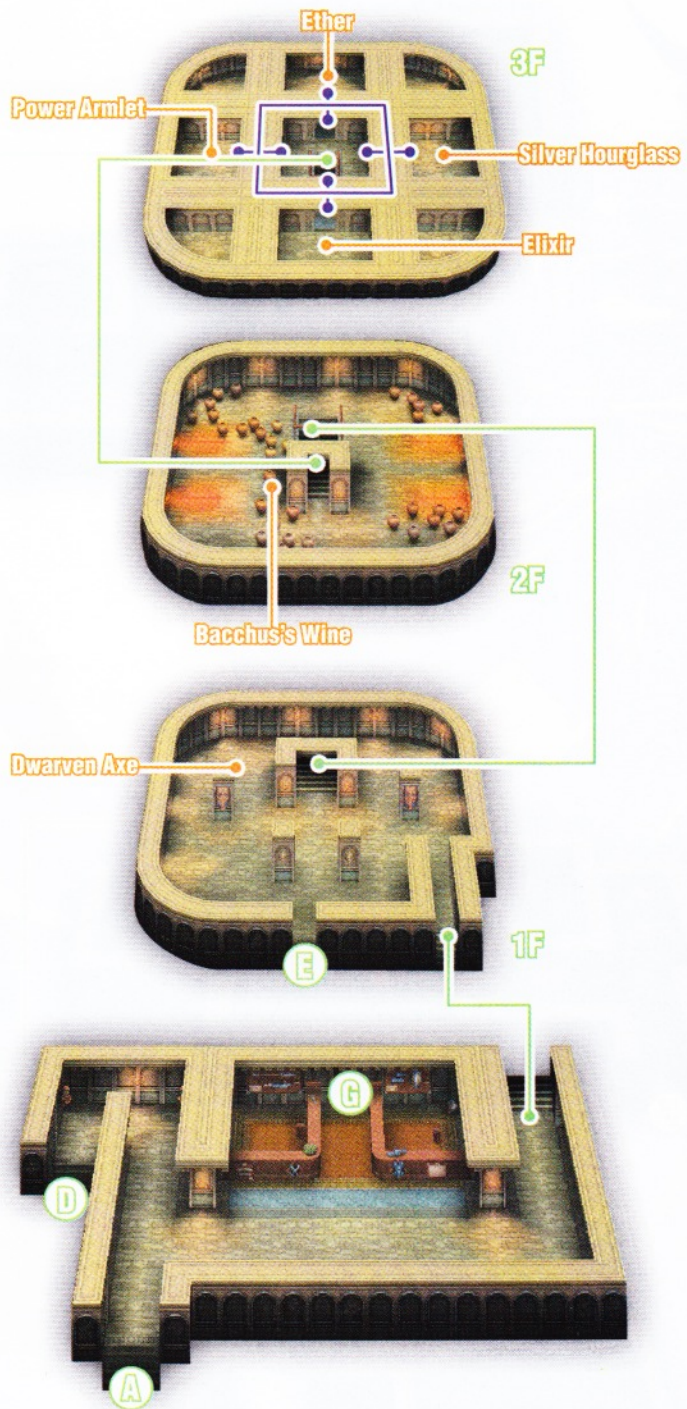
Item	Cost	Use/Effect
Potion	30	Restores 100 HP.
Hi-Potion	150	Restores 500 HP.
Phoenix Down	100	Removes KO status.
Cottage	500	Fully restores HP, MP, and status of entire party.
Remedy	500	Removes most status ailments.
Cross	100	Removes curse status.
Echo Herbs	50	Removes silence status.

### Armorer

Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.	Notes
Flame Shield	1250	3	28	2	2	Halves: Ice
Flame Mail	2000	15	--	4	2	Halves: Ice
Sage's Miter	2000	5	8	7	7	--
Sage's Surplice	1200	6	5	5	5	Spirit +5
Rune Armlet	2000	5	10	8	8	Intellect +3, Spirit +3

### Weaponsmith

Item	Price	Attack	Accuracy	Notes
Dwarven Axe	15,000	82	95	Strength +5, Speed -2, Stamina +5, Intellect -2, Spirit -2
Great Bow	2000	30	75	Speed +2
Blinding Arrows	1000	20	80	May inflict blind status
Flame Sword	14,000	65	90	Element: Fire
Flame Lance	11,000	66	80	Element: Fire



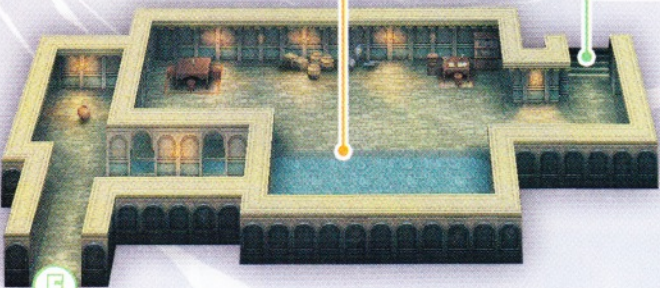


Cysahl Greens (x3)

B

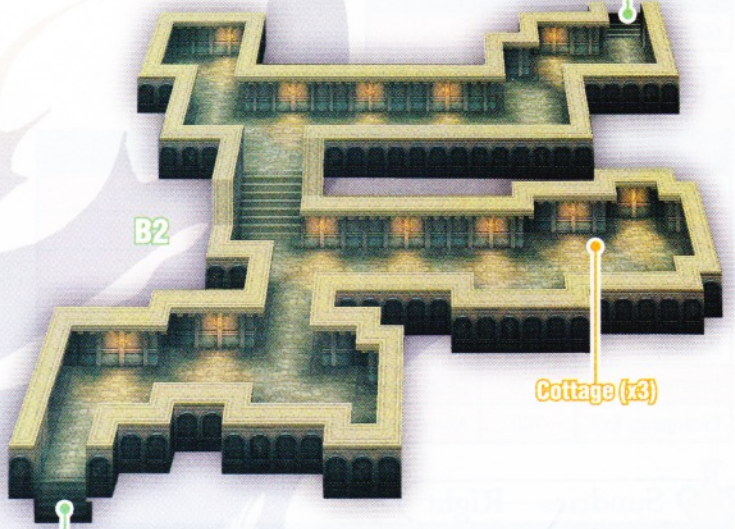
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B1



Bomb Fragment

F

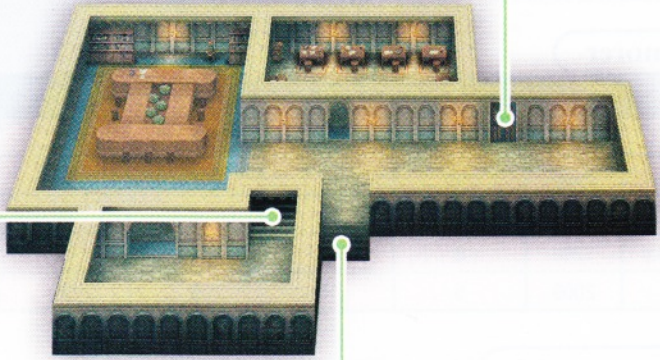
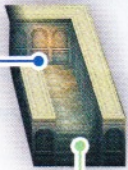


B2

Cottage (x3)



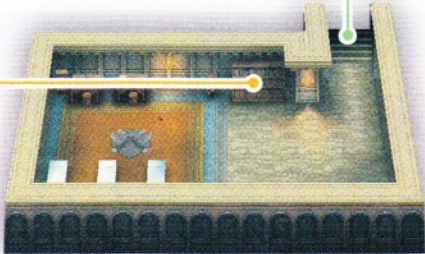
G



Kilobyte of Memory



Lustful Lal-Ho



Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Hornworm	48	3151	6500	165	--	--	--	Potion (20%), Hi-Potion (12%)	Potion (60%)
Blood Flower	28	629	1258	33	Fire	--	--	Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)	Diet Ration (60%)
Armadillo	32	1146	3438	60	--	--	--	Mythril Shield (20%), Mythril Hammer (12%), Hi-Potion (5%), X-Potion (0.4%)	Mythril Shield (40%)
Tunneler	40	1114	2228	58	--	Earth	--	Spider Silk (20%), Gaia Drum (12%), Siren (5%)	Spider Silk (50%)
Caterpillar	40	1711	3422	88	--	--	--	Potion (20%), Hi-Potion (12%)	Potion (60%)
Gloomwing	41	2684	5368	136	--	Earth	--	Ether (20%), Stardust (12%), Lunar Curtain (5%), Artemis Arrows (0.4%)	Ether (30%)
Goblin Captain	29	1127	3381	59	--	--	--	Potion (20%), Hi-Potion (12%), X-Potion (0.4%)	Potion (60%)
Gorgon	37	4335	8790	222	--	--	--	Gold Needle (20%), Medusa Arrows (12%), Stoneblade (5%)	Gold Needle (60%)
Hellflapper	38	2295	4590	117	--	Earth	--	Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)	Eye Drops (60%)
Magma Tortoise	37	3777	15108	194	Ice	--	--	Mythril Shield (20%), Mythril Hammer (12%), Hi-Potion (5%), X-Potion (0.4%)	Mythril Shield (40%)
Alraune	47	3930	7860	199	--	--	--	Spider Silk (20%), Gaia Drum (12%), Siren (5%)	Spider Silk (50%)

DANGEROUS DOLLS

After the ship lands, take the short trip south to Dwarven Castle. Most of the castle is blocked for now, but both the Inn and Sundries are available. Before you move towards the throne room, remove all of Cid's gear.



Calca (x3)

**HP** → 1369  
**Lv** → 37  
**Exp** → 4137  
**Gil** → 0  
**Wk** → None  
**Res** → None  
**Abs** → None  
**Drp** → None  
**Stl** → None



The Calc dolls in the back row employ Counter: Attack physical strikes. Have Yang perform a Kick and attack the Calcs with Cecil and Kain. If you eliminate all six quickly enough, the fight ends. However, if things take too long, the remaining dolls merge into Calcabrina. Calcabrina also uses Counter: Attack when struck and adds Glare and Hold to the mix. If you do not eliminate Calcabrina right away, it may turn back into the six-pack of Calcs and Brinas. The next boss fight begins immediately after this one, so as the battle nears its end, heal Cecil so he can start the next battle as fresh as possible.

Calcabrina

**HP** → 8814    **Lv** → 37    **Exp** → 35296    **Gil** → 0

**Wk** → None    **Res** → None    **Absorb** → None    **Drp** → None    **Stl** → None

Brina (x3)

**HP** → 569  
**Lv** → 37  
**Exp** → 1737  
**Gil** → 0  
**Wk** → None  
**Res** → None  
**Abs** → None  
**Drp** → None  
**Stl** → None

**Susc to** Paralyze, Silence, Blind, Poison, Berserk, Slow, Sap

**Susc to** Paralyze, Silence, Blind, Poison, Berserk, Slow, Sap

# Golbez

HP → 9999  
 Lv → 38  
 Exp → 40000  
 Gil → 11000

Wk → ♦ Res → None Absorb → None Drops → None Steal → None Susc. to → Slow, Sap



Cast Slow on Golbez immediately. Cast Shell on the entire party, but it's only a necessity for Cecil at this point. Have Kain attack once and then Jump. He could get lucky and miss Golbez using Binding

Cold and summoning a Shadow Dragon that casts Black Fang. When Rydia arrives, use Phoenix Down and heal (Cura or Hi-Potion) on Rosa to bring her back. Use Libra to check Golbez's weakness and have Rydia use the Summon that hits the boss's weakness. If she lacks sufficient MP to summon, go with the Black Magic spell with that elemental affinity. Have Cecil and Rydia alternate using Cura and Libra, along with distributing Ethers to Rydia until Golbez drops.

## DWARVEN GRATITUDE

After the fight, King Giott hands over the **Draw Attacks augment** and also opens up more of the castle. First, go through the East and West Towers. They're essentially mirrors of each other and both contain some nice equipment. Before making any purchases at the Armorer and Weaponsmith, loot these towers of all their goodies.

Check the basement next. Dwarven Castle—B1 has three **Gysahl Greens** and a spot to summon Fat Chocobo. The door to B2 is obscured, so you must speak with a guard to pass through it. The southwest exit from the Dwarven Base leads to the Underworld Map. The urn directly north from that exit restores MP and HP, so take a sip from it before heading out!



## DRAW ATTACKS AUGMENT

Draw Attacks is destined for Cecil. Replace Cecil's Cover with Draw Attacks and activate Counter to turn him into a counter-punching powerhouse. The good news is that Cecil still has room to improve.

## LALI-HO PUB

The door between the Armorer and Weaponsmith leads to a pub. The hidden tunnel in the southeast corner of the pub leads down to the Developers' Office. While it's mostly a place to relax, there are a few things to do here.



## EASY AUGMENT

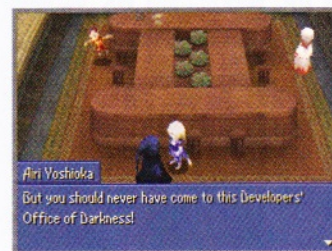
Provided you were able to supply him with Rainbow Pudding, Namingway appears in the Lali-ho Pub. Talk with him a few times to start an easy fight. After the skirmish, he hands over the **Eye Gouge augment**.

## EYE GOUGE AUGMENT

If Yang only has one augment at this point, then give him Eye Gouge. Most enemies that appear later in the game deal most of their damage by utilizing abilities and spells, so blinding them isn't much help.

## DEVELOPERS' OFFICE

Speak with everyone and don't be afraid to lose any fights that may occur. The chest in the Music Room has a **Kilobyte of Memory**, but its original owner decides he needs it. Examine the bookshelf in the Break Room for "Lustful Lali-ho." Return to the main room and put it on the counter, next to the guy in a dark blue robe. After speaking with everyone, go downstairs next to Asano (a Soldier) to get the **Reach augment**.



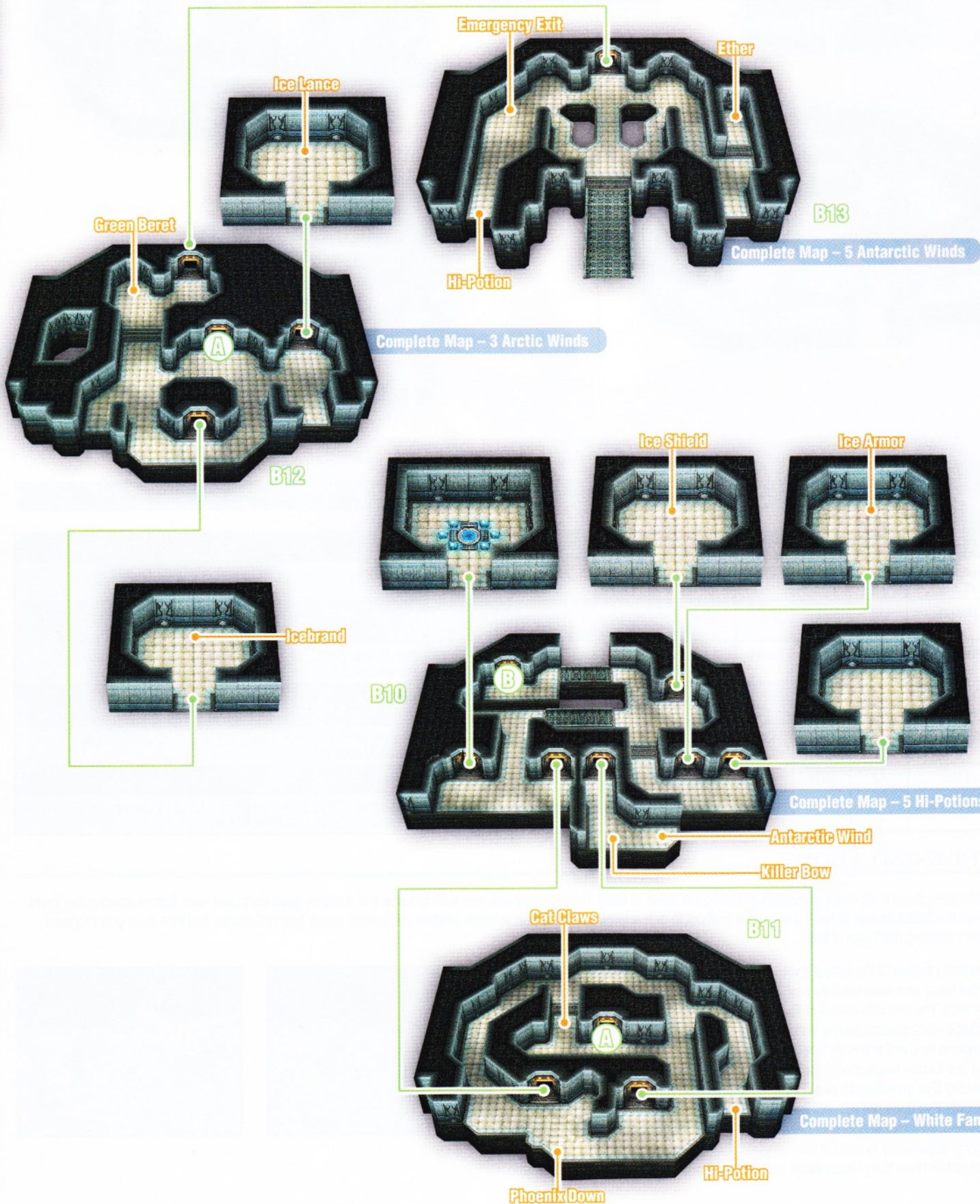
## REACH AUGMENT

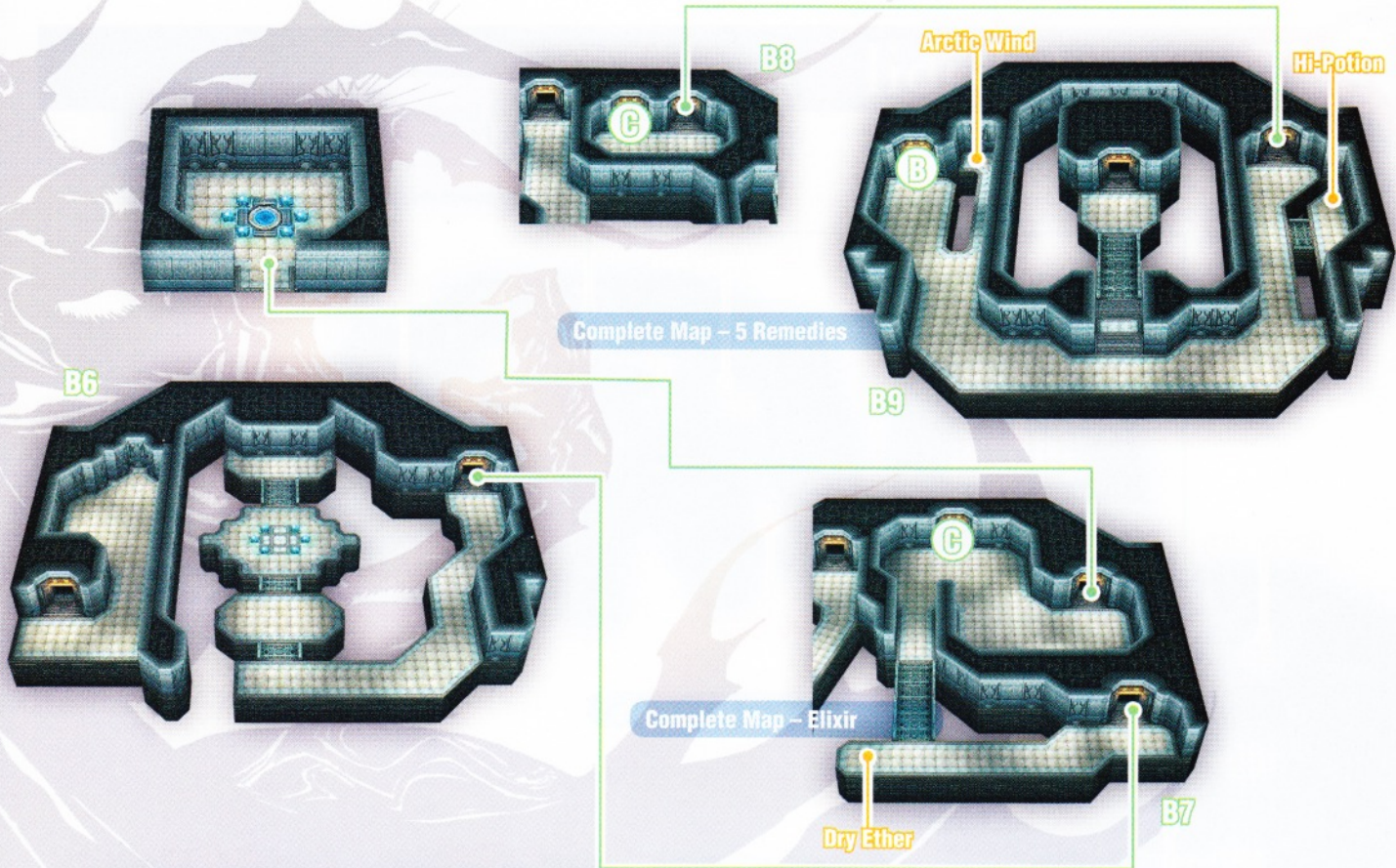
The lightly-armored Edge benefits the most from this augment. Reduce the damage from enemy attacks by sticking him in the back row of the party.



# Tower of Babil

**Items Found:** Hi-Potion x4, Emergency Exit, Ether, Green Beret, Icebrand, Ice Lance, Cat Claws, Phoenix Down, Killer Bow, Antarctic Wind, Ice Armor, Ice Shield, Dry Ether





## Encounters in the Tower of Babil

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Security Eye	39	2432	4864	124	Thunder	Earth	--	Siren (20%)	Siren (20%)
Chimera	33	2389	7167	123	--	--	Fire, Ice, Thunder	Fire Arrows (20%), Bomb Fragment (12%), Bomb Crank (5%), Red Fang (0.4%)	Fire Arrows (20%)
Black Lizard	40	2692	5384	137	--	--	--	Gold Needle (20%), Medusa Arrows (12%), Stoneblade (5%)	Gold Needle (60%)
Stone Golem	43	8721	26163	440	--	--	Earth	Hi-Potion (20%), X-Potion (12%), Medusa Arrows (5%)	Hi-Potion (60%)
Naga	41	2161	4322	110	--	--	--	Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)	Antidote (20%)
Evil Doll	42	1319	2836	73	--	--	--	Decoy (20%)	Decoy (30%)
Flamehound	45	4151	12453	212	Ice, Water	--	Fire	Fire Arrows (20%), Bomb Fragment (12%), Bomb Crank (5%), Red Fang (0.4%)	Fire Arrows (40%)

## THE ENEMY'S HOME

Fortunately, there's not much guesswork in finding the Tower of Babil. There's really only one path to follow and it mainly goes north and west. Before entering the Tower, check the Status screen to see if a character is about to gain a level. If so, take part in some random encounters, use a Tent or Cottage, and then save your progress before entering the Tower of Babil.

The party begins at the lowest level of the tower and must work its way upwards. The two side rooms of Tower of Babil—B12 contain chests with great weapons for Cecil and Kain (**Icebrand** and **Ice Lance** respectively), but a Security Eye guards each one. The Security Eye does not act until it is attacked, so these encounters provide a great opportunity to restore the party's MP. Have Yang Focus twice, make Rosa Pray, and let everyone else defend.



## MORE ICE EQUIPMENT

Two doors from B11 lead down to B10. One door leads to chests that contain a **Killer Bow** and **Antarctic Wind**; the other door lets out near another door on B10 that leads to a Save Point.

The southeast and north doors lead to small rooms with a single chest apiece. The chests contain **Ice Armor** and **Ice Shield** and, like the previous chests, these are also guarded by a Security Eye. As a result, Kain and Cecil should end up with one piece of Flame gear and one piece of Ice gear to help them resist more types of enemy magic.

## THE FINAL FLOORS

The door in the center of Tower of Babil—B9 is initially locked. Continue through B8, B7, and B6 to find a way to unlock it; keep in mind that you cannot complete the maps for B6, B7, and B8 at this time, but make sure to open the accessible areas entirely so that you don't need to return to this portion of the Tower in the future. Use the Save Point on B7 and equip gear that adds Thunder-based damage before approaching the center area of B6. Another two-stage boss fight is next!



## Dr. Lugae

HP	5872	Wk	None
Lv	41	Res	None
Exp	17913	Abs	None
Gil	0	Drp	None
		Stl	None

Susc to Blind, Slow, Sap



After some initial confusion, Barnabas attacks the party. Be advised that these attacks may inflict Confuse on a party member. Lugae heals Barnabas while muttering about oil. Focus your initial attacks against Barnabas, but try to wear down both targets and kill them within seconds of each other. If possible, finish off both bosses with the same Kick from Yang. If you kill Lugae first, Barnabas self-destructs and inflicts massive damage to one target. Killing Barnabas first allows Lugae to combine with the scraps of Barnabas to form a stronger enemy, Barnabas-Z. When the end of the battle draws near, try to heal everyone since there is no downtime between this fight and the next one.

## Barnabas

Wk	None	HP	9664
Res	None	Lv	41
Abs	None	Exp	28992
Drp	None	Gil	0
Stl	None		

Susc to Slow, Sap

## Barnabas-Z

HP → 9036    Lv → 41    Exp → 36144    Gil → 0

Wk → ⚡    Res → None    Absorb → None    Drp → None    Stl → None

Susc to Slow, Sap

## Lugaeborg

HP → 12642    Wk → ⚡    Res → None    Absorb → None    Drops → None    Steal → None    Susc. to → Slow, Sap

Lv → 41  
Exp → 50568  
Gil → 12000



Doctor Lugae turns into a new creature and immediately spews forth Reversal Gas. When Reversal Gas is active, it causes healing spells to inflict damage (even Rosa's Pray ability removes HP and MP!) and damage spells to heal. Watch out for the massive healing spell that Lugaeborg uses in conjunction with Reversal Gas. When Reversal Gas isn't active, he likes to use Flamethrower. Be ready to heal everyone right away after he uses either one. Lugaeborg is vulnerable to Thunder when Reversal Gas isn't active. Lastly, he counters most attacks (magical and physical) with Sleeping Gas.

When Reversal Gas is active, hit Lugaeborg with Curaga, Cura, and even restorative items like Hi-Potion and Elixir (if you want to end the fight in a hurry). Use Rydia's Black Magic on the party for healing. When Reversal Gas is turned off, hit Lugaeborg with Thunder-based spells and attacks and heal normally.



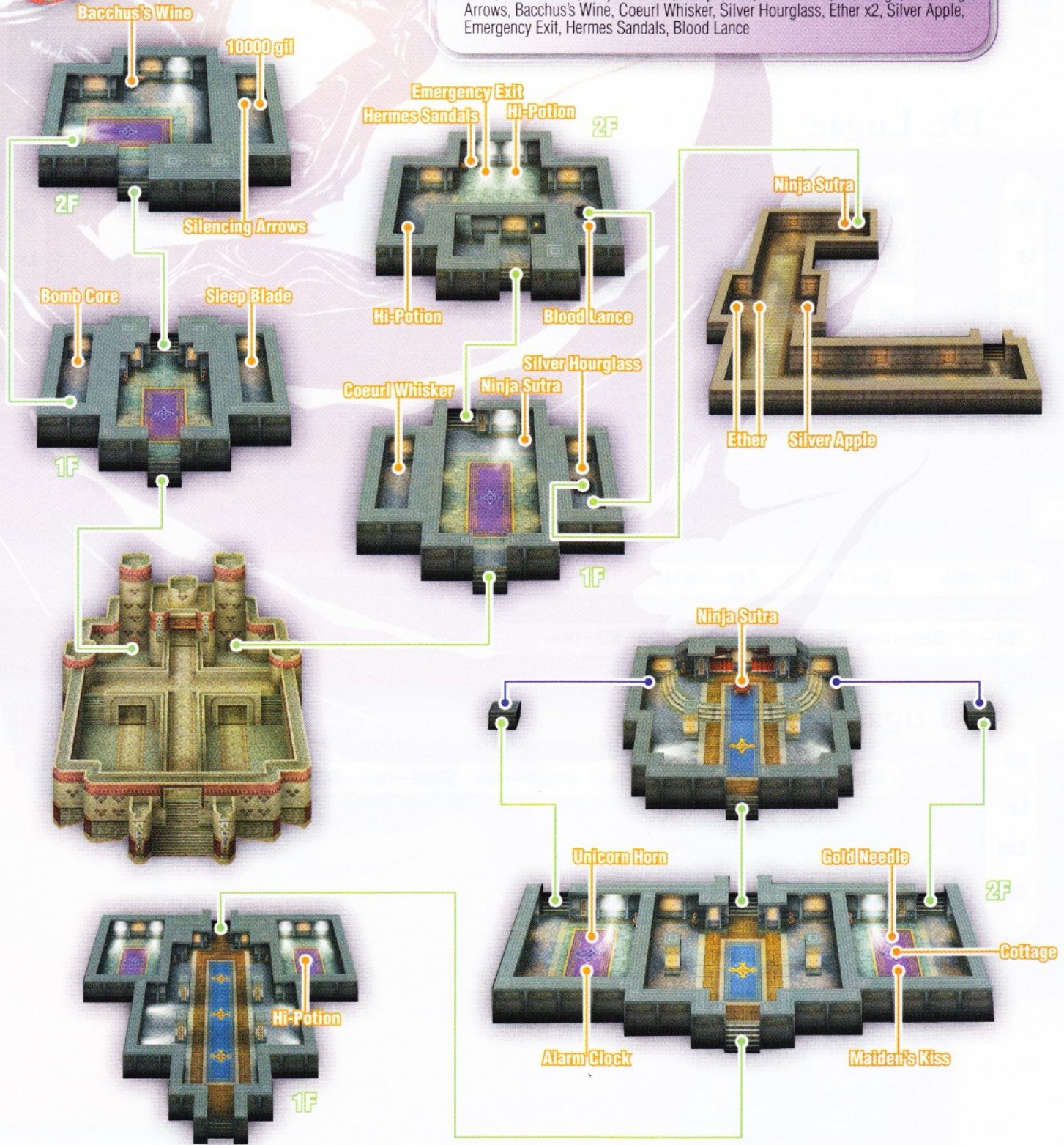
Lugaeborg drops **Lugae's Key**. Return with it to B9 and the locked door. Before heading inside, remove any valuable items from Yang and check to see if you gave him two augments earlier; if you haven't given him two augments already, do so now! After the fight in the control room, return to the Underworld Map through B13.

After more than one close call, everyone ends up on the Overworld map near Agart. Fly back to Baron and go to the castle and speak with Cid's assistants in the eastern courtyard. When they complete their modifications, fly to the hovercraft, pick it up and fly to the island in the southwest corner of the Overworld map.



# Eblan Castle

**Items Found:** Hi-Potion x3, Gold Needle, Cottage, Maiden's Kiss, Unicorn Horn, Alarm Clock, Ninja Sutra x3, Sleep Blade, Bomb Core, 10,000 gil, Silencing Arrows, Bacchus's Wine, Coeurl Whisker, Silver Hourglass, Ether x2, Silver Apple, Emergency Exit, Hermes Sandals, Blood Lance

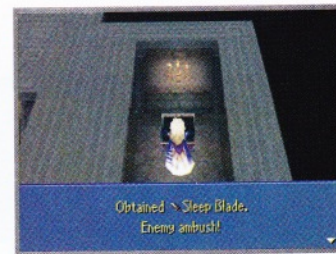


Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Skuldier	40	2512	5024	128	Fire, Holy	--	--	--	Iron Gloves (40%)
Blood Bat	40	1491	2982	77	Fire	Earth	Thunder	Potion (20%), Hi-Potion (12%)	Potion (60%)
Steel Golem	40	6630	19890	336	Ice	Earth	--	Gaia Hammer (20%), Giant's Gloves (12%)	Gaia Hammer (40%)
Coeurl	42	2015	6165	107	--	--	--	Unicorn Horn (20%), Coeurl Whisker (12%), Cat Claws (5%)	Unicorn Horn (50%)
Mad Ogre	42	6812	20436	345	--	--	--	Bacchus's Wine (20%), Headband (12%), Power Armet (5%), Giant's Gloves (0.4%)	Bacchus's Wine (50%)
Lamia	39	7480	22530	379	--	--	--	Lamia Harp (20%), Ruby Ring (12%), Holy Curtain (5%), Angel Arrows (0.4%)	Lamia Harp (40%)

## EMPTY CASTLE?

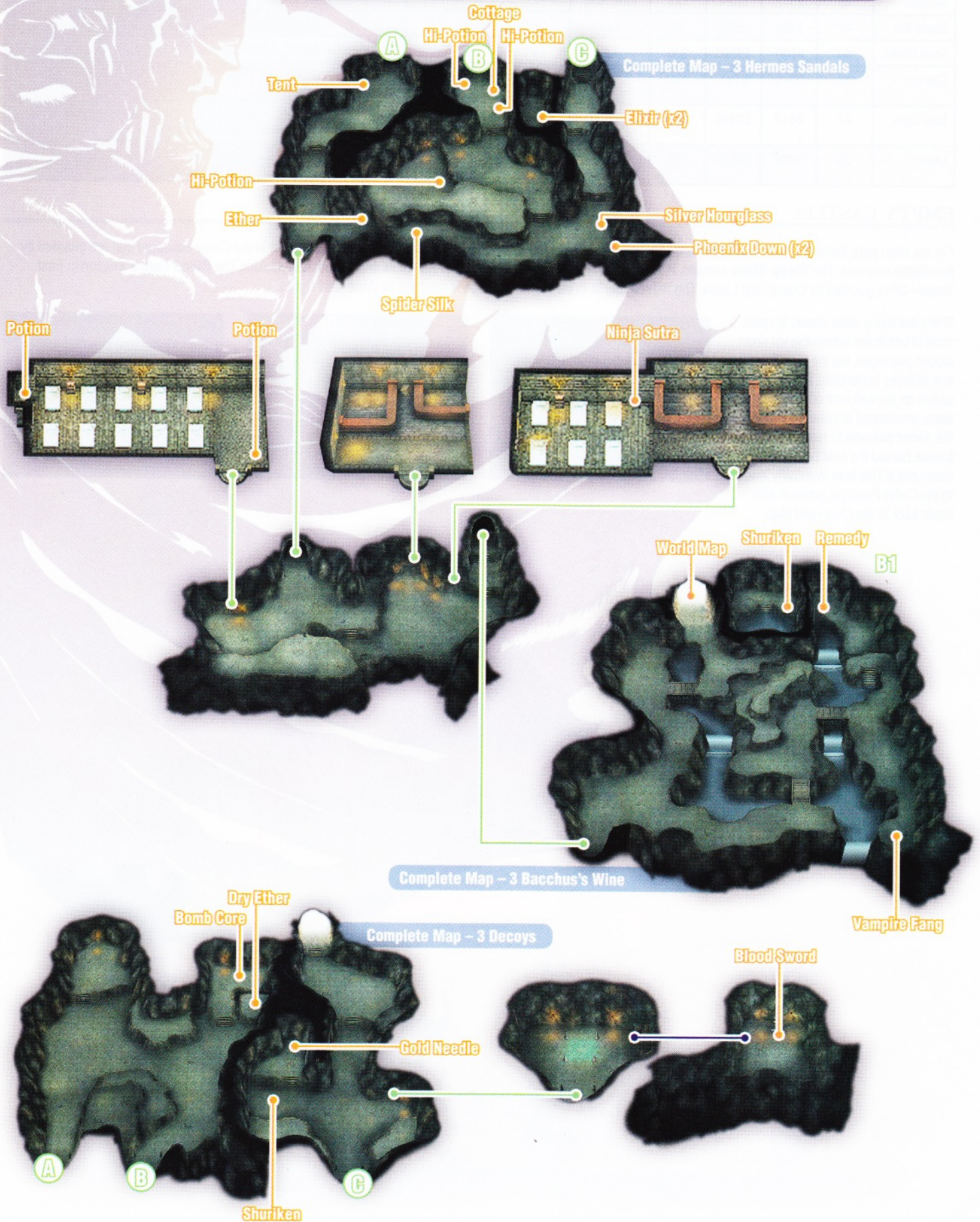
For the most part, there are no foes to fight inside Eblan Castle. There are three chests (one in each tower and another in the Cellar Passage) that are guarded by formidable enemies. The **Sleep Blade** weapon in West Tower—1F is guarded by a trio of Skuldiers and a lone Steel Golem. The **Blood Lance** weapon in East Tower—2F is guarded by Coeurl and Lamia. The **Silver Apple** in the Cellar Passage is guarded by three Mad Ogres.

There are many other chests to open, most of which are accessible via short, hidden passages, but the East Tower is a bit tricky to navigate. On 2F, hit the switch on the wall east of where the stairs are located to open the room. Use the secret passage to reach the **Blood Lance** behind the hole before dropping down into it. This hole eventually leads to the Cellar Passage, which in turn leads back to the Overworld Map.





**Items Found:** Shuriken x2, Remedy, Vampire Fang, Ninja Sutra, Potion x2, Ether, Hi-Potion x3, Elixir x2, Spider Silk, Silver Hourglass, Phoenix Down x2, Bomb Core, Gold Needle, Blood Sword, Dry Ether




**Inn**

Cost

700 gil


**Sundries**


Item	Cost	Use/Effect
Gold Needle	80	Removes stone status.
Maiden's Kiss	60	Removes toad status.
Mallet	80	Removes mini status.
Diet Ration	100	Removes pig status.
Echo Herbs	50	Removes silence status.
Eye Drops	30	Removes blind status.
Antidote	40	Removes poison status.
Cross	100	Removes curse status.

Nothing here should be an upgrade, unless you missed some chests inside the Tower of Babil. You can likely skip any purchases here, outside of the Sundries shop.


**WHAT TO BUY**

**Armorer**

Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.	Notes
Ice Shield	10,000	3	30	2	2	Halves: Fire
Ice Armor	25,000	17	4	2	Halves: Fire	--
Black Robe	10,000	8	10	7	7	--


**Weaponsmith**

Item	Price	Attack	Accuracy	Notes
Power Staff	2000	20	100	Strength +8, Spirit +4. May inflict berserk status.
Icebrand	26,000	75	90	Element: Ice
Ice Lance	21,000	77	80	Element: Ice
Kunai	4000	35	100	Speed +1
Boomerang	3000	30	90	Speed +2
Killer Bow	3000	40	75	Speed +4
Poison Arrows	1000	20	80	May inflict poison status.
Shuriken	650	50	110	Can only be thrown.

## FORCED UNDERGROUND

Use the hovercraft to skim across the shallow water west from Eblan Castle. The initial area has a few chests and random encounters. The people who escaped the attack on Eblan occupy the next room as well as most of the rooms attached to it. There are no enemy encounters here, but there are shops and an Inn. After visiting with everyone, proceed to the next area. According to the guards next to it, it leads to the Tower of Babil.



## THE PATH TO THE TOWER

There are several downed soldiers in the area, but they can still speak. The First Passage and Second Passage connect through several cave mouths, so you won't be able to clear the maps until you switch back and forth between passages a few times.

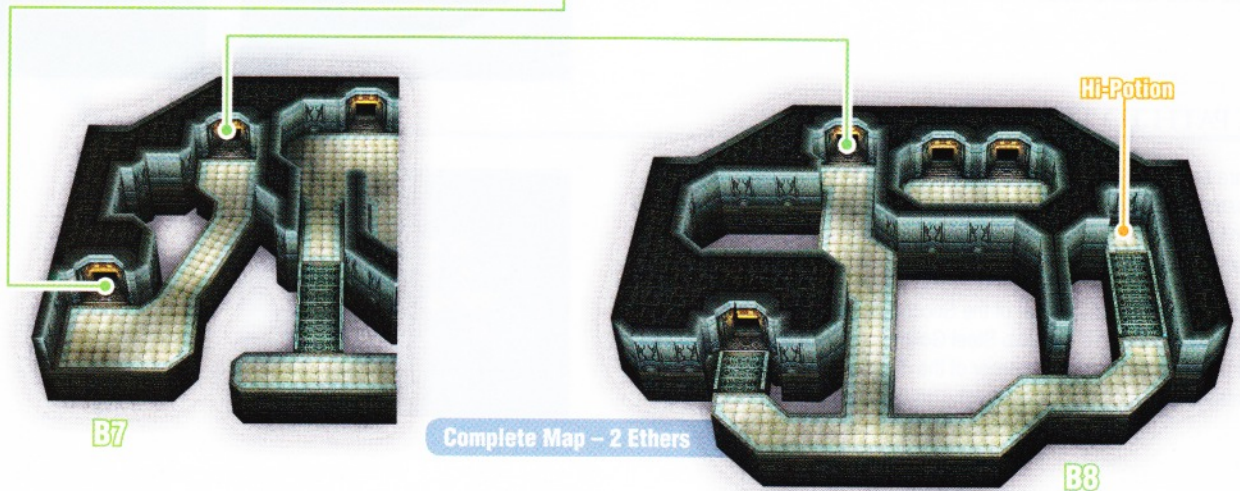
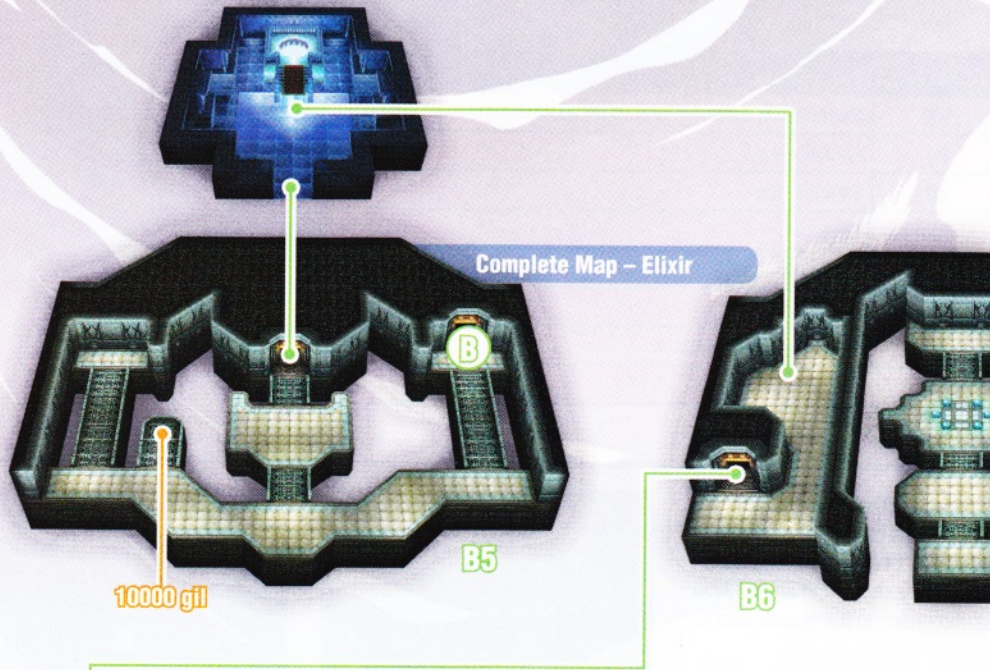
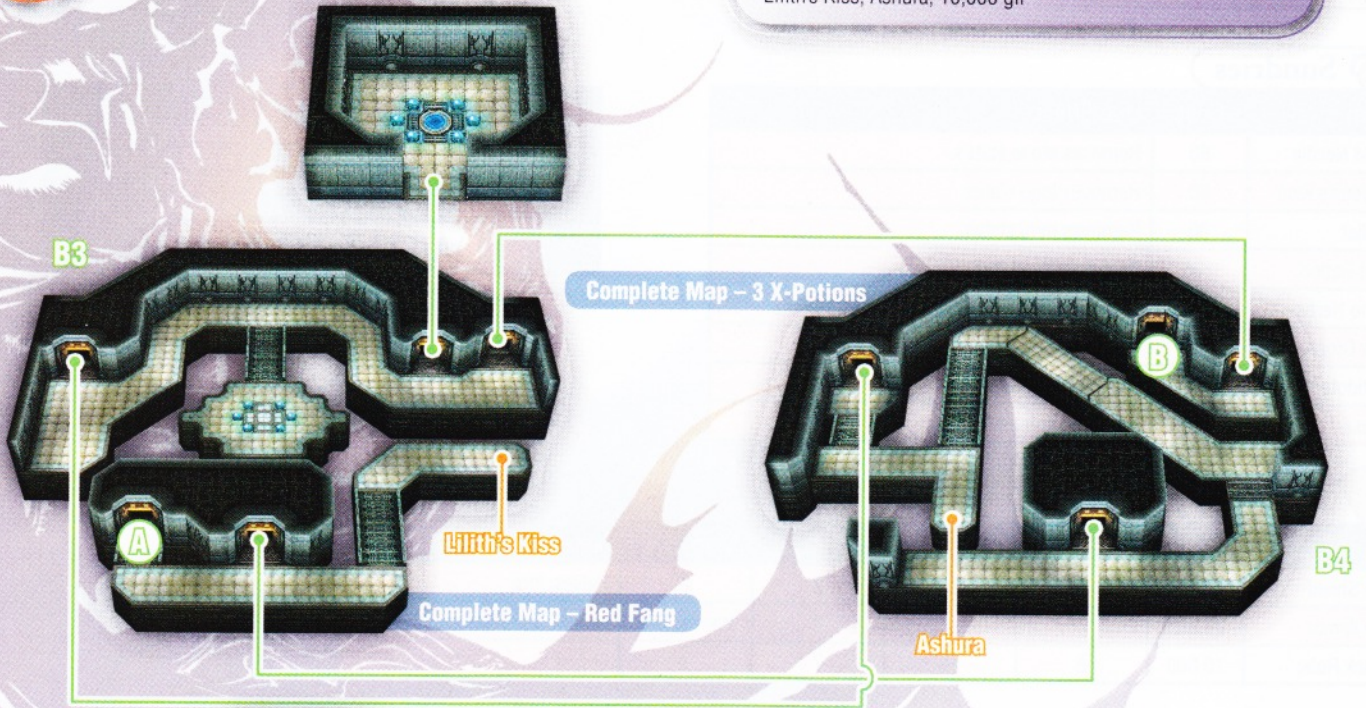
The door in the southeast corner of the Second Passage leads to a room with a Save Point and a chest. Two Steel Golems defend the **Blood Sword** located inside. In the northeast corner of the map, Edge and Rubicante trade pleasantries, then begin to fight. After the battle ends, Edge joins your party.





# Tower of Babil

**Items Found:** Unicorn Horn, Silver Hourglass, Ogrekiller, Lilith's Kiss, Ashura, 10,000 gil





### More Encounters in the Tower of Babil

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Flame Knight	45	2851	8553	147	Ice, Water	--	Fire	Flame Lance (20%), Flame Sword (12%), Flame Shield (5%), Flame Armor (0.4%)	Flame Lance (40%)
White Mousse	43	1012	2222	58	Ice	--	--	Potion (20%), Hi-Potion (12%), X-Potion (0.4%)	Potion (20%)
Medusa	37	2612	5284	134	--	--	--	Gold Needle (20%), Medusa Arrows (12%), Stoneblade (5%)	Gold Needle (60%)
Mystery Egg	44	10000	1	1	--	--	Absorbs all	--	--
Sorcerer	41	1700	3598	92	--	--	--	Healing Staff (20%), Rune Armlet (12%), Rune Staff (5%)	Healing Staff (40%)
Lamia Matriarch	46	3781	11433	195	--	--	--	Lamia Harp (20%), Ruby Ring (12%), Holy Curtain (5%), Angel Arrows (0.4%)	Lamia Harp (40%)
Mythril Golem	47	9869	29607	498	--	Earth	--	Mythril Knife (20%), Mythril Shield (12%), Mythril Armor (5%), Mythril Sword (0.4%)	Mythril Knife (40%)
Storm Anima	40	4760	9560	241	Holy	--	Thunder	Thunder Arrows (20%), Zeus's Wrath (12%), Heavenly Wrath (5%), Blue Fang (0.4%)	Thunder Arrows (40%)
Ghost Knight	40	3571	7142	181	Holy	--	--	Tent (20%), Cottage (12%)	Tent (60%)
Balloon	39	2624	5248	133	--	--	--	Bomb Fragment (20%), Bomb Crank (12%), Bomb Core (5%), Bomb (0.4%)	Bomb Fragment (50%)
Green Dragon	44	17000	68120	858	--	--	--	Blue Fang (20%), Siren (12%), Silver Apple (5%), Green Tail (0.4%)	Blue Fang (50%)

### WHO NEEDS DOORS?

After Edge demonstrates the power of Ninjutsu, the party automatically returns inside the Tower of Babil, this time starting from the top. There are a few items to collect, including the **Ogrekiller**, which is found on the south side Tower of Babil—B2 and guarded by a trio of Mad Ogres.

The remainder of the journey through the Tower of Babil should be relatively uneventful, outside of random encounters and the Save Point on B3. On B5, however, things take a turn for the worse. Don't take the first north pathway on B5 until after the rest of the floor is opened. When you're ready, proceed forward to face the final elemental archfiend and fight a heart-wrenching battle for Edge.

The fight against Edge's altered parents is not a true boss battle, but more of a timed event. Don't waste any items, but don't worry about burning through MP (although you could defend the entire fight and it still won't change the outcome). Between fights, Edge learns Flood and Blitz and Rubicante restores MP and HP before your fight against him.



# Rubicante

**HP** 24000  
**Lv** 42  
**Exp** 120000  
**Gil** 13000  
**Wk**  
  
**Res**  
 None  
**Abs**  
  
**Susc. to**  
 Slow, Sap

To know how to attack Rubicante, simply watch his cloak. When his cloak is open, use Ice-based attacks; when it's closed, Ice-based attacks heal him. He uses Counter: Fira in response to most attacks, although it doesn't inflict much damage. However, he also uses the powerful Inferno, which is capable of devastating the entire party. Against Summons, Rubicante uses Counter: Blizzara to heal himself when his cloak is closed.

Cover the party with Shell first followed by Protect, then hit Rubicante with Slow. Have Rydia summon Shiva and let Edge unleash Flood. Defend with Kain for now; you don't want to attack with him (it results in the party being hit with Fira), and don't perform Jump until Kain is protected by

Shell. While Rubicante's cloak remains open, keep hitting him with Shiva, Flood and Jump. When his cloak closes, make sure to revive anyone who was wiped out by Inferno, heal up, and reapply Shell to the party. Rubicante doesn't act as often while swathed in his cloak, so you do catch a break here.



## YOUR NEW WINGS

Advance to the Crystal Room and move toward the crystals in the back. However, a trapdoor returns the party back to Tower of Babil—B6. You must reach B8 to exit the tower. Complete the remaining maps of the Tower of Babil before you reach the final exit on B8. When you're finished, return to the Dwarven Castle.



## DWARVEN CASTLE

First, go to the Throne Room and speak with King Giott. After a brief exchange, he hands over **Luca's Necklace**. Next, visit the Infirmary to check on Cid. After he modifies the Falcon so that it can fly anywhere, he leaves behind the **Analyze augment** as well as the **Adrenaline augment** and the **Upgrade augment**, depending on how many augments you gave to him. The entire Underworld map is now open, so take some time to explore before venturing into the next dungeon.

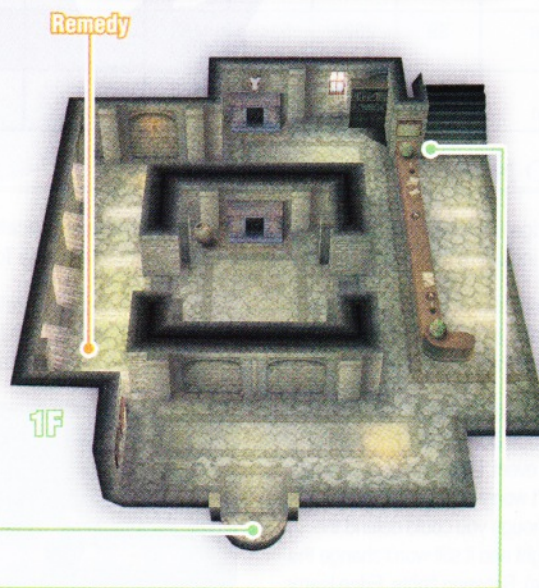
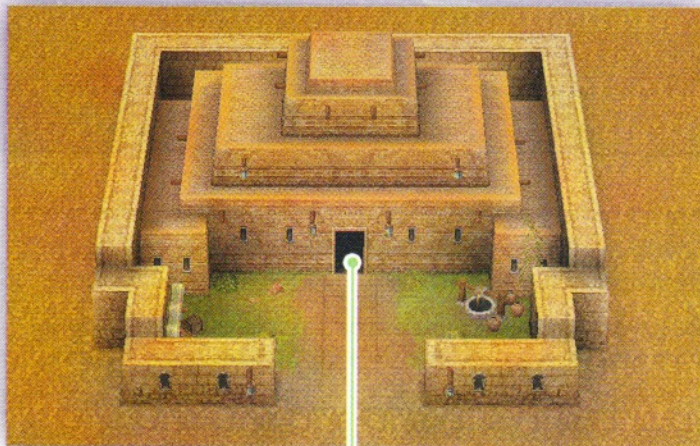


## ANALYZE, ADRENALINE, UPGRADE AUGMENTS

The augments from Cid don't provide much value unless you plan to let characters get close to being KO'ed to get the boost from Adrenaline. To get the most out of them, give them to Fusoya when he joins the party.

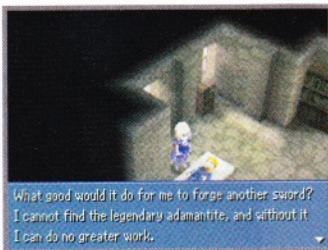
# Kokkol's Forge

Items Found: Remedy, Soma Drop



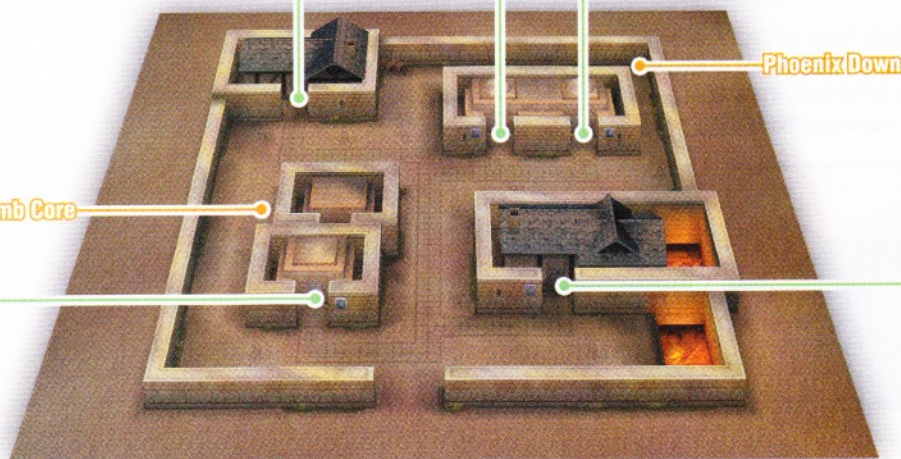
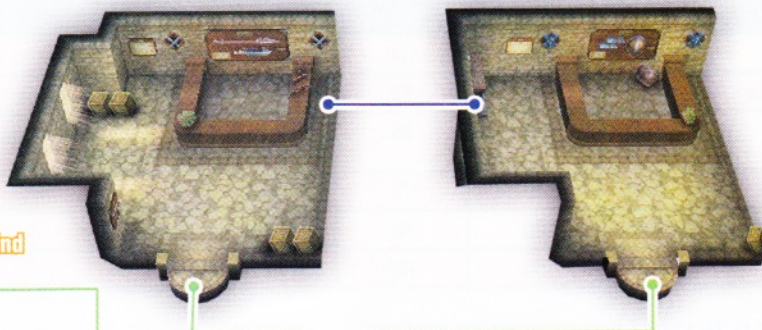
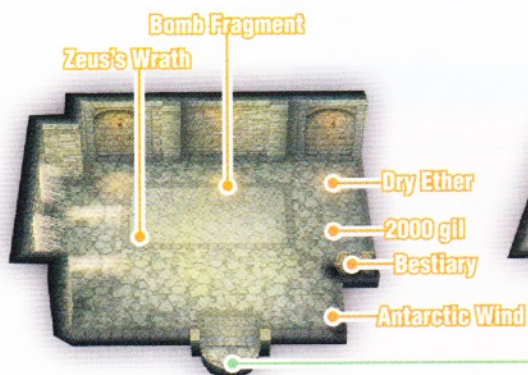
# A MASTER SMITH

The small building directly south of the Dwarven Castle is the home of Kokkol, a master smith who has fallen on hard times. Speak with the sleeping man on his cot to learn what's wrong. There's not much else to do here after you grab the **Remedy** and **Soma Drop**, but make a point to remember this location and continue exploring the Underworld.



## Tomra

**Items Found:** Bomb Core, Phoenix Down, Gaia Drum, Zeus's Wrath, Bomb Fragment, Dry Ether, 2000 gil, Bestiary, Antarctic Wind





## Inn

Cost

300 gil

## Sundries

Item	Cost	Use/Effect
Gaia Drum	3000	Casts Quake.
Stardust	4800	Casts Comet.
Lilith's Kiss	1200	Casts Osmose.
Vampire Fang	550	Casts Drain.
Spider Silk	1000	Casts Slow.
Silent Bell	1000	Casts Silence.
Bronze Hourglass	7200	Casts short-lasting Stop.

Vist the Weaponsmith and purchase a Chain Whip for Rydia and an Ashura for Edge. The Armorer's Diamond Armlet is a nice boost for Edge, too. The Diamond defensive gear pieces are all upgrades for Cecil and Kain, so consider purchasing them. On the other hand, if you keep one piece each of Flame, Ice and Diamond gear on them, they're protected from three different elemental types. If this is a viable option, buy only Diamond Helms or Diamond Gloves for the duo.

## WHAT TO BUY

## Armorer

Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.	Notes
Diamond Shield	15,000	4	32	2	3	Halves: Thunder
Diamond Helm	10,000	9	--	2	2	Halves: Thunder
Diamond Armor	30,000	19	--	4	2	Halves: Thunder
Diamond Gloves	5000	7	--	3	3	Halves: Thunder
Gold Hairpin	20,000	7	10	10	9	Halves: Thunder
Diamond Armlet	4000	6	10	8	6	Halves: Thunder

## Weaponsmith

Item	Price	Attack	Accuracy	Notes
Ashura	7000	40	100	Speed +2
Chain Whip	6000	70	85	Speed +2, May inflict paralyze status.
Ogrekiller	25,000	90	95	Strength +6, Speed -3, Stamina +6, Intellect -3, Spirit -3. Deals extra damage to giants.
Killer Bow	3000	40	75	Speed +4
Silencing Arrows	1000	20	80	May inflict silence status.
Shuriken	650	50	100	Can only be thrown.

## ANOTHER DWARF SETTLEMENT

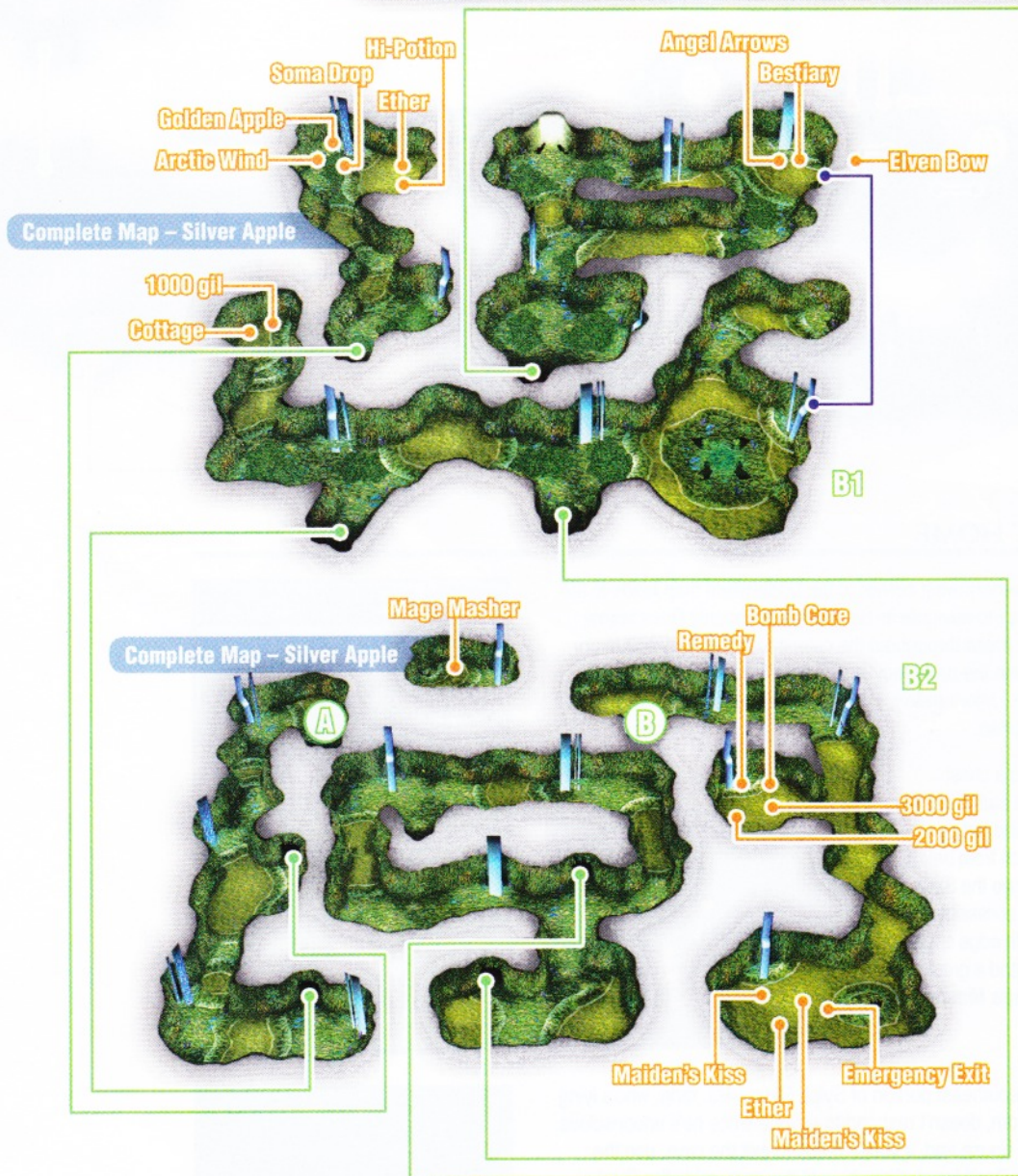
Fly west from Kokkol's Forge until you spot another structure on the Underworld Map. This is the town of Tomra, home of friendly dwarves. They happily offer the items around town for the party's use. Check the home in the northwest corner of the town for the majority of these items.





# Sylph Cave

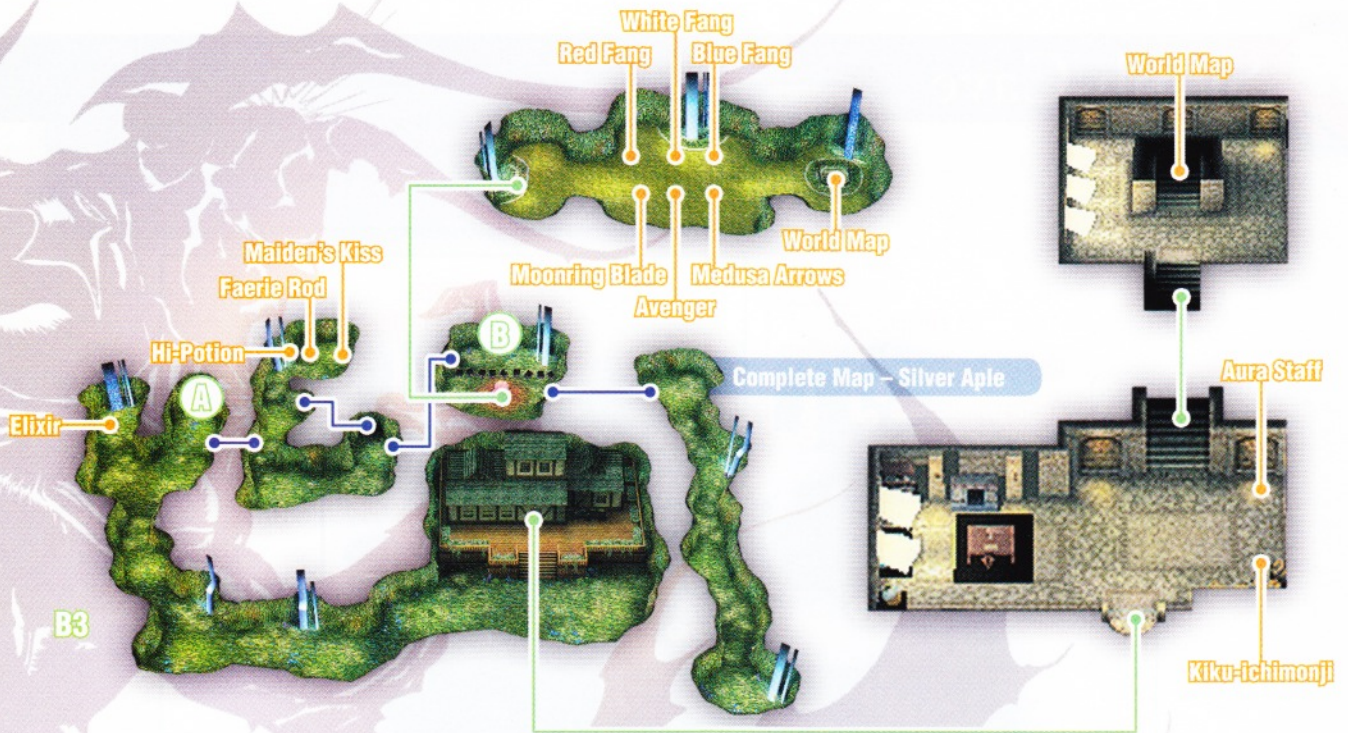
**Items Found:** Angel Arrows, Bestiary, Elven Bow, Arctic Wind, Golden Apple, Soma Drop, Ether, Hi-Potion x2, Mage Masher, Remedy, Bomb Core, 5000 gil, Elixir, Aura Staff, Kiku-ichimonji, Faerie Rod, Maiden's Kiss, Red Fang, White Fang, Blue Fang, Moonring Blade, Avenger, Medusa Arrows



## Encounters in the Sylph Cave

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Bog Witch	52	5211	10620	268	--	--	--	Maiden's Kiss (20%), Dry Ether (12%), Soma Drop (5%), Ribbon (0.4%)	Maiden's Kiss (60%)
Bog Toad	56	1600	3200	83	Ice	--	--	Maiden's Kiss (20%)	Maiden's Kiss (60%)
Evil Dreamer	51	4721	9502	240	--	--	Fire	Potion (20%), Cursed Ring (5%)	Potion (60%)
Elder Treant	62	6715	13430	339	Fire	--	--	Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)	Diet Ration (60%)
Malboro	50	7140	14280	360	Fire	--	--	Remedy (20%), Bacchus's Wine (12%), Yoichi Arrows (5%), Soma Drop (0.4%)	Remedy (60%)





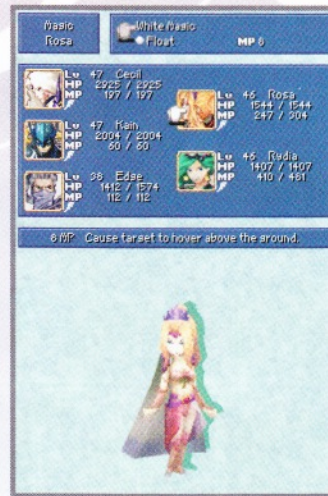
## SOME CALL IT HOME

The cave entrance in the northwest corner of the Underworld map leads to the Sylph Cave. Don't attempt to navigate its dangerous floors until Rosa learns Float. The watery green areas throughout the cave cause damage with every step. The spell fades when the party moves to a new floor, so remember to reapply Float every time. Unfortunately, each floor is divided into smaller parts, so you must cast Float often.

On the initial floor, there's a chest tucked away on a hidden path. The only way to reach this chest and get the **Elven Bow** is to approach from below, starting at the alcove above the Save Point. The other chest is accessible via a hidden path at the north edge of B2. Be careful: a Bog Witch and a group of Bog Toads guard the **Mage Masher** located inside the chest.



There is a house in the southeast portion of Sylph Cave—B3. Yang, who's lying on the bed in the first room, doesn't respond to anyone since he's unconscious. Grab the items from the house and, if you're ready to exit the cave, use the stairway on the top floor. Don't leave, though, until the party raids the Sylphs' Cache!



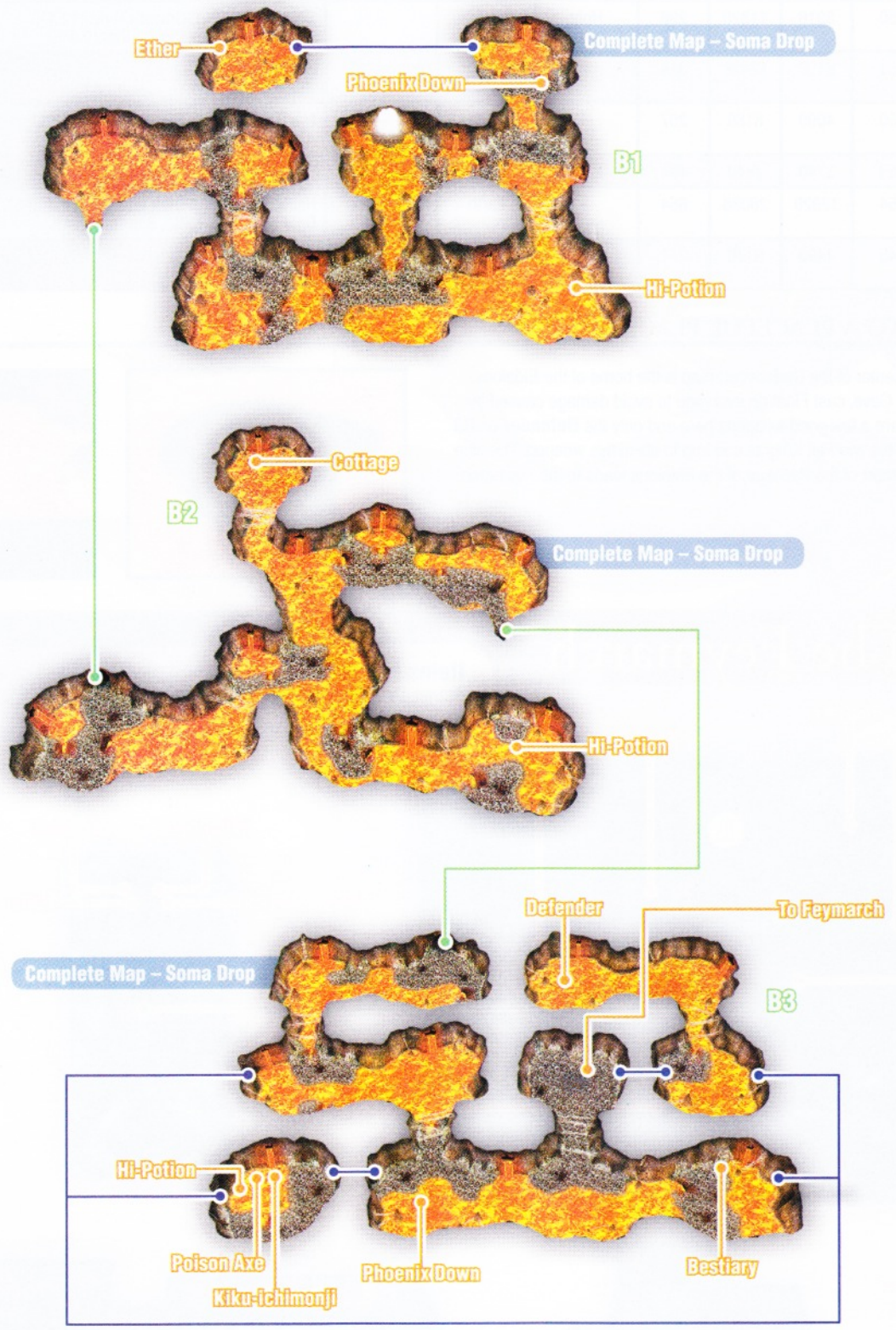
## SYLPHS' CACHE

To reach the Sylphs' Cache, drop down the hole near the chest with the **Emergency Exit** on B2. Go north on the next level, cut through the hidden passage, then step on the red circle. There are six chests here, all of which are guarded. The **Red Fang**, **White Fang**, and **Blue Fang** are each guarded by four Evil Dreamers. The **Moonring Blade** is guarded by two Elder Treants and one Malboro. Two Malboros guard the **Avenger**, while **Medusa Arrows** have Tunnelers watching over them. After collecting everything, take the ladder back to the surface world.



# Passage of the Eidolons

**Items Found:** Phoenix Down x2, Ether, Hi-Potion x3, Cottage, Poison Axe, Kiku-ichimonji, Bestiary, Defender

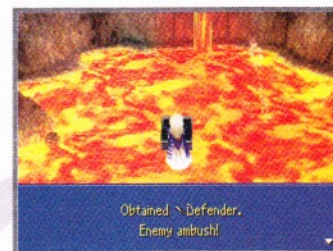
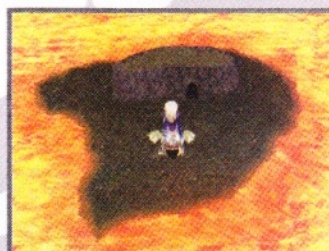


## Encounters in Passage of the Eidolons

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Arachne	58	6205	12410	313	Ice	--	--	Spider Silk (20%), Gaia Drum (12%), Siren (5%)	Spider Silk (50%)
Fell Knight	53	4930	9860	249	--	--	--	Tent (20%), Cottage (12%)	Tent (60%)
Imp	50	5910	11820	298	Holy	--	--	Silent Bell (20%), Unicorn Horn (12%), Bronze Hourglass (5%), Ether (0.4%)	Silent Bell (50%)
Summoner	51	6120	12438	314	--	--	--	Healing Staff (20%), Rune Armlet (12%), Rune Staff (5%)	Healing Staff (40%)
Blood Eye	50	4090	8180	207	--	Earth	--	Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)	Eye Drops (60%)
Belphegor	53	3740	7540	191	Holy	Earth	--	Potion (20%), Cursed Ring (12%)	Potion (60%)
Thunder Dragon	54	12920	26038	654	--	Earth	Thunder	Heavenly Wrath (20%), Gold Hairpin (12%), Gold Hourglass (5%), Blue Tail (0.4%)	Heavenly Wrath (50%)
Nagaraja	45	4490	9178	232	--	--	--	Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)	Antidote (60%)

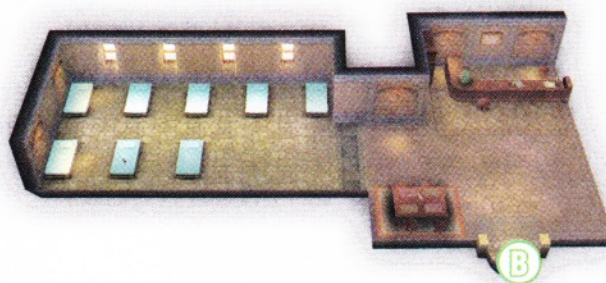
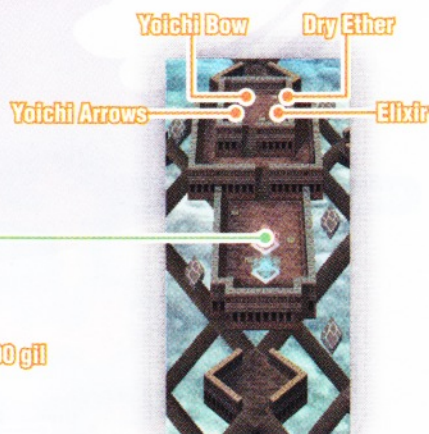
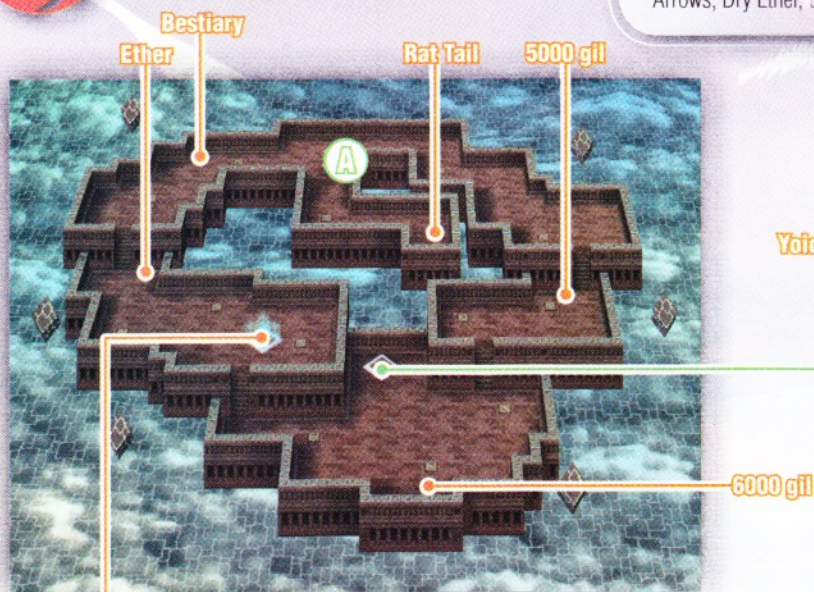
### A PORTAL TO A PEACEFUL PLACE

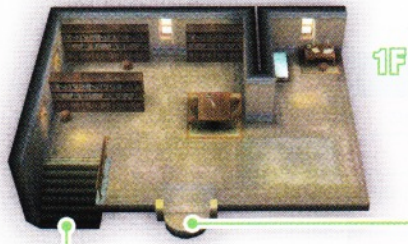
The island in the center of the Underworld map is the home of the Eidolons. Just as with Sylph Cave, cast Float on everyone to avoid damage caused by lava floors. There are a few good weapons here and only the **Defender** on B3 is guarded; defeat the two Fell Knights and Imp to claim this weapon. The blue teleporter in the center of the Passage of the Eidolons leads to the Feymarch.



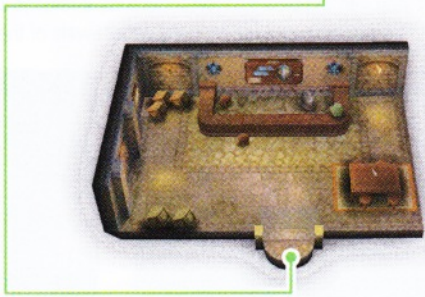
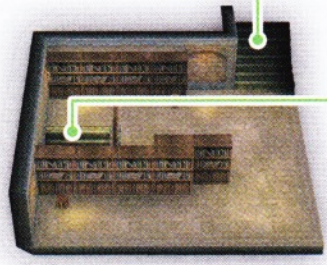
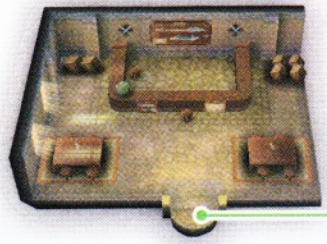
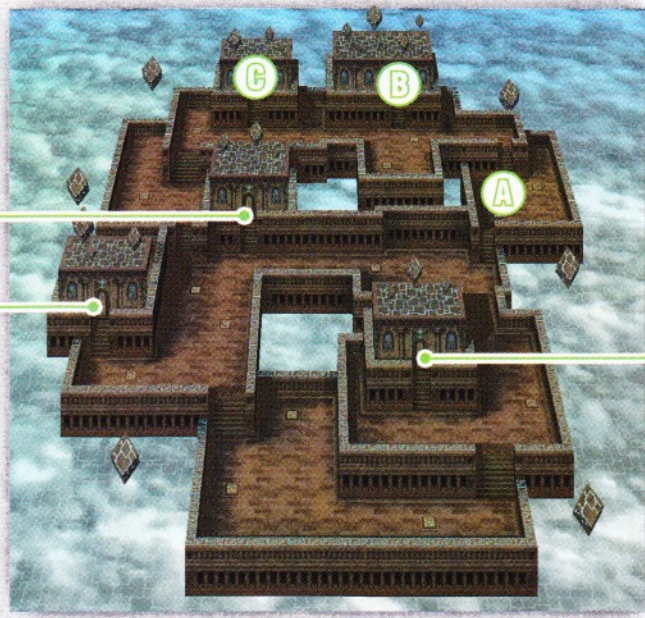
## The Feymarch

**Items Found:** Ether, Bestiary x2, Rat Tail, 11,000 gil, Yoichi Bow, Yoichi Arrows, Dry Ether, Elixir, Phoenix Down





1F



### Inn

Cost  
1200 gil

### Sundries

Item	Cost	Use/Effect
Holy Curtain	3800	Casts Reflect.
Decoy	4800	Casts Blink.
Hermes Sandals	4800	Casts Haste.
Bacchus's Wine	3800	Casts Berserk.
Silver Hourglass	9800	Casts Stop.
Ether	10,000	Restores 50 MP.

Purchase the Aegis Shield for Cecil, as it blocks most status effects and makes him much more effective whether he's using Cover or the Draw Attacks augment. A Luminous Robe is a good upgrade for Rosa. For weapons, the Thunder Whip is a good choice for Rydia.

### WHAT TO BUY

### Armorer

Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.	Notes
Aegis Shield	20,000	4	34	5	4	--
Luminous Robe	20,000	12	10	9	9	Intellect +5, Spirit +5. Halves: Thunder.

## Weaponsmith

Item	Price	Attack	Accuracy	Notes
Whip	3000	50	85	Speed +1, Intellect +1, Spirit +1. May inflict paralyze status.
Chain Whip	6000	70	85	Speed +2. May inflict paralyze status.
Blitz Whip	10,000	80	85	Speed +3, Intellect +1, Spirit +1. Element: Thunder. May inflict paralyze status.
Kotetsu	11,000	45	100	Speed +2
Faerie Rod	5000	30	80	Intellect +7
Aura Staff	7000	26	80	Spirit +2
Angel Arrows	2000	20	80	May inflict confuse status.
Shuriken	650	50	100	Can only be thrown.

## RYDIA'S FORMER HOME

It's important to grab the **Rat Tail** in the first area in the center of the room. Although there's no need for it now, you definitely need it later back on the surface world. There are two teleporters other than the one that brought the party here. The one to the south leads to four chests with some nice items. Don't step into the blue teleporter here, as it returns the party to the Underworld Map! The northern one leads to the other levels of the Feymarch.



## ON THE REBOUND

After defeating him as Mopingway in the Lali-ho Pub, Namingway appears outside of Whyt's home and goes by the name of Lovingway. Give him the four-letter name of someone special and he moves along to his next destination.

Visit Whyt's house, as it has a Save Point and two chests. Speak with the Whytkin to learn more about them. Visits to the Armorer and Weaponsmith are also in order while visiting the Feymarch.

The other point of interest is the library's basement. Save at Whyt's house before heading there, though, as the two fights there lead to a considerable boost for Rydia's Summon magic. When you're ready, speak with Asura to trigger a fight.



## Asura

**HP** → 21005

**Lv** → 45

**Exp** → 84416

**Gil** → 14000

**Wk**

None

**Res**

None

**Abs**

Fire, Ice, Thunder, Wind, Water

**Susc. to**

Slow, Sap

Asura uses almost every White Magic spell on herself and is nearly impossible to defeat unless you cast Reflect on her. Counter: Attack, which she performs after nearly every attack against her, is devastating.

Have Cecil provide Cover for Rydia unless you have Draw Attacks active, in which case continue to defend. Have Rosa cast Reflect on Asura, then keep Blink active on Cecil. Make sure Edge and Kain continue to defend or use healing items. With Reflect in place against Asura, this fight should be won handily.



After defeating Asura, Rydia gains the ability to Summon her in battle. Return to Whyt's house and use the Save Point. Afterward, return to the basement to challenge Leviathan. Before the fight, equip the entire party with weapons that inflict Thunder-based damage and their best Magic Defense gear, especially if it mitigates Cold-based damage. Leviathan does not use any physical attacks.



# Leviathan

HP → 30000  
 Lv → 48  
 Exp → 150495  
 Gil → 15000

Wk → ⚡ Res → 🔥 🌿 🌊 Absorb → 🌊 Drops → None Steal → None Susc. to → Blind, Poison, Slow, Sap

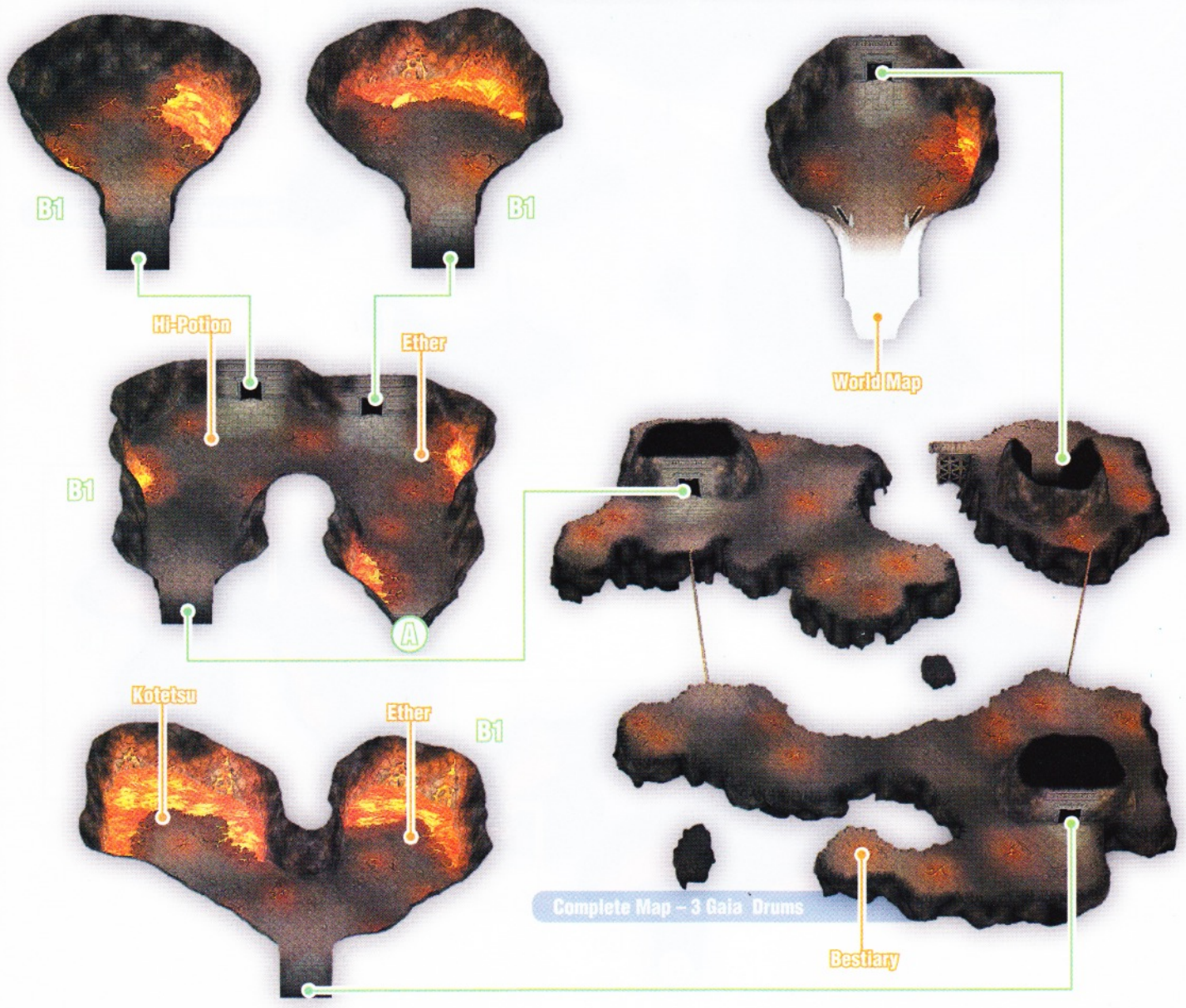


Leviathan's devastating, hit-everyone ability, Deluge, appears early in the action. For the rest of the battle, Leviathan alternates between Deluge and Blizzara on either a single target or on everyone at the same time.

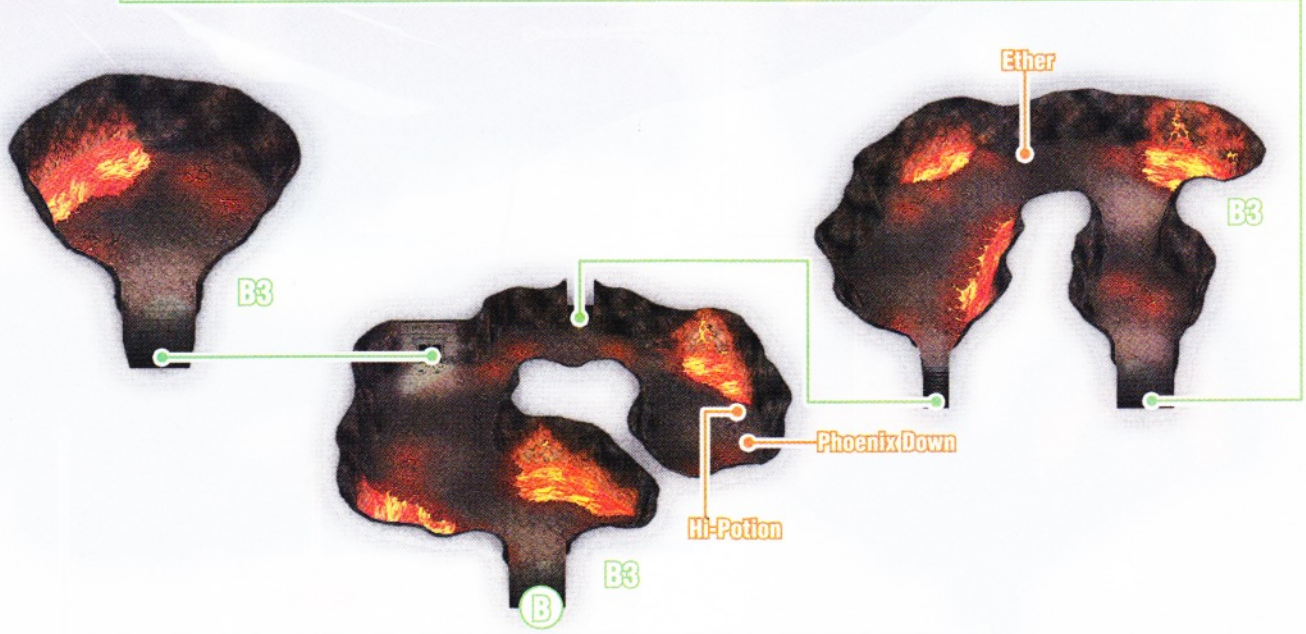
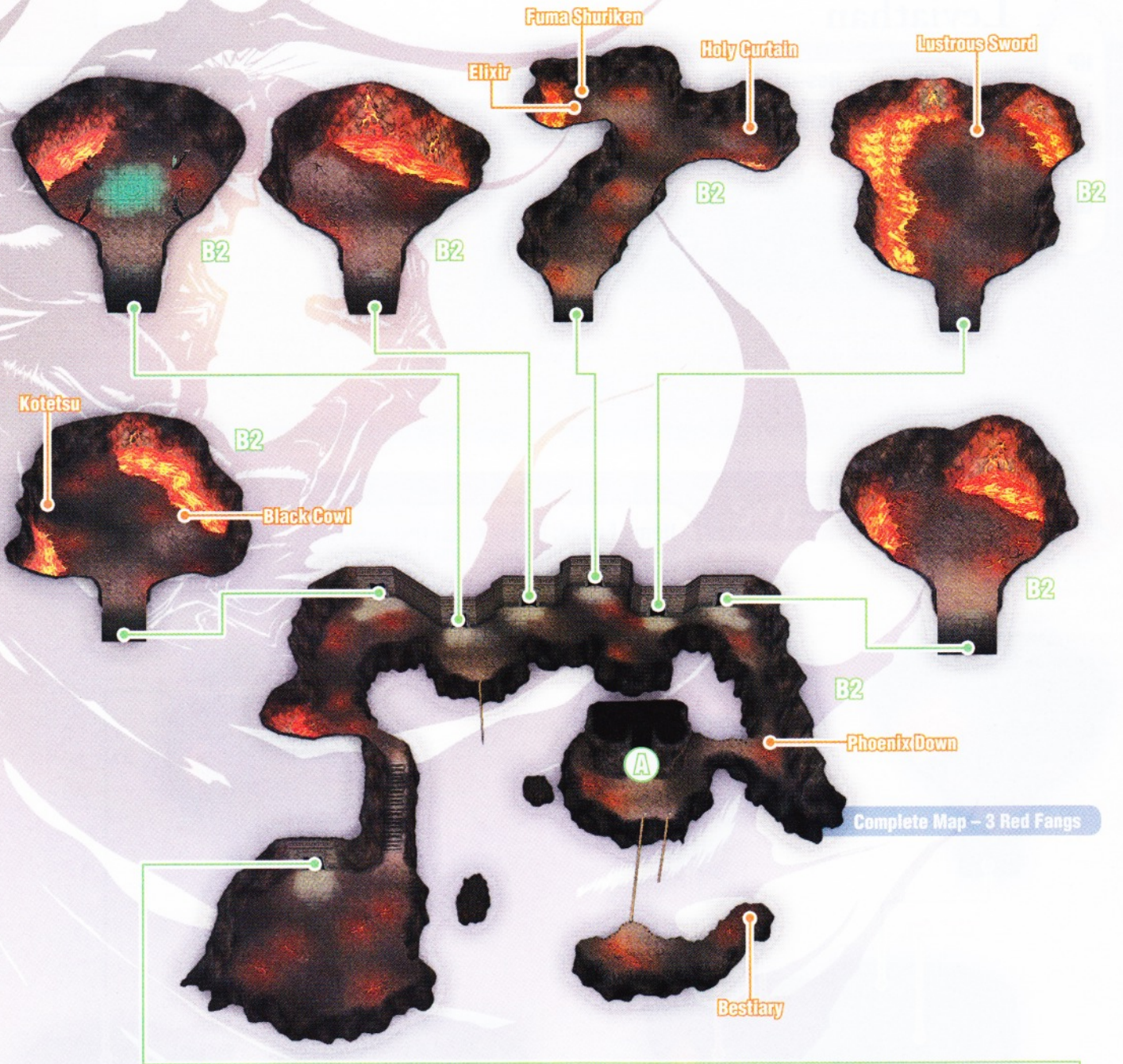
After picking up the pieces of Leviathan's opening Deluge, hit him with Slow and cast Shell on everyone. Have Rydia Summon Ramuh continually (unless everyone else is knocked out) until the fight is over. After their initial Slow/Shell tasks, make sure Cecil and Rosa are kept busy healing everyone. Keep jumping with Kain, as it increases the damage he deals and usually keeps him safe from Deluge.

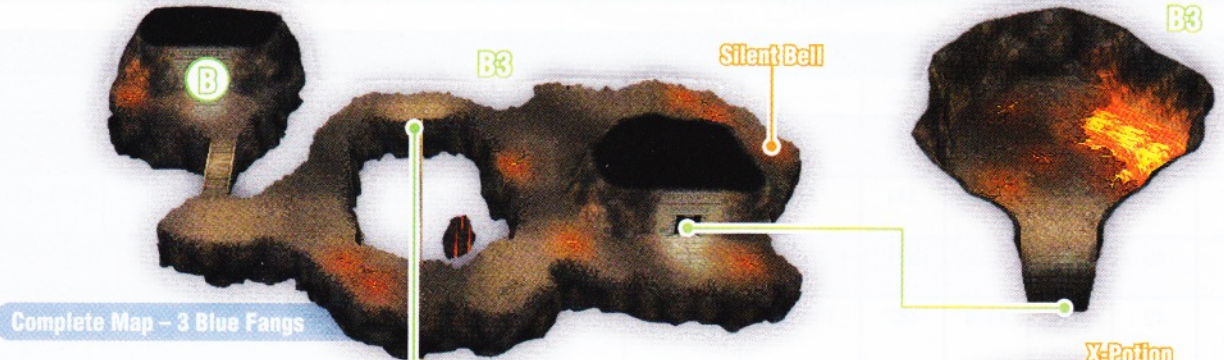
## Sealed Cave

**Items Found:** Bestiary, Kotetsu, Ether x3, Hi-Potion x2, Bestiary, Phoenix Down x2, Lustrous Sword, Holy Curtain, Fuma Shuriken, Elixir, Kotetsu, Black Cowl, Silent Bell, Dry Ether, X-Potion

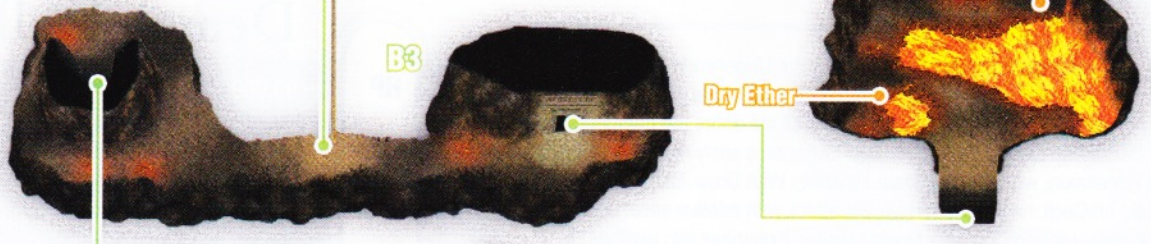




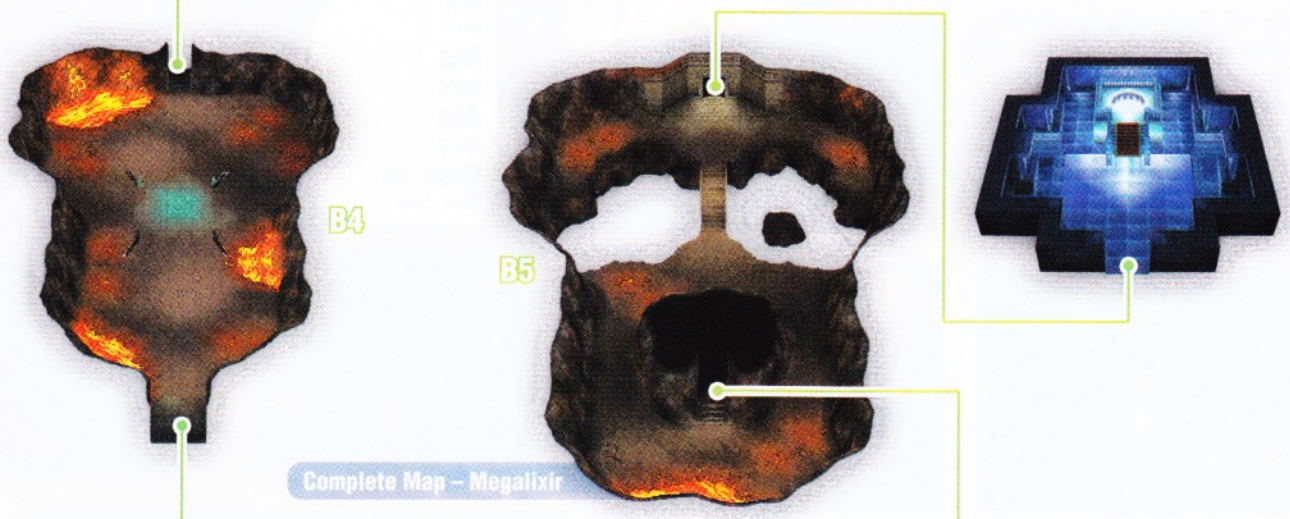




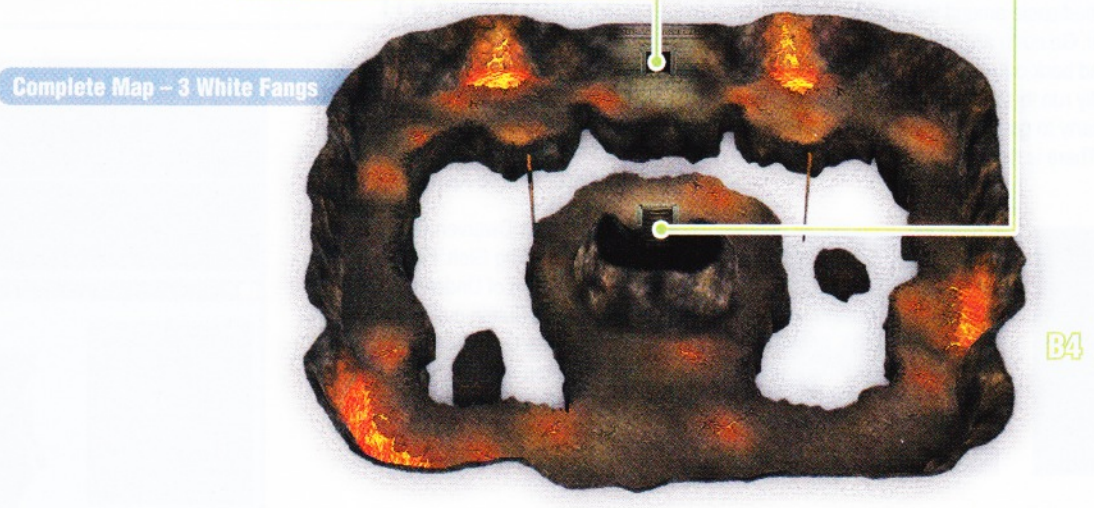
Complete Map - 3 Blue Fangs



Complete Map - 2 Blue Fangs



Complete Map - Megalixir



Complete Map - 3 White Fangs

## Encounters in the Sealed Cave

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Trap Door	58	14000	28000	703	--	--	--	--	--
Yellow Dragon	58	18889	75952	958	--	--	Thunder	Blue Fang (20%), Siren (12%), Silver Apple (5%), Yellow Tail (0.4%)	Blue Fang (40%)
Vampire Bat	49	6824	13668	344	Fire	Earth	Thunder	Potion (20%), Hi-Potion (12%)	Potion (60%)
Chimera Brain	49	5780	11560	291	--	--	Fire, Ice, Thunder	Fire Arrows (20%), Bomb Fragment (12%), Bomb Crank (5%), Red Fang (0.4%)	Fire Arrows (40%)
Lesser Marilith	49	9190	1838	462	Thunder	--	--	Thunder Arrows (20%), Zeus's Wrath (12%), Heavenly Wrath (5%), Blue Fang (0.4%)	Thunder Arrows (40%)
Vampiress	46	10831	21860	549	Fire, Holy	Earth	--	Vampire Fang (20%), Lilith's Kiss (12%)	Vampire Fang (50%)

### TRAPPED DOORS

Fly to the central portion of the southern edge of the Underworld Map. When prompted, select Luca's Necklace to unseal the entrance. One thing to remember while clearing the Sealed Cave is that all the doors are guarded by monsters called Trap Doors. Trap Doors cast Target on a party member, then use Ninth Dimension, which is an instant-kill ability. With Draw Attacks and Aegis Shield on Cecil, he should survive this attack with relative ease; however, if you fail to defeat a Trap Door in a timely manner, it changes into another creature.

There is a Save Point on Sealed Cave—B2. Considering the number of Trap Doors you've eliminated up to this point, you should save your progress. Some sealed doors lead to empty rooms, so there's no need to eliminate every door, but if you want to gain some experience, it can't hurt to take out all of them.



There's another Save Point in B4, so use a Cottage and save here. Ignore the ropes in the next room and instead circle around the level to complete the map and enter the room in the center. Go north and enter the Crystal Chamber, claim the Dark Crystal, and head back out. Of course, escaping with the crystal isn't that simple. You must literally run through a wall to escape! Before you return to B5, switch the entire party to gear that enhances damage (Intellect for magic, Strength for melee). There is no need to worry about defense in the upcoming fight.



## Demon Wall

**HP** 199,999  
**Lv** 151  
**Exp** 399,996  
**Gil** 0  
**Wk** None  
**Res** None  
**Abs** None  
**Susc. to** Slow, Sap

This battle is all about speed. You must eliminate all of Demon Wall's HP before it makes it across the room, or things will definitely get ugly in a hurry!

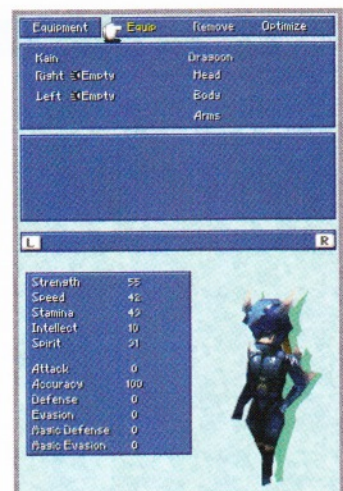
Cast Slow on Demon Wall immediately, then hit the entire party with Haste. Next, use either Bacchus's Wines or Berserk on Kain, Cecil, and Edge. Finally, use Rydia's most powerful Summon spell on every turn. Expect this one to be close!



### ESCAPE ON FOOT

Unfortunately, both Warp and Teleport are unavailable, so the party must walk back to the surface. Just before they reach the room where you used Luca's Necklace, remove Kain's gear.

Return to the Dwarven Castle and speak with King Giott. Fly to the northeast part of Underworld and press the B Button over the spout. To return to the Underworld later, press the B Button over the hole left behind from the Falcon returning to the surface.



## A BRIEF INTERMISSION

The party's ultimate destination is Mysidia, but there are a few loose ends to tie up. First, fly the Falcon to the place where you left the Enterprise. Switch to the Enterprise and pick up the hovercraft and use it to return to Eblan. Next, go to the Second Passage where you first saw Edge and collect the **Inferno augment**.



### INFERNO AUGMENT

Inferno reigns as one of this game's premier fire-based attacks, up there with Firaga and Ifrit. Like those spells, this one is useful against enemies vulnerable to fire, or in concert with Whirlwind (which grants foes a fire weakness). In terms of mana it's far more costly, so consider giving it to someone like Fusoya just to obtain his augments.

Pick up the hovercraft again and fly to Mythril and use it to reach the nearby island. Go inside the cave and speak with the person in the middle. When prompted, hand over the Rat Tail to receive **Adamantite** in return. When you're in the Underworld again, visit Kokkol's Forge and give the Adamantite and Mythgraven Blade to the sleeping man upstairs. There's nothing left to do here now, but you should return later after a visit or two to the moon.



Go to Fabul Castle and speak with Yang's Wife in West Tower—3F. She hands over a **Frying Pan** and provides a hint about its use. The next time you're in the Underworld, return to Sylph Cave and use the Frying Pan on Yang. By doing so, Rydia learns the Summon spell Sylph and Yang hands over the **Focus augment** as well as the **Kick augment** and the **Brace augment** (depending on the number of augments he was given). Return to Yang's Wife again and hand over the Frying Pan to receive a **Knife** in return.



### FOCUS, KICK, & BRACE AUGMENTS

Yang's augments are a nice addition to the stock of augments. Consider giving Kick to Cecil, replacing Attack. When you stack Draw Attacks, Counter and Kick, you've found the means to destroying groups of melee-based enemies in short order. In some instances, it's best to switch back to Attack, but this trio of augments is tough to beat.

Assign Brace to anyone in the party who is underleveled and just needs to survive fights to gain experience, but it likely won't last in anyone's active Battle Command menu. Give Focus to Kain for the time being, but he may not need it until after you obtain the Limit Break augment for clearing the game the first time. Focus three times, Jump on the next turn, and whatever is on the receiving end of that attack likely won't survive!

In Mist, enter the house in the northwest corner of town. The **MP +50% augment** sparkles on the ground, just waiting for someone to grab it.



If you've already defeated Leviathan, go to East Tower—B2 in Castle Baron. There is a new Eidolon there and once the party proves its worth, Rydia gains another powerful Summon spell.

### MP +50% AUGMENT

Since this augment was found in Rydia's hometown, it only seems fair to give it to her. She's also the one who needs it the most, as her best spells consume large amounts of MP with each use.

## Odin

HP 40,001

Lv 53

Exp 106,004

Gil 16,000

Wk

Res

None

Abs

None

Susc. to

Blind, Poison, Slow, Sap



If this fight is too difficult, then return later after picking up a fifth party member.

Cast Slow on Odin and use Haste on

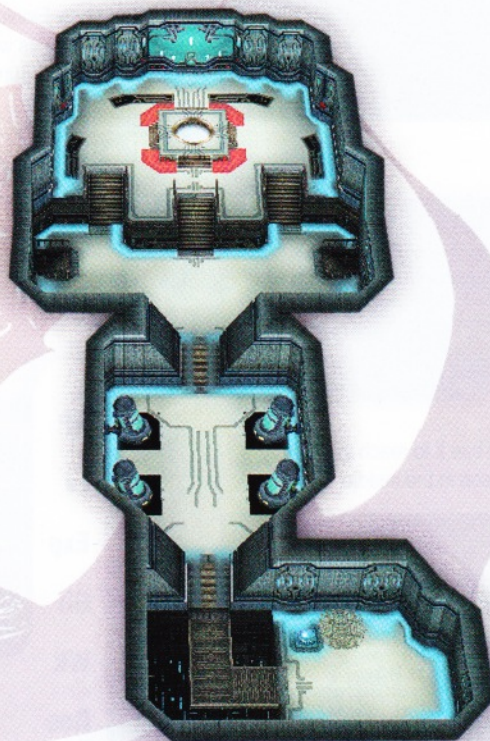
Edge (more stealing attempts) and Cecil. Cast Protect on the entire party, since Odin mostly uses sword attacks. Have Edge Steal until he gets the Darkness augment. When Odin raises an arm above his head, it signals he is about to use his special attack. Use Thunder-based spells with Rydia. After winning the battle, Rydia learns how to Summon Odin.

### DARKNESS AUGMENT

Good choices for this augment are Kain and Edge. There is reason to give it to Kain, due to Jump requiring fewer applications of this ability over a given fight.



# The Lunar Whale



After wrapping up any loose ends elsewhere, head to Mysidia. The Elder meets everyone at the entrance to the town. After gaining control of the Lunar Whale, the moon is open to the party! Before you leave town, however, take a quick trip to the Hall of Prayer.



## THE POWER OF LOVE

Lovingway appears in the Hall of Prayer here. After a brief conversation, he changes his name to Weddingway and hands over **????'s Love augment**. The **????** will be the four letter name you provided Namingway earlier in the Feymarch.

The Lunar Whale serves as a transport in two ways. First, go to the viewscreen to use it like an airship. To fly between the Overworld Map and the Lunar Surface, use the large crystal at the top of the northernmost set of stairs.

In addition to its flying capabilities, the Lunar Whale holds resting pods in the central part of the ship. Finally, a Fat Chocobo provides the same services at the back of the ship.



# Lunar Surface

Game Basics

Characters

Magic Spells, Summons, Abilities, Augments

Weapons, Armor, Items

Walkthrough

Appendices: Bestiary, Why, Secrets



Lunar Tunnar West

Hummingway Abode

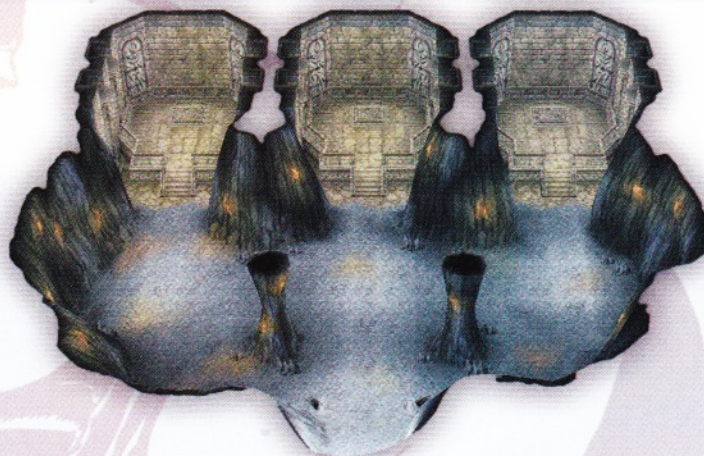
Lair of the Father

Crystal Palace

Lunar Tunnel East



# Hummingway Abode



## Sundries Shop

Item	Cost	Use Effect
Hi-Potion	150	Restores 500 HP.
X-Potion	3000	Restores 1000 HP.
Phoenix Down	100	Removes KO status.
Dry Ether	20,000	Restores 100 MP.
Elixir	50,000	Fully restores HP and MP.
Cottage	500	Fully restores HP, MP, and status of entire party.
Remedy	500	Removes most status ailments.
Siren	3000	Causes nearby enemies to attack.

## HUMM HUMM?

The creatures here are Lunarians, the same species as Namingway. There's not much to do here except visit the Sundries shop, grab the **Level Lust augment** in the eastern alcove, and look for Namingway.



## LEVEL LUST AUGMENT

There are a few options with this augment. First, you can give it to Cecil since he'll keep the ability during subsequent playthroughs. The payoff is greater with this choice, but Cecil's Battle Command options may be getting crowded at this point. If this is the case, allow another character who has an open slot in his or her Battle Commands list to hold this augment.

## HUMMINGWAY'S RANDOM ADVENTURE



Weddingway appears and goes through one final name change, this time it changes to Hummingway. After speaking with him, he moves to a random location and changes his name to Going-my-way. When the party finds him, he hands over the **Safe Travel augment**, which eliminates random encounters when active.

The following is a list of the possible locations for Hummingway:

- Any Chocobo Forest
- Underground Lake B1, near Damcyan side
- Mount Hobs Summit, near top
- Troia, near the raised area in the back of town
- Lair of the Father B1, near chest with the Genji Shield
- Slyph Cave B2, near chest with Mage Masher

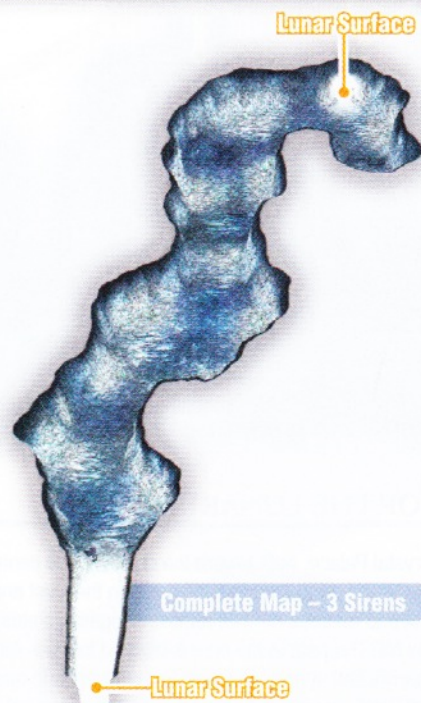
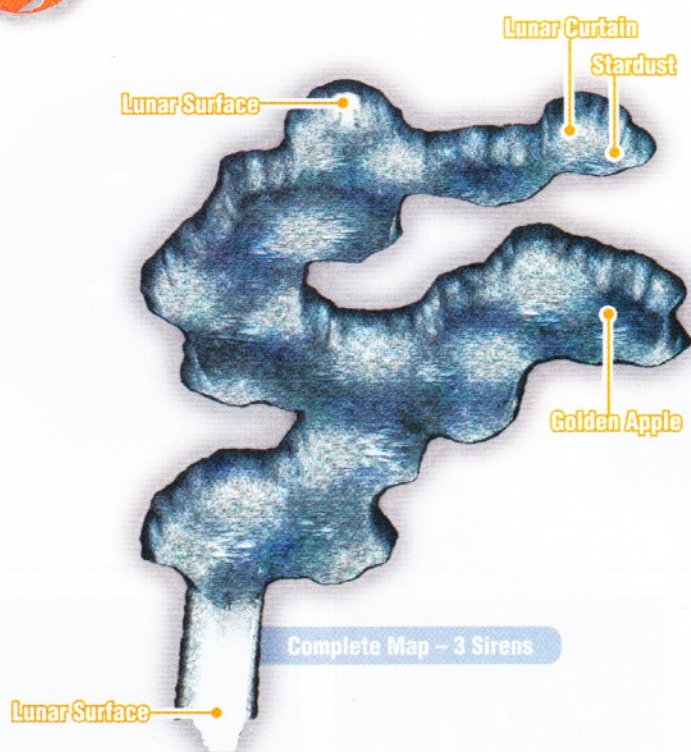
## SAFE TRAVEL AUGMENT

This augment works well with Cecil. When active, there's no need to worry about actual battle commands until you run into a boss fight. Since you'll know when to expect them, you'll also know when to switch out this ability.

Use Safe Travel judiciously. If you completely avoid enemy encounters, you'll miss out on experience, gil, and potential item drops from the enemies encountered otherwise.

# Lunar Tunnel

Items Found: Lunar Curtain, Stardust, Golden Apple



## Encounters on the Lunar Surface and Tunnel

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Abyss Worm	70	24000	48000	1204	Fire	--	--	Arctic Wind (20%), Ether (12%)	Arctic Wind (50%)
Prokaryote	61	4420	8840	224	--	Earth	--	Stardust (20%), Lunar Curtain (12%)	Stardust (40%)
Eukaryote	59	2890	5780	147	--	Earth	--	Stardust (20%), Lunar Curtain (12%)	Stardust (40%)
Lunar Virus	53	1660	3320	86	--	Earth	--	Ether (20%), Stardust (12%), Lunar Curtain (5%), Artemis Arrows (0.4%)	Ether (30%)
Dark Grenade	44	6519	13038	328	--	--	Fire	Bomb Fragment (20%), Bomb Crank (12%), Bomb Core (5%), Bomb (0.4%)	Bomb Fragment (50%)
Black Flan	55	2301	4800	123	--	--	--	Ether (20%), Stardust (12%), Lunar Curtain (5%), Rainbow Pudding (0.4%)	Ether (30%)

## LUNAR TUNNEL WEST AND EAST

Land the Lunar Whale at the top of the stairs cut into a raised portion of the Lunar Surface, near the western edge of the map. It's a short trip through the tunnel and the chest on the branch holds a **Golden Apple**. As you may have guessed, such a sweet treasure is indeed guarded. In this case, two Prokaryotes and a Eukaryote are on duty.

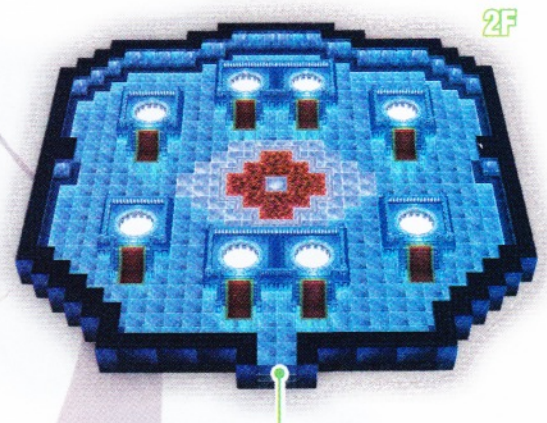
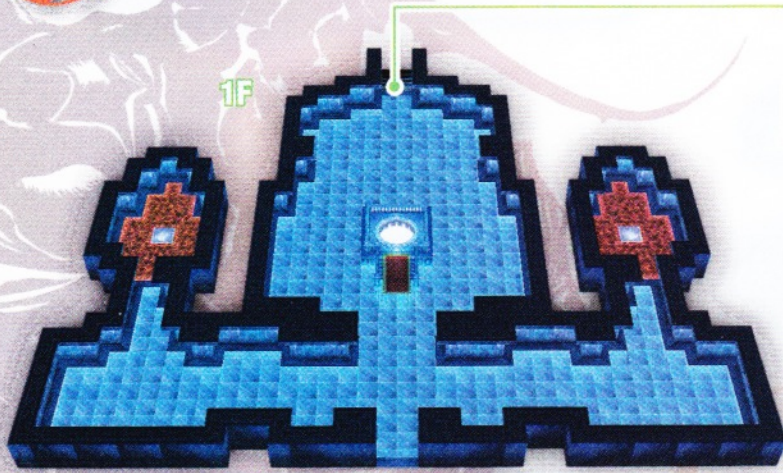
Upon reaching the Lunar Surface again go east, south, and then east briefly again. Enter the Lunar Tunnel East and run south. There are no items to collect, so your only concern is clearing the map to collect the reward.







# Crystal Palace



## GUARDIAN OF THE LUNARIANS

After entering the Crystal Palace, walk toward the crystal in the center of the room. After Fusoya joins the party, examine the pads on the west and east side of the room. The west pad restores HP and removes negative statuses, while the east pad restores MP. The path to the core is blocked for now. After Fusoya joins the party, the party's first attempt to return to the Overworld map results in a detour to the Giant of Babil, so save your progress first! If you're not quite ready to tackle that dungeon (and you already defeated Leviathan), there's one more location left on the moon—the Lair of the Father.

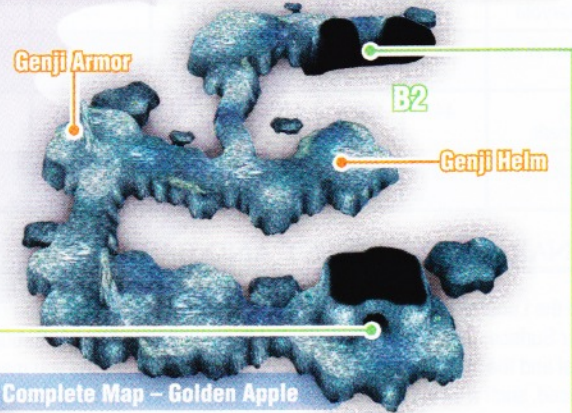
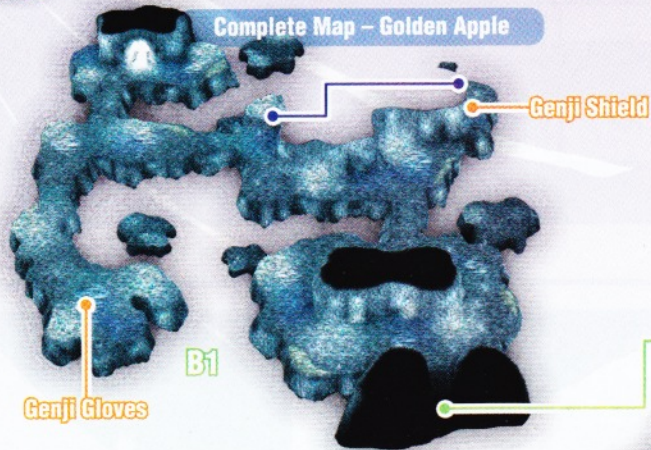


I am Fusoya, and I am charged with watching over the slumber of the Lunarians.



# Lair of the Father

Items Found: Genji Gloves, Genji Shield, Genji Armor, Genji Helm



Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Dark Sage	65	8670	8769	442	--	Fire, Ice, Thunder, Water, Wind, Holy, Dark	--	Maiden's Kiss (20%), Dry Ether (12%), Soma Drop (5%), Ribbon (0.4%)	Maiden's Kiss (60%)
Bone Dragon	68	24000	72000	1210	Fire, Holy	Dark	--	Red Fang (20%), Cursed Ring (5%)	Red Fang (40%)
Moonmaiden	61	6800	6810	344	--	--	--	Artemis Arrows (20%), Lunar Curtain (12%), Minerva Bustier (5%), Artemis Bow (0.4%)	Artemis Arrows (40%)
Armored Fiend	71	28000	84000	1411	Thunder	Fire, Ice, Water, Wind	--	Cottage (20%), Ogreakiller (12%), Poison Axe (5%), Black Tail (0.4%)	Cottage (60%), Rune Axe (1%)
Behemoth	71	46000	138297	2316	--	Fire, Ice, Thunder, Water, Wind, Holy, Dark	--	Headband (20%), Power Armlet (12%), Power Sash (5%), Avenger (0.4%)	Headband (40%)

## BAHAMUT

Fly to the east edge of the Lunar Surface map and park in front of the stairs leading up to a raised area. Walk around to the back and descend the stairs to reach the entrance. The chests in the Lair of the Father contain the four pieces of Genji equipment: **Genji Shield**, **Genji Gloves**, **Genji Armor** and **Genji Helm** (these items aren't available anywhere else in the game).

There are some powerful enemies roaming the underground passages, but the toughest foes are the Behemoths. The party must fight these enemies three times to advance to Bahamut's chambers. These creatures use Counter: Attack against any physical actions. They also counter spells with an ability that reduces everyone's HP to single digits! To defeat the Behemoths, use Protect and Blink on the characters who inflict sufficient melee damage. Rydia's Summon spells won't induce the Behemoths to counter them, so continue to use Leviathan until the creature drops. After the third Behemoth encounter, it's time to fight Bahamut.



## Bahamut

**HP** → 45,001  
**Lv** → 55  
**Exp** → 180,400  
**Gil** → 17,000

**Wk** → None    **Res** → [Fire, Ice, Thunder, Water, Wind, Holy, Dark]    **Absorb** → None    **Susc. to** → Blind, Poison, Slow, Sap



Apparently, Bahamut does things only in his own time. He counts down from five, then uses Megafire at the end of the countdown. He actually bounces the spell off himself after using Reflect.

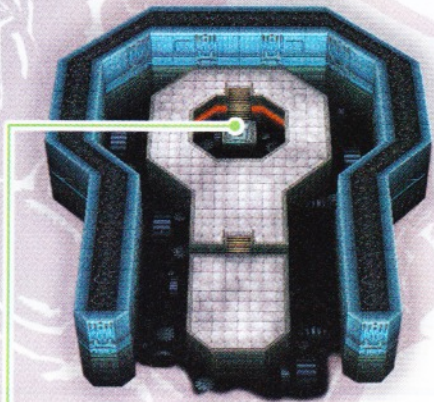
The key to this fight is to face a minimum of Megafire attacks. Start off by casting Shell on the party. Next, use Slow on Bahamut. He counters by applying Reflect on himself, so don't do anything else to him until after Slow is in place. Have Rydia Summon Leviathan, then use Haste to give everyone more actions to take as Bahamut starts counting down from five. After the battle, Rydia learns how to Summon Bahamut!



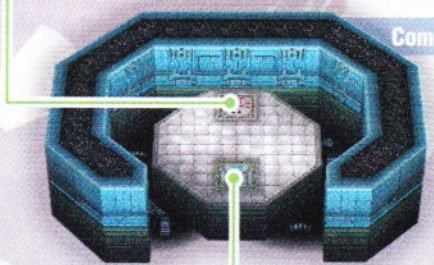
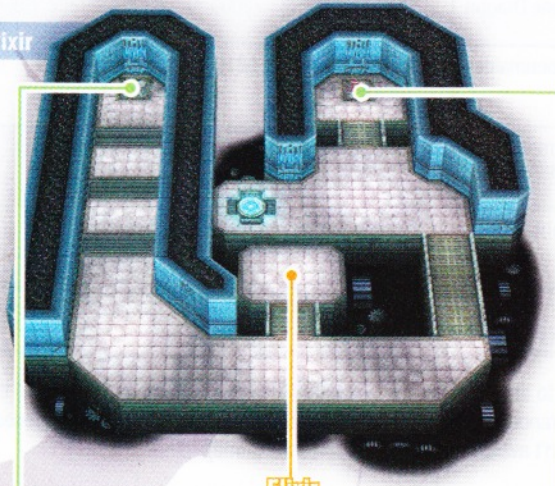


# Giant of Babil

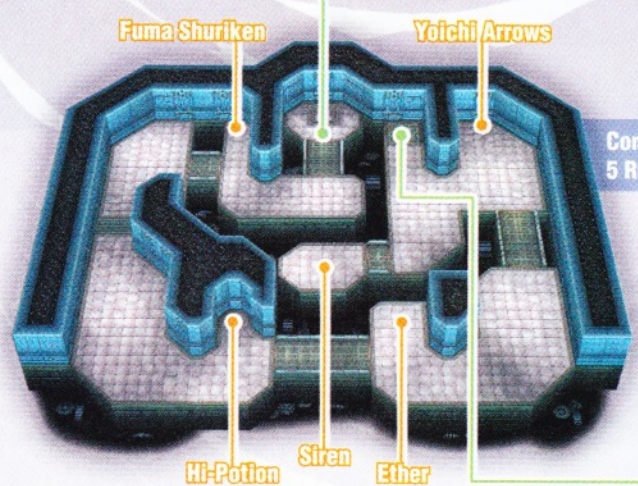
**Items Found:** Fuma Shuriken, Hi-Potion, Ether, Siren, Yoichi Arrows, Silver Apple, Soma Drop, Elixir



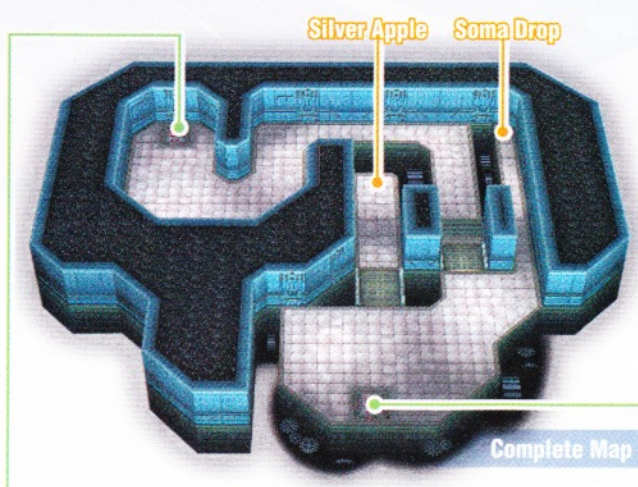
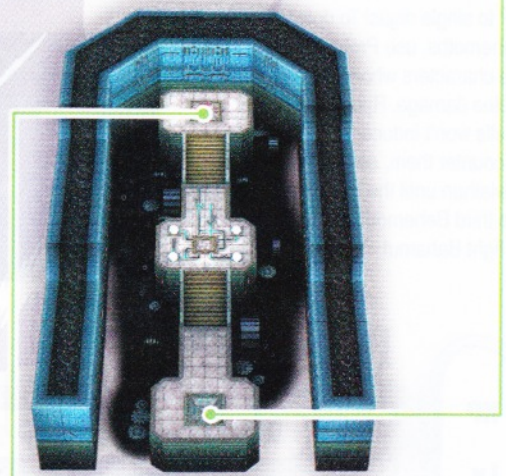
Complete Map - Elixir



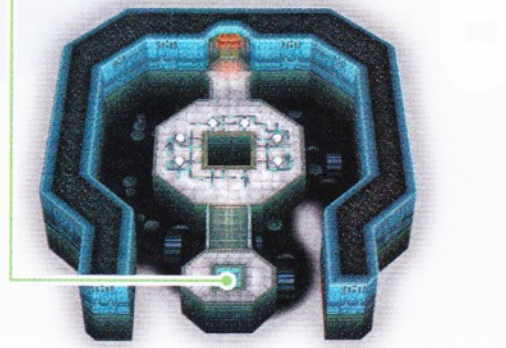
Complete Map - 3 X-Potions



Complete Map - 5 Remedies



Complete Map - Dry Ether



Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Clockwork Soldier	60	9800	19600	493	Thunder	Fire, Ice, Water, Wind	--	Thunder Arrows (20%), Zeus's Wrath (12%), Heavenly Wrath (5%), Blue Fang (0.4%)	Thunder Arrows (40%)
Beam Cannon	55	6000	12000	303	Thunder	Fire, Ice, Water, Wind	--	Tent (20%), Heavenly Wrath (12%)	Tent (60%)
Clockwork Dragon	60	18000	54000	909	Thunder	Fire, Ice, Water, Wind	--	Heavenly Wrath (20%), Gold Hourglass (12%), Gold Hairpin (5%), Golden Apple (0.4%)	Heavenly Wrath (50%)
Armor Construct	64	23000	69000	1160	Thunder	Fire, Ice, Water, Wind	--	Cottage (20%), Ogre Killer (12%), Poison Axe (5%), Rune Axe (0.4%)	Cottage (60%)
Searcher	43	9350	18700	470	Thunder	Earth	--	Siren (20%)	Siren (40%)
Centaurion	61	9999	9999	503	Thunder	--	--	Tent (20%), Cottage (12%)	Tent (60%)

## Sundries

Item	Cost	Use/Effect
Potion	30	Restores 100 HP.
Hi-Potion	150	Restores 500 HP.
Phoenix Down	100	Removes KO status.
Cottage	500	Fully restores HP, MP, and status of entire party.
Shuriken	650	Attack: 50. Can only be thrown.
Bomb Crank	1200	Casts Fira.
Arctic Wind	1200	Casts Blizzara.
Heavenly Wrath	1200	Casts Thundara.

## A GIANT WALKS AMONG THEM

The first few floors of the Giant are all relatively short. However, the power of the enemies in this area easily compensates for the brevity of the levels. Don't expect to go flying through these levels! On the bright side, all of the chests in the Giant of Babil remain unguarded.

After reaching Giant of Babil—Inner Passage, search around for a chest with an **Elixir**, a Save Point, and a Sundries vendor. Save your progress and continue to the next level; it's about time to meet some old adversaries.



# The 4 Elemental Archfiends

Just as with the party's first encounter with Rubicante, he immediately restores the party's HP and MP. This boss fight is one continuous battle against the four elemental archfiends, faced one at a time.

## Scarmiglione

HP→ 25,000   Lv→ 56   Exp→ 100,000   Gil→ 12,000

Susc to Slow, Sap

Wk→ Res→ Absorb→ Drp→ None   Stl→ None



The first foe is Scarmiglione in his undead form. Note that Ice heals him and he's vulnerable to Fire. He will likely inflict many status effects, including Silence. Your first turn is about preparation, since there are three additional bosses after Scarmiglione. Cover everyone with Protect and Shell, then hit Scarmiglione with Slow. Have Fusoya use Bless when possible and make sure Rosa uses Pray when she's not healing or removing a status effect. Do not use physical attacks against Scarmiglione, as that makes him use Cursed Elegy on the entire party.

## Cagnazzo

HP→ 25,000   Lv→ 56   Exp→ 100,000   Gil→ 12,000

Susc to Blind, Poison, Slow, Sap

Wk→ Res→ Absorb→ Drp→ None   Stl→ None



Cagnazzo appears next. He performs Counter: Hold after most physical attacks and Counter: Silence as retaliation against direct spells. Watch out for Tsunami again. The drill is the same here as it was in the earlier fight: as soon as the water around Cagnazzo appears, have Rydia or Fusoya cast Thunder to dissipate it. He is vulnerable to Ice-based damage at all times except when surrounded by water. Hit him with Slow immediately and, if he casts Slow against your party, remove it right away. Rely on Shiva to inflict large amounts of damage against Cagnazzo, so keep Rydia up and summoning through the entire fight.

## Barbariccia

HP→ 25,000   Lv→ 56   Exp→ 100,000   Gil→ 12,000

Susc to Blind, Poison, Slow, Sap

Wk→ None   Res→ Absorb→ Drp→ None   Stl→ None



The third encounter is against Barbariccia and, unfortunately, Kain isn't around this time to clear her tornado. She counters physical attacks with Thunder, which is just best to avoid. Cast Slow against her as quickly as possible, then work on keeping everyone alive while Rydia does her job. Summon the Dragon continually to attack her weakness, and it should only take four rounds of battle. If Barbariccia hits the party with Maelstrom, heal with Curaja immediately.

## Rubicante

HP→ 25,000   Lv→ 56   Exp→ 100,000   Gil→ 12,000

Susc to Blind, Poison, Slow, Sap

Wk→ Res→ Absorb→ Drp→ None   Stl→ None



Finally, it's the rematch with Rubicante. When his cloak is open, hit him with Ice-based attacks, but when his cloak is closed, Ice-based spells heal him. Rubicante uses Counter: Fira against physical attacks and Counter: Blizzara when hit by a Summon spell, since that heals him when his cloak is closed. Start the fight by hitting Rubicante with Slow, then pound him with Ice-based attacks until he drops. Inferno is still a dangerous spell; if he uses it at any point, heal immediately!



Return to the Save Point on the previous level, use a Cottage, and save your progress. There's another big boss fight on the floor beyond where the party fought the elemental archfiends. If Fusoya lacks augments, give him two before triggering the next boss fight.

## CPU

**HP** → 30,000  
**Lv** → 60  
**Exp** → 220,000  
**Gil** → 20,000  
**Wk** → ⚡  
**Res** → None  
**Abs** → None  
**Drp** → None  
**Stl** → None

**Susc to** Slow, Sap



There's no mystery concerning what task each node performs. The Defense Node uses Heal on most turns, restoring about 900 HP each time. This makes the Attack Node the top priority, as you do not want to leave it functioning and blasting the party with Laser Barrage. Hit the Attack Node with Ramuh, Flare, and physical attacks until it drops. Once it is down, focus on the CPU and leave the Defense Node for last. The CPU doesn't take much damage from physical attacks, so rely on spells that bypass Reflect (Ninjutsu, Summons). The Defense Node on its own should present no problem; just hammer away on it until it's gone.

## Defense Node

**HP** → 12,000    **Lv** → 60    **Exp** → 0    **Gil** → 0

**Wk** → None    **Res** → 🍷    **Absorb** → ⚡ 🔥 💧 ❄️ ⚙️ ⚰️    **Drp** → None    **Stl** → None

**Susc to** Slow, Sap

## Attack Node

**HP** → 12,000  
**Lv** → 60  
**Exp** → 0  
**Gil** → 0  
**Wk** → None  
**Res** → 🍷  
**Abs** → None  
**Drp** → None  
**Stl** → None

**Susc to** Slow, Sap

## A FEW FINAL THINGS...

After all the events unfold, there are a few steps to make before turning your attention to the final dungeon back on the moon. If you haven't already done so, return to Kokkol's Forge and talk to the smith in front of the forge to receive **Excalibur**. In addition, the dwarf behind the counter now sells three weapons.



### Weaponsmith

Item	Price	Attack	Accuracy	Notes
Shuriken	650	50	100	Can only be thrown.
Fuma Shuriken	50,000	200	--	Can only be thrown.
Yoichi Arrows	30,000	10	--	--



## COLLECT THE AUGMENTS

If you missed any augments, now is the time to collect them. Speak with Why's Mother in the Passage of Eidolons to receive the **Piercing Magic augment**.



### PIERCING MAGIC AUGMENT

Rydia's Black Magic spells are tricky to land when facing a boss that uses Reflect. The choices are either to cast Reflect on someone in the party (which makes healing tricky), or wait for Rosa to Dispel the boss's Reflect. The easiest solution is to give this ability to Rydia and activate it before fighting a boss who hides behind Reflect. If you like to apply Reflect to your party, Piercing Magic works well on Rosa, as it allows her to continue casting Cure spells without worry that they'll benefit the enemy instead.

Game Basics  
 Characters  
 Magic Spells, Summons, Abilities, Augments  
 Weapons, Armor, Items  
 Walkthrough  
 Appendixes:  
 Restatory, Why, Secrets

There's a soldier on the Castle Baron roof. To reach him, go up to the door next to the West Tower's entrance to receive the **HP +50% augment**.

Finally, go to the Crystal Palace and pick up the **Phoenix augment**, **Bless augment**, and **Omnicasting augment**. These are from Fusoya and the number you acquire depends on the number of augments you gave to him.



## PHOENIX, BLESS, OMNICASTING AUGMENTS

Give Phoenix to Kain, as it's arguably his most important ability. There are two primary reasons why Kain is the best choice. First, he has the least MP of all the characters, making it easy to replenish with a single Dry Ether. Second, Kain spends large portions of battle in the air and away from damage. There's a good chance he'll be the last one to fall in any given fight.

Edge is a good choice for Bless because of his tremendous speed. Start each fight with Bless and he should have a follow-up attack before most enemies perform their first action.

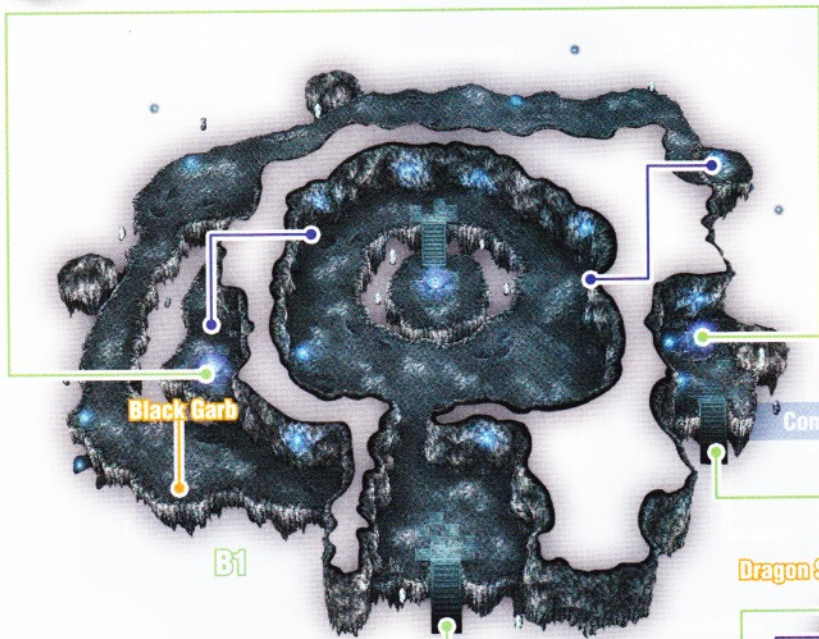
Omnicasting is a nice boost for Rosa. Most of Rydia's and Edge's abilities already target everyone, and Cecil won't spend much time using White Magic if you've set him up properly.

## HP+50% AUGMENT

There are two potential candidates for HP+50%: Cecil and Rosa. Since Cecil spends so much of the game with Draw Attacks active, he needs all the health he can muster. However, there are some battles where the enemies blast the entire party at once and it's more important to keep Rosa alive so she can heal and revive everyone. If Cecil can withstand the incoming damage well enough without additional health, give this augment to Rosa.

# Lunar Subterrane

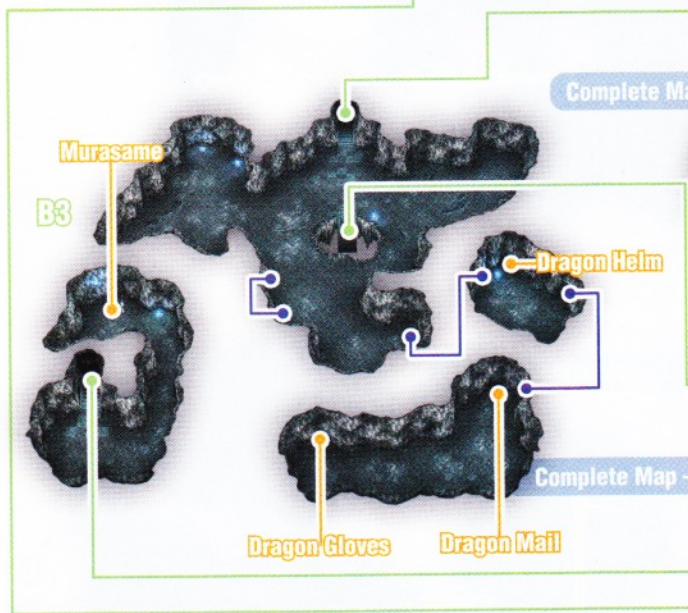
**Items Found:** Black Garb, Sage's Staff, Murasame, Flame Whip, Dragon Shield, Dragon Helm, Dragon Gloves, Dragon Mail, Artemis Arrows, Elixir x3, White Fang, X-Potion, Fuma Shuriken x4, Cottage, Golden Apple, Crystal Shield, Crystal Gloves, Crystal Helm, Crystal Mail, White Robe, Red Fang, Protect Ring x2, Ragnarok, Minerva Bustier, Cottage, Masamune, Holy Lance, Ribbon x2, Gold Hourglass



Black Garb

B1

Complete Map - 10 Hi-Potions



Murasame

B3

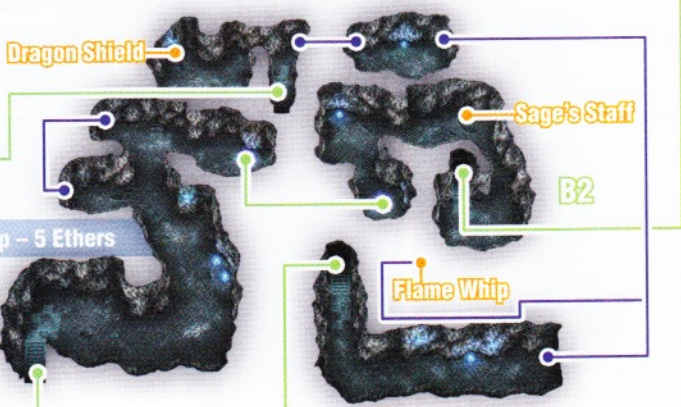
Complete Map - 5 Ethers

Dragon Helm

Dragon Gloves

Dragon Mail

Complete Map - 5 X-Potions



Dragon Shield

Sage's Staff

B2

Flame Whip



Elixir

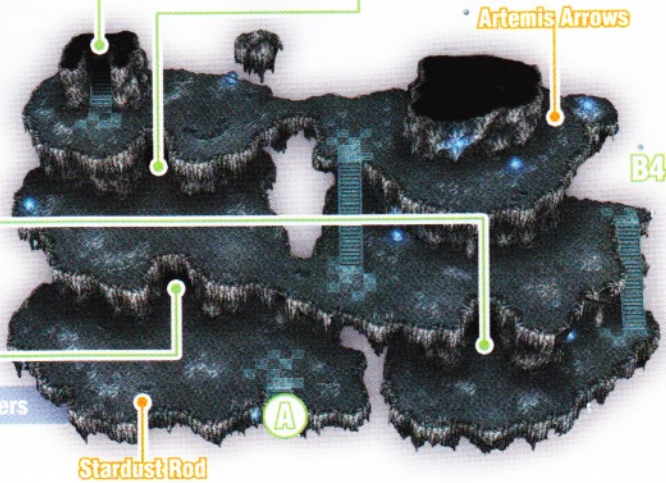
B4



X-Potion

B4

White Fang



Artemis Arrows

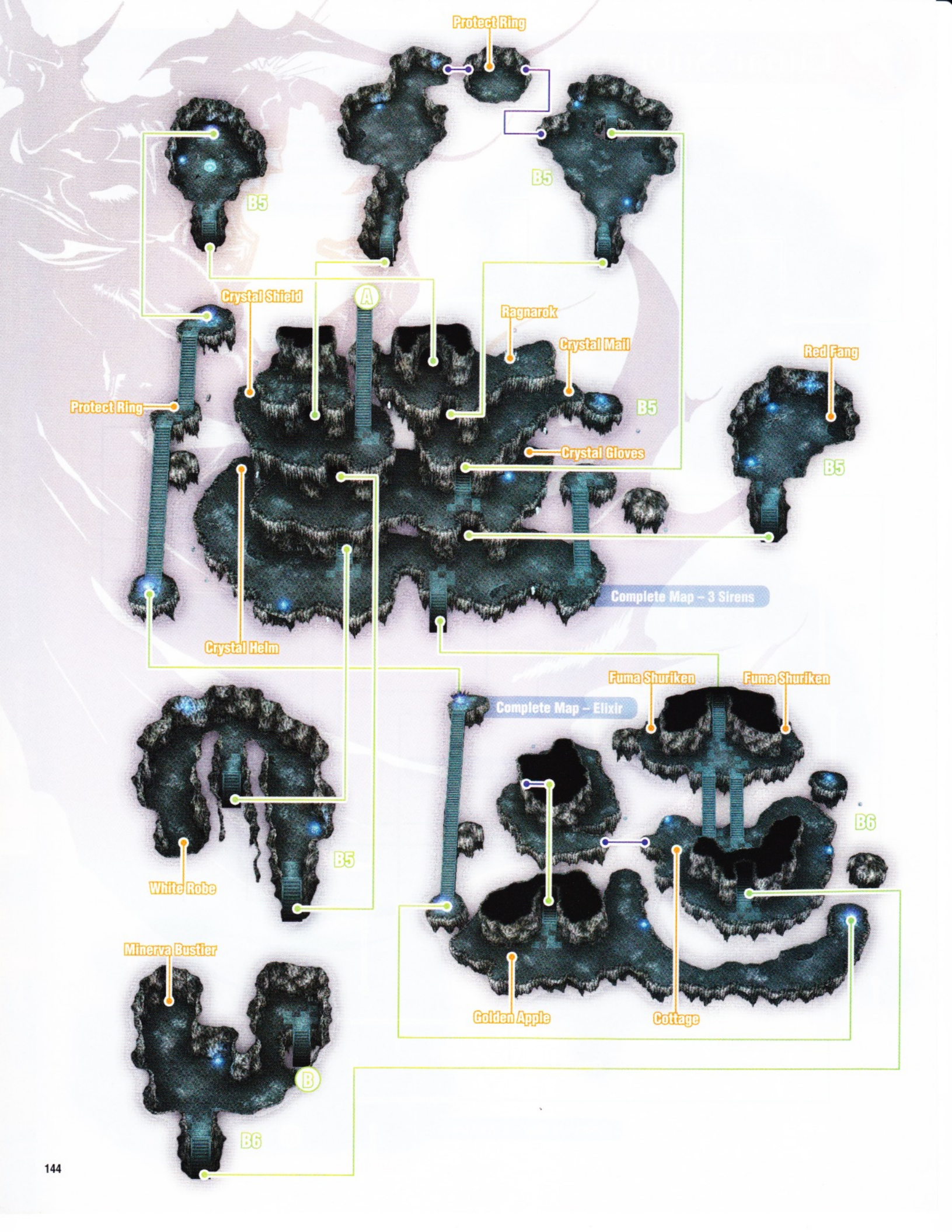
B4

Complete Map - 3 Dry Ethers

Stardust Rod

A





Protect Ring

B5

B5

Crystal Shield

A

Ragnarok

Crystal Mail

Red Fang

Protect Ring

B5

Crystal Gloves

B5

Complete Map - 3 Sirens

Crystal Helm

Fuma Shuriken

Fuma Shuriken

Complete Map - Elixir

B6

White Robe

B5

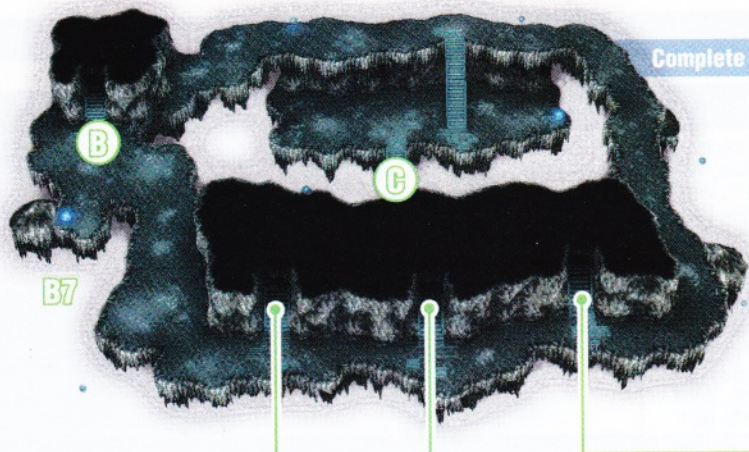
Minerva Bustier

B

B6

Golden Apple

Cottage



Complete Map - 3 Coeurl Whiskers

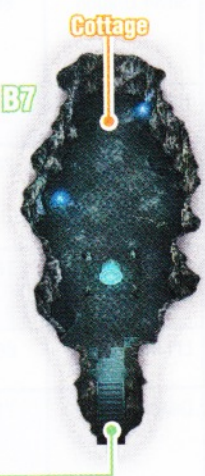


Holy Lance



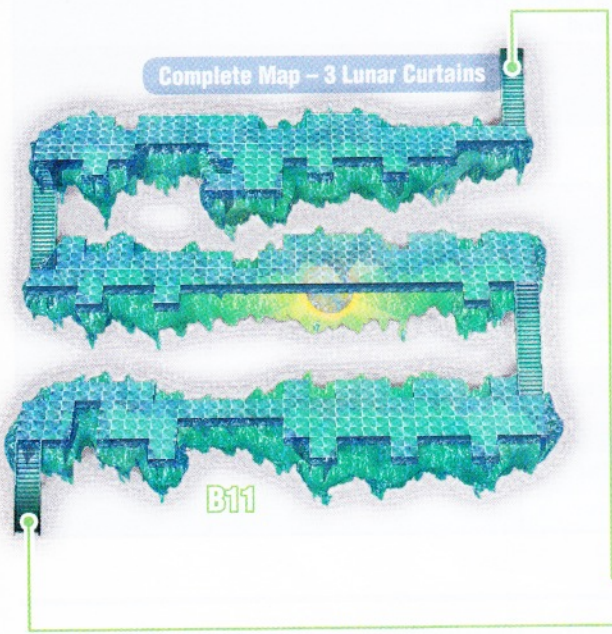
Ribbon Ribbon

B7

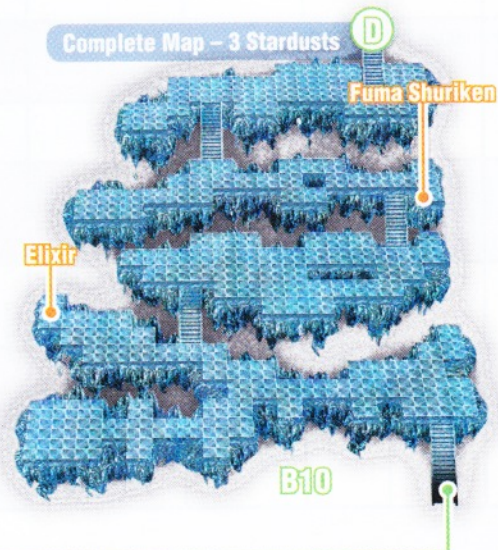


Cottage

B7



Complete Map - 3 Lunar Curtains

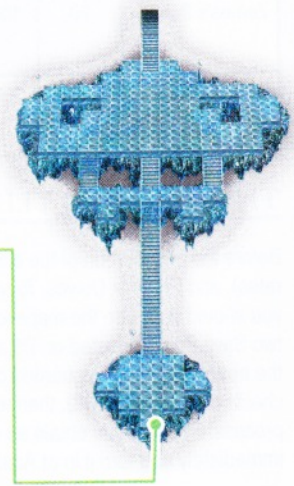


Complete Map - 3 Stardust

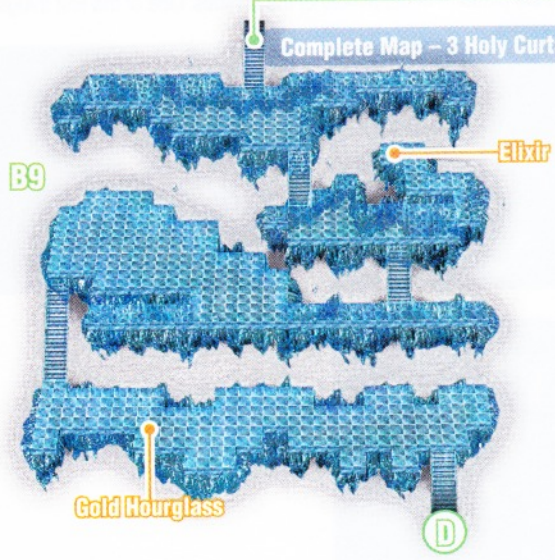
Fuma Shuriken

Elixir

B10



Complete Map - 3 Holy Curtains

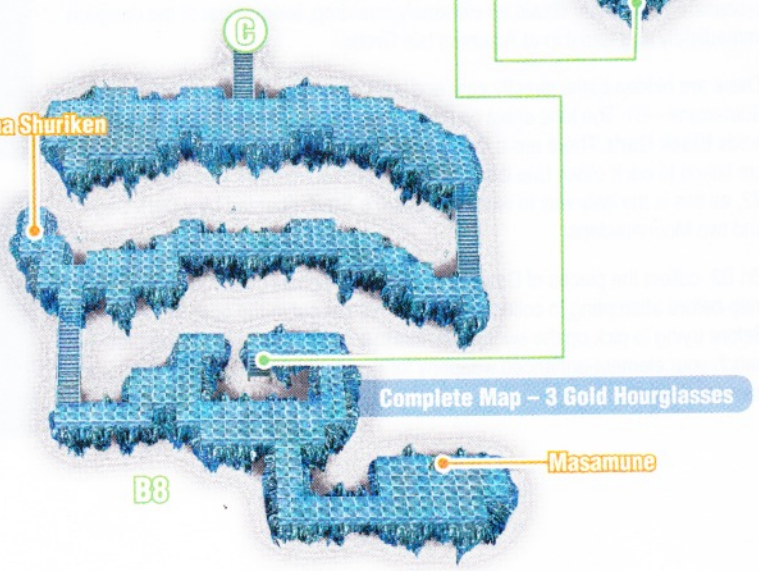


B9

Elixir

Gold Hourglass

D



Complete Map - 3 Gold Hourglasses

Fuma Shuriken

B8

Masamune

## Encounters in the Lunar Subterrane

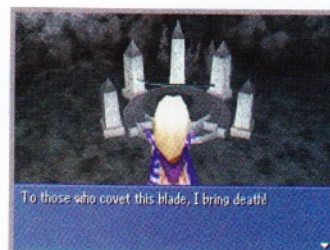
Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Ahriman	71	25000	25066	1257	--	Fire, Ice, Thunder, Water, Earth, Wind, Holy, Dark	--	Eye Drops (20%), Elixir (12%), Gold Hourglass (5%), Protect Ring (0.4%)	Eye Drops (60%)
Gold Dragon	66	16400	49353	832	--	Fire, Ice, Thunder, Water, Earth, Wind, Holy, Dark	--	Zeus's Wrath (20%), Heavenly Wrath (12%), Blue Fang (5%), Golden Apple (0.4%)	Zeus's Wrath (50%)
Silver Dragon	66	15000	45168	763	--	Fire, Ice, Thunder, Water, Earth, Wind, Holy, Dark	--	Stardust (20%), Holy Curtain (12%), Lunar Curtain (5%), Silver Apple (0.4%)	Stardust (40%)
Dinozombie	68	24000	72000	1210	Fire, Holy	Dark	--	Red Fang (20%), Cursed Ring (5%)	Red Fang (40%)
Flan Princess	70	10000	20198	508	--	--	Fire, Ice, Thunder, Water, Earth, Wind	Dry Ether (20%), Elixir (12%), Rainbow Pudding (1%), Pink Tail (0.4%)	Dry Ether (20%)
Blue Dragon	70	30000	90297	1515	--	--	Ice	White Fang (20%), Shuriken (12%), Dragon Whisker (5%), Wyvern Lance (0.4%)	White Fang (20%)
Li'l Murderer	66	12000	12099	608	Thunder	--	--	Potion (20%), Tent (12%), Silver Hourglass (5%), Goblin (0.4%)	Potion (60%)
Deathmask	71	37000	111297	1866	--	Fire, Ice, Thunder, Water, Wind, Holy, Dark	--	Holy Curtain (20%), X-Potion (12%), Elixir (5%), Glass Mask (0.4%)	Holy Curtain (40%)
Red Dragon	72	50000	150297	2516	Ice	Wind, Holy, Dark	Fire	Red Fang (20%), Dragon Gloves (12%), Wyvern Lance (5%), Red Tail (0.4%)	Red Fang (40%), Crystal Ring (1%)
Zemus's Breath	70	40000	60000	2012	--	Ice, Thunder, Water, Wind, Holy, Dark	Fire	--	--
Zemus's Malice	70	20000	60000	1012	--	Ice, Thunder, Water, Wind, Holy, Dark	Fire	--	--

## THE FINAL BATTLE

Before the final portion of the adventure, check your party's inventory. Stock up on Cottages, Sirens (if you plan to hunt for the rare items with extremely low drop rates), and Phoenix Downs. To reach the Lunar Subterrane, go to Crystal Palace 2F and stand on the platform in the middle of the crystals. One of the first things you should do is use the maps to determine the quickest route to one of the two Save Points, located on B5 and B7. Once you're at one of them, collect the treasures from the guarded chests nearest the Save Points (the guarded chests are mainly on B6), then move to the other Save Point and repeat the process. Finally, if you obtain an extremely rare drop, teleport out of the dungeon immediately and turn it in at Adamant Isle Grotto.

There are hidden paths directly east and west of the initial staircase on Lunar Subterrane—B1. The lone chest on this floor, guarded by an Armor Construct, holds **Black Garb**. There are a few routes down to B2, plus the two teleporters are linked to each other. Use them to reach the eastern stairs that lead down to B2, as this is the only way to reach the **Sage's Staff**, guarded by a Dark Sage and two Moonmaidens.

On B3, collect the pieces of Dragon gear from the chests on the east side of the map before attempting to collect the sword that sits out in the open in the west. Before trying to pick up the sword, **Murasame**, cast Float on the entire party and switch your elemental-enhanced weapons for the most powerful ones that lack an elemental affinity.



# White Dragon

HP → 32,700  
 Lv → 65  
 Exp → 132,132  
 Gil → 21,000

Wk → None    Res →    Absorb →    Susc. to → Slow, Sap



By preparing the party with Float, you immediately nullify the White Dragon's powerful Earthquake ability. Note that this boss also uses Counter: Slow against spells and Maelstrom when it wants to make its prey nervous.

Don't try to damage the White Dragon with elemental magic or weapons, as this actually heals it instead of damaging it! On top of that, keep everyone healed (especially after Maelstrom) and the beast shouldn't present much of a challenge, as long as you remembered to cast Float on the party first.

Lunar Subterrane—B4 contains a few chests, one of which holds the powerful **Artemis Arrows**. The chest nearest the exit to B5 contains the **Stardust Rod**, but it's guarded by a Behemoth. The Stardust Rod is a terrific piece of equipment, as it allows Rydia to cast an MP-free Comet. Conservation of MP is incredibly important when Save Points are few and far between.

B5 is a much larger level than it first appears. Most of the cave mouths visible on the main part of the level lead to small caves that link different spots on B5. To compound the time problem, the six items to collect here are guarded by powerful enemies! Before you tackle any of the guarded chests, use the Save Point on B5. It is a much shorter walk from there if you must reload a previous save.

The tier of B5 where the party first finds the stairs is split. The chest on the west side holds a **Crystal Shield** and it's guarded by two Blue Dragons. Cast Stop on one and Berserk on the other to make this fight significantly easier. The chest on the east side contains **Crystal Mail**, although it's guarded by a Behemoth. Focus on melee damage against Behemoth and keep Blink on your melee fighters to negate counterattacks.



The third tier's only chest holds **Crystal Gloves**, which are guarded by a Red Dragon. This difficult foe is rendered relatively harmless by casting Berserk on it and using Blink on an ally equipped with Draw Attacks. The lowest tier also has a single chest; the **Crystal Helm**'s guardian is a Dinozombie.

While there are several small rooms on Lunar Subterrane—B5, the most important one may be the least obvious. In the room with the **Red Fang**, a rare flan-type enemy makes its only appearance. These pink powerhouses are only encountered reliably through the use of a Siren. They use Samba de Flan to Berserk the entire party and the only defense against it is the Crystal Armor. The southern exit from the room with the Save Point leads to the uppermost tier of B5 and an encounter with Dark Bahamut over possession of **Ragnarok**, the most powerful of holy swords.



# Dark Bahamut

HP 60,000

Lv 65

Exp 241,332

Gil 24,000

Wk

None

Res



Abs

None

Susc. to

Blind, Poison, Slow, Sap

Dark Bahamut opens with Megafire and things only get worse. It uses Counter: Attack against physical damage, Counter: Flare against magic, and Megafire in retaliation against Summons. It casts Reflect on itself, then bounces Flare from itself to the party. It also has Heal (which ignores Reflect) to bolster its health.

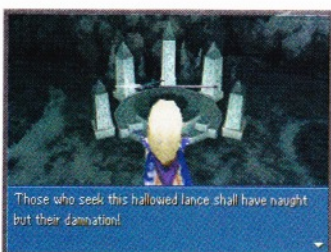
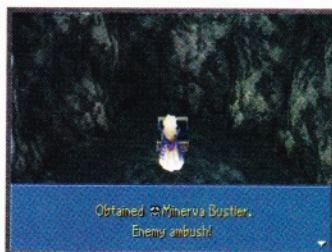
The tactics used previously against the other Bahamut should work in this fight, too. Immediately heal everyone, then hit Dark Bahamut with Slow. Next, cast Shell on everyone and use Blink or Mirage on the characters who inflict melee damage.

After that, it's a matter of healing after Megafires and maintaining Mirage or Blink while whittling down Dark Bahamut's health.



Mercifully, the chests on B6 are not guarded. There are two **Fuma Shuriken** near the entry stairs, while the other chests contain a **Golden Apple** and a **Cottage**. There is an invisible path that links the two halves of the map. This trail eventually leads to the staircases floating on the west side of B5 and B6, along with the Save Point on B5. Bypass the chest on the stairs at first; it's a **Protect Ring** guarded by a Behemoth. It's a short walk from the Save Point and there's no need to risk anything before saving.

The passage that leads to B7 has a **Minerva Bustier**, guarded by a Dark Sage and two Moonmaidens. The southwest doorway on B7 is the other Save Point. The **Holy Lance** and a boss encounter lie waiting in the room behind the closer door to the east. The furthest doorway east has two chests (both with a **Ribbon**), but to reach them you must defeat another powerful enemy who guards a spot on the floor, not the actual chests.



# Plague Horror

HP 33,333

Lv 65

Exp 134,664

Gil 22,000

Wk

None

Res



Abs

None

Susc. to

Blind, Poison, Slow, Sap



The Plague Horror's first action is to cast Doom, which starts a countdown from 10. It follows by hitting the party with Haste to speed up the countdown. There's not much else to worry about here.

Jump with Kain at every opportunity, as the countdown is suspended when he's off-screen. Taking that action

with Kain should keep his countdown at a different number. Just unload on the beast with the most powerful attacks available to the other party members. If you can't defeat Plague Horror before the first countdown ends, use a Phoenix Down on Rosa and let her raise the others (including Kain when his counter reaches 0) to start attacking again. Since Plague Horror doesn't cause any direct damage (the boss relies on Doom, Haste, and quick Heals), don't waste time with healing. As people spring back up, return to all-out attacks.

# Lunasaur

HP 46,000

Lv 65

Exp 184,000

Gil 23,000

Wk



Res



Abs

None

Susc. to

Blind, Poison, Slow, Sap



When struck by a physical attack, Lunasaur counters by casting Reflect on itself. After being hit with a Summon, it uses Counter: Heal. Most dangerous of all is the boss's Bad Breath attack, which inflicts multiple negative status effects on everyone not protected by the proper gear.

Lunasaur's weaknesses are Fire and Cure spells, so Cecil and Kain should be able to punish it, provided you've already collected Ragnarok. Things could get ugly when Lunasaur starts using Bad Breath, as the party is often stuck helplessly watching a screen filled with blinded, confused frogs miss their attacks against each other.

Lunar Subterrane—B8 is a departure from the previous levels. It sports a new look and provides much more difficult random encounters. Thankfully, the Deathmask, Zemus's Malice, and Zemus's Breath monsters are all susceptible to Stop. The final floors block the use of both Teleport and Warp. The final weapon, **Masamune**, is the only guarded item in these last floors. The other items are free for the taking, if you survive the trip to reach them!



## Ogopogo

**HP** → 50,000  
**Lv** → 65  
**Exp** → 201,332  
**Gil** → 25,000  
**Wk** None  
**Res**   
**Abs**   
**Susc. to** Blind, Poison, Slow, Sap

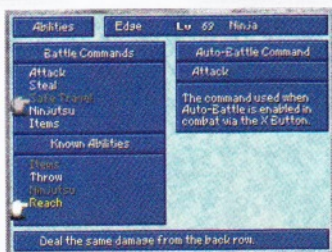


Ogopogo, a stronger version of Leviathan, opens the battle with an instant Deluge and follows it with strong physical attacks. If it's struck with Summons, it counters with Blaze.

Heal everyone after the opening Deluge attack, then cast Slow on Ogopogo and cover everyone with Shell and Protect. For the characters

using weapons, protect them with Blink and Mirage. Ogopogo does not counter physical attacks and even its Blaze attack isn't that powerful. Remember to heal after each Deluge, then keep up the attacks and summon Bahamut to finish the fight.

Assuming you've completed every other map up to this point, once you complete Lunar Subterrane—B10, you receive the **Treasure Hunter augment**. Before taking on the final boss, change everyone's abilities to those that are beneficial in battle. You won't need abilities such as Level Lust, Gil Farmer, or Safe Travel and the like. If Cecil has Kick, trade it out for Attack.



## Zeromus

**HP** → 150,000  
**Lv** → 68  
**Exp** → 0  
**Gil** → 0  
**Wk** None  
**Res** None  
**Abs** None  
**Susc. to** Slow, Sap

When the fight begins, spend a few rounds preparing the party with spells such as Shell and Protect. Don't do anything to the boss, though, as it will have no effect. When everyone is ready, have Cecil use the Crystal.

Zeromus has a counter to most everything and none of them are pleasant. Against Summons, he counters with Osmose against the entire party. He also uses this ability without notice; fortunately, it won't drain everyone's MP. Look for Counter: Flare to appear when magic or items that emulate spells are used. Additionally, Zeromus uses Meteor and Whirl in a nightmarish attack that drops everyone's HP to single digits.

In addition, the boss has two nasty abilities he uses consecutively. Black Hole removes all magical effects from everyone, including himself. If it's possible, reapply Shell if this occurs because up next is Big Bang. This attack often leaves the entire party knocked out or extremely close to it.



An important part of this fight is to cast Slow against Zeromus as often as possible. Also, it's imperative to always restore Shell as soon as it is removed. Make sure the character with the Phoenix ability receives an Ether, Dry Ether, or Elixir immediately after being revived so that the party returns with as close to full health as possible. Use Edge to steal the **Dark Matter** during the fight. Until he has it, don't let Edge do anything else. After acquiring it, throw every weapon in the party's inventory at him, starting with the strongest weapons first. The one hole in Zeromus's defense is that he does not counter physical attacks. Attack with Cecil, use Jump with Kain, and don't be shy about consuming your best restorative items such as Elixirs.



After the fight, watch all of the ending credits to receive the **Limit Break augment**. Save your game when prompted at the end to start a New Game Plus. There are new challenges ahead for you!

# Appendices



# Bestiary

**MONSTER NAME**  
The monster's in-game name.

**Location**  
Where the monster is commonly located.

**Attributes**  
A breakdown of all the monster's parameters.  
**STRENGTH**  
**STAMINA**  
**SPEED**  
**INTELLECT**  
**SPIRIT**  
**ATTACK**

**Monster Number**  
This number matches a given monster's number in the in-game Bestiary, accessible by summoning a Fat Chocobo with Gysahl Greens.

**ACCURACY**  
**DEFENSE**  
**EVASION**  
**MAGIC DEFENSE**  
**MAGIC EVASION**

## CAVE NAGA

Overworld; Lodestone Cavern

052

**Lv** → 28  
**HP** → 428  
**Exp** → 1284  
**Gil** → 23

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
20	19	24	14	20	13	95	34	5	22	5
						1.5				

**SUSCEPTIBLE TO:**  
Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:**  
Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)

**STEAL:**  
Antidote (20%)

**Basic Stats**  
The monster's level and HP, along with the EXP and gil awarded when it is defeated.  
Level Hit Points Experience Points Gil

**Status Susceptibility**  
The status effects that will work on a given monster.

**Drop Items**  
The items that may be obtained upon victory along with their percentage chance for dropping. Note that having the Treasure Hunter augment equipped doubles these percentages.

**Steal Items**  
The item(s) that can be obtained by using Edge's Steal command along with the chance of success.

### Elemental Strengths & Weaknesses

In this field, a 1.5 indicates that the monster takes an extra 50% damage from a given element—in other words, fire away! A .5 indicates that a monster is resistant to an element and will only take half damage from it. Use these types of attacks only if no alternative method is available. "Abs" is short for Absorb and indicates that a monster is completely resistant to a given element, meaning it will absorb attacks of this element as health. Lastly, "☠" indicates whether a monster is considered a member of the living dead. Monsters with an "0" in this field will take damage from curative spells and items like Cure, Raise, Potions, and Elixirs.

FIRE	BLIZZARD	THUNDER	WATER	EARTH	WIND	HOLY	DARK	UNDEAD

## FLOATING EYE

Overworld; Prologue

001

**Lv** → 11  
**HP** → 40  
**Exp** → 150  
**Gil** → 17

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
10	10	3	3	8	8	105	21	5	9	5
1.5				5	1.5					

**SUSCEPTIBLE TO:**  
Paralyze, Sleep, Confuse, Petrify, Toad, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

**DROP:**  
Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)

**STEAL:**  
Eye Drops (60%)

## GOBLIN

Overworld (near Baron); Mist Cave; Underground Waterway

002

**Lv** → 10  
**HP** → 30  
**Exp** → 90  
**Gil** → 5

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
9	9	2	3	7	7	105	20	5	8	5

**SUSCEPTIBLE TO:**  
Paralyze, Sleep, Confuse, Petrify, Toad, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

**DROP:**  
Potion (20%), Tent (12%), Bronze Hourglass (5%), Goblin (0.4%)

**STEAL:**  
Potion (60%)



# SWORD RAT

Overworld; Mist Cave; Underground Waterway

003

Lv 10  
HP 31  
Exp 93  
Gil 5

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
9	9	2	3	7	7	105	20	5	8	5

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Toad, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

**DROP:** Potion (20%)

**STEAL:** Hi-Potion (60%)

# HELLDIVER

Overworld (near Baron)

004

Lv 10  
HP 28  
Exp 56  
Gil 4

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
7	7	6	3	7	5	95	15	10	7	5

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Toad, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

**DROP:** Gold Needle (32%), Phoenix Down (12%), Cockatrice (0.4%)

**STEAL:** Phoenix Down (60%)

# EYEWING MOTH

Mist Cave

005

Lv 12  
HP 39  
Exp 78  
Gil 5

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
8	8	8	4	8	6	95	16	20	8	5

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

**DROP:** Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)

**STEAL:** Eye Drops (60%)

# LARVA

Mist Cave

006

Lv 10  
HP 25  
Exp 50  
Gil 4

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
7	7	6	3	7	5	95	15	5	7	5

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Toad, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

**DROP:** Potion (20%), Hi-Potion (5%)

**STEAL:** Potion (60%)

# SAND WORM

Overworld; Antlion's Den

007

Lv 12  
HP 500  
Exp 1750  
Gil 54

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
12	12	0	4	8	10	115	46	5	10	5

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Slow, Sap

**DROP:** Potion (20%), Hi-Potion (12%), Remedy (5%), Silver Apple (0.4%)

**STEAL:** Potion (60%)

# DESERT SAHAGIN

Overworld

008

Lv 12  
HP 40  
Exp 100  
Gil 6

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
10	10	4	4	8	8	105	21	5	9	5

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

**DROP:** Antidote (20%), Echo Herbs (12%), Cross (5%), Tent (0.4%)

**STEAL:** Antidote (60%)

# HUNDLEGS

009

Overworld

Lv	12	STR	10	STA	10	SPD	4	INT	4	SPI	8	ATT	8	ACC	105	DEF	21	EVA	5	MD	9	ME	5
HP	46																						
Exp	115																						
Gil	7																						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

**DROP:** Antidote (20%), Potion (12%)

**STEAL:** Antidote (60%)

# TINY MAGE

010

Overworld; Underground Waterway

Lv	13	STR	9	STA	2	SPD	9	INT	4	SPI	9	ATT	6	ACC	95	DEF	17	EVA	10	MD	9	ME	5
HP	50																						
Exp	224																						
Gil	16																						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Stop, Slow, Sap

**DROP:** Rod (20%), Silver Armlet (40%), Ether (5%), Dry Ether (0.4%)

**STEAL:** Rod (20%)

# RED MOUSSE

011

Underground Waterway

Lv	16	STR	10	STA	99	SPD	12	INT	5	SPI	11	ATT	7	ACC	95	DEF	200	EVA	0	MD	10	ME	5
HP	35																						
Exp	201																						
Gil	15																						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:** Potion (20%), Hi-Potion (12%), Rainbow Pudding (0.4%)

**STEAL:** Potion (60%)

# ZOMBIE

012

Underground Waterway; Mount Ordeals

Lv	14	STR	9	STA	9	SPD	10	INT	4	SPI	10	ATT	7	ACC	95	DEF	17	EVA	5	MD	9	ME	5
HP	87																						
Exp	130																						
Gil	10																						

**SUSCEPTIBLE TO:** Paralyze, Confuse, Petrify, Silence, Mini, Gradual Petrify, Pig, Berserk, Stop, Slow, Sap

**DROP:** None

**STEAL:** Potion (60%)

# ALLIGATOR

013

Underground Waterway; Ancient Waterway

Lv	13	STR	11	STA	11	SPD	5	INT	4	SPI	9	ATT	8	ACC	105	DEF	22	EVA	5	MD	10	ME	5
HP	175																						
Exp	438																						
Gil	20																						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:** Leather Cap (20%), Leather Clothing (12%), Hi-Potion (5%), Silver Apple (0.4%)

**STEAL:** Leather Cap (40%)

# TOADGRE

014

Underground Waterway

Lv	14	STR	11	STA	11	SPD	6	INT	4	SPI	10	ATT	9	ACC	105	DEF	22	EVA	5	MD	10	ME	5
HP	66																						
Exp	165																						
Gil	9																						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

**DROP:** Maiden's Kiss (20%)

**STEAL:** Maiden's Kiss (60%)

# GIGANTOAD

Underground Waterway

015

Lv	14	STR	11	STA	11	SPD	6	INT	4	SPI	10	ATT	9	ACC	105	DEF	22	EVA	5	MD	10	ME	5
HP	94		5		1.5		-		Abs		-		-		-		X						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

**DROP:** Maiden's Kiss (20%)

**STEAL:** Maiden's Kiss (60%)

# SAHAGIN

Underground Waterway

016

Lv	14	STR	11	STA	11	SPD	6	INT	4	SPI	10	ATT	9	ACC	105	DEF	22	EVA	5	MD	10	ME	5
HP	110		5		-		1.5		Abs		-		-		-		X						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

**DROP:** None

**STEAL:** Potion (60%)

# AMOEBEA

Underground Waterway

017

Lv	14	STR	9	STA	9	SPD	10	INT	4	SPI	10	ATT	7	ACC	95	DEF	17	EVA	5	MD	9	ME	5
HP	125		5		-		1.5		Abs		-		-		-		X						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

**DROP:** Antidote (20%), Echo Herbs (12%), Cross (5%), Tent (0.4%)

**STEAL:** Antidote (60%)

# FANGSHELL

Underground Waterway; Ancient Waterway

018

Lv	15	STR	10	STA	10	SPD	11	INT	5	SPI	11	ATT	7	ACC	95	DEF	22	EVA	5	MD	10	ME	5
HP	55		5		-		1.5		Abs		-		-		-		X						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

**DROP:** Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)

**STEAL:** Diet Ration (60%)

# KILLER FISH

Underground Waterway; Ancient Waterway

019

Lv	15	STR	10	STA	10	SPD	11	INT	5	SPI	11	ATT	7	ACC	95	DEF	18	EVA	5	MD	10	ME	5
HP	60		5		-		1.5		Abs		-		-		-		X						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap

**DROP:** Potion (20%), Hi-Potion (12%)

**STEAL:** Potion (60%)

# ADAMANTOISE

Antlion's Den

020

Lv	18	STR	15	STA	15	SPD	6	INT	5	SPI	22	ATT	12	ACC	115	DEF	49	EVA	5	MD	13	ME	5
HP	190		-		1.5		.5		-		-		-		-		X						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Slow, Sap

**DROP:** Antidote (20%), Echo Herbs (12%), Cross (5%), Tent (0.4%)

**STEAL:** Antidote (60%)

## YELLOW JELLY

Antlion's Den

021

Lv	17	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME	
HP	60	11	99	13	5	12	8	95	19	0	11	5	
Exp	238	5	-	1.5	-	-	-	-	X				
Gil	18	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap						<b>DROP:</b> Potion (20%), Hi-Potion (12%), Rainbow Pudding (0.4%)			<b>STEAL:</b> Potion (60%)		

## DOMOVOI

Overworld; Antlion's Den; Mount Hobs

022

Lv	18	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME	
HP	100	13	13	10	5	13	10	105	24	5	12	5	
Exp	300	-	-	-	-	-	-	-	X				
Gil	14	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap						<b>DROP:</b> Potion (20%), Tent (12%)			<b>STEAL:</b> Potion (60%)		

## BASILISK

Antlion's Den

023

Lv	18	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME	
HP	140	13	13	10	5	13	10	105	24	5	12	5	
Exp	420	-	1.5	-	-	-	-	-	X				
Gil	9	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap						<b>DROP:</b> Golden Needle (20%)			<b>STEAL:</b> Golden Needle (60%)		

## LESHY

Antlion's Den; Tower of Babil; Cave of Eblan

024

Lv	19	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME	
HP	130	14	14	11	6	13	10	105	25	5	13	5	
Exp	480	1.5	5	.5	-	-	-	-	X				
Gil	10	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap						<b>DROP:</b> Potion (20%)			<b>STEAL:</b> Potion (60%)		

## GARGOYLE

Overworld; Mount Hobs

025

Lv	19	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME	
HP	240	14	14	11	6	13	10	105	25	10	13	5	
Exp	810	-	-	-	.5	-	1.5	.5	X				
Gil	15	<b>SUSCEPTIBLE TO:</b> Paralyze, Confuse, Paralyze, Silence, Mini, Gradual Petrify, Berserk, Stop, Slow, Sap						<b>DROP:</b> Potion (20%)			<b>STEAL:</b> Potion (60%)		

## COCKATRICE

Overworld (NE &amp; SE continents); Mount Hobs

026

Lv	19	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME	
HP	241	14	14	11	6	13	10	105	25	10	13	5	
Exp	723	-	-	-	-	1.5	-	-	X				
Gil	14	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap						<b>DROP:</b> Gold Needle (32%), Phoenix Down (5%), Cockatrice (0.4%)			<b>STEAL:</b> Phoenix Down (60%)		

# SKELTON

Mount Hobs; Mount Ordeals

027

Lv → 19  
HP → 135  
Exp → 270  
Gil → 8

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
12	12	15	6	13	8	95	20	5	12	5
1.5	5	5	-	-	1.5	5	0			

**SUSCEPTIBLE TO:** Paralyze, Confuse, Petrify, Silence, Mini, Gradual Petrify, Berserk, Stop, Slow, Sap  
**DROP:** None  
**STEAL:** Leather Clothing (40%)

# SPIRIT

Mount Hobs; Mount Ordeals

028

Lv → 19  
HP → 86  
Exp → 172  
Gil → 5

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
12	12	15	6	13	8	95	20	10	12	5
Abs	5	5	-	5	1.5	.5	X			

**SUSCEPTIBLE TO:** Paralyze, Confuse, Petrify, Silence, Mini, Gradual Petrify, Berserk, Stop, Slow, Sap  
**DROP:** Potion (20%), Cursed Ring (5%)  
**STEAL:** Potion (60%)

# BOMB

Overworld; Mount Hobs

029

Lv → 20  
HP → 55  
Exp → 150  
Gil → 5

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
12	12	16	6	14	9	95	20	10	12	5
Abs	1.5	-	-	-	-	-	X			

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap  
**DROP:** Bomb Fragment (10%)  
**STEAL:** Bomb Fragment (50%)

# GRAY BOMB

Overworld; Mount Hobs

030

Lv → 20  
HP → 222  
Exp → 484  
Gil → 13

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
13	13	17	7	15	10	95	21	11	13	6
Abs	1.5	-	-	-	-	-	X			

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap  
**DROP:** Bomb Fragment (10%)  
**STEAL:** Bomb Fragment (50%)

# GATLINGHOG

Overworld

031

Lv → 21  
HP → 215  
Exp → 430  
Gil → 12

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
15	13	17	6	15	9	95	21	5	13	5
							X			

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap  
**DROP:** Gold Needle (20%)  
**STEAL:** Gold Needle (20%)

# BARON MARINE

Fabul

032

Lv → 22  
HP → 210  
Exp → 663  
Gil → 13

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
16	15	14	7	15	11	105	26	5	14	5
		1.5			.5	.5	X			

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap  
**DROP:** Hi-Potion (10%)  
**STEAL:** Hi-Potion (60%)

## CAPTAIN

Fabul

033

Lv	→23	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	→320	17	16	15	7	16	12	105	27	5	15	5
Exp	→999			1.5					X			
Gil	→19	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap						<b>DROP:</b> Hi-Potion (15%)			<b>STEAL:</b> Hi-Potion (60%)	

## ZU

Overworld

034

Lv	→24	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	→941	19	18	12	7	17	14	115	32	10	16	5
Exp	→3764	5	5	1.5		5	1.5		X			
Gil	→51	<b>SUSCEPTIBLE TO:</b> None						<b>DROP:</b> Feathered Cap (20%), Hi-Potion (12%), Cottage (5%), Silver Apple (0.4%)			<b>STEAL:</b> Feathered Cap (40%)	

## BLOODBONES

Mount Ordeals

035

Lv	→22	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	→210	13	13	18	7	15	9	95	21	5	13	5
Exp	→420	1.5	5	5			1.5	5	0			
Gil	→12	<b>SUSCEPTIBLE TO:</b> Paralyze, Confuse, Petrify, Silence, Mini, Gradual Petrify, Berserk, Stop, Slow, Sap						<b>DROP:</b> None			<b>STEAL:</b> Leather Clothing (40%)	

## GHOUL

Mount Ordeals

036

Lv	→22	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	→444	17	13	18	7	15	9	95	21	5	13	5
Exp	→888	1.5					1.5	5	0			
Gil	→23	<b>SUSCEPTIBLE TO:</b> Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap						<b>DROP:</b> None			<b>STEAL:</b> Leather Clothing (40%)	

## SOUL

Mount Ordeals

037

Lv	→22	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	→250	17	13	18	7	15	9	95	21	5	13	5
Exp	→500	Abs	5				1.5		X			
Gil	→14	<b>SUSCEPTIBLE TO:</b> Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap						<b>DROP:</b> Potion (20%), Cursed Ring (12%)			<b>STEAL:</b> Potion (60%)	

## LILITH

Mount Ordeals

038

Lv	→28	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	→732	21	20	16	8	20	15	115	54	5	18	5
Exp	→3048	1.5							0			
Gil	→42	<b>SUSCEPTIBLE TO:</b> Paralyze, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap						<b>DROP:</b> Lilith's Kiss (20%), Silver Apple (12%), Lilith Rod (5%)			<b>STEAL:</b> Lilith's Kiss (50%)	

# REVENANT

Mount Ordeals

039

Lv	23	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	530	19	14	19	7	16	10	95	32	5	14	5
Exp	1060	1.5	-	-	-	-	1.5	.5	0			

**SUSCEPTIBLE TO:** Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap  
**DROP:** None  
**STEAL:** Leather Clothing (40%)

# GIGAS GATOR

Ancient Waterway

040

Lv	23	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	584	17	14	19	7	16	11	95	32	5	14	5
Exp	1168	-	1.5	-	Abs	-	-	-	X			

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap  
**DROP:** Leather Cap (20%), Leather Clothing (12%), Hi-Potion (5%), Silver Apple (0.4%)  
**STEAL:** Leather Cap (40%)

# SPLASHER

Ancient Waterway

041

Lv	24	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	360	18	14	20	7	17	12	95	32	5	14	5
Exp	720	-	-	1.5	Abs	-	-	-	X			

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap  
**DROP:** Potion (20%), Hi-Potion (12%)  
**STEAL:** Potion (60%)

# DEVIL'S CASTANET

Ancient Waterway

042

Lv	25	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	760	18	15	21	8	18	12	95	33	5	15	5
Exp	1520	-	-	1.5	Abs	-	-	-	X			

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap  
**DROP:** Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)  
**STEAL:** Diet Ration (60%)

# BARON GUARDSMAN

Ancient Waterway; Baron

043

Lv	26	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	560	19	17	18	8	18	14	105	43	5	16	5
Exp	1710	-	-	-	-	-	-	-	X			

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap  
**DROP:** Potion (20%), Hi-Potion (12%)  
**STEAL:** Potion (60%)

# HYDRA

Ancient Waterway

044

Lv	26	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	514	23	17	18	8	18	14	105	43	5	16	5
Exp	1542	-	-	1.5	-	-	-	-	X			

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap  
**DROP:** Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)  
**STEAL:** Antidote (60%)







# NEEDLEHOG

Overworld; Lodestone Cavern

051

Lv 27  
HP 398  
Exp 1194  
Gil 21

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
20	18	23	14	19	13	95	34	5	21	5

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:** Gold Needle (20%)

**STEAL:** Gold Needle (60%)



# CAVE NAGA

Overworld; Lodestone Cavern

052

Lv 28  
HP 428  
Exp 1284  
Gil 23

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
20	19	24	14	20	13	95	34	5	22	5

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:** Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)

**STEAL:** Antidote (20%)



# OGRE

Lodestone Cavern

053

Lv 30  
HP 1065  
Exp 4260  
Gil 56

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
25	22	22	15	21	16	105	45	5	24	5

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:** Bacchus's Wine (20%), Headband (12%), Power Armlet (5%), Giant's Gloves (0.4%)

**STEAL:** Bacchus's Wine (50%)



# SUCCUBUS

Lodestone Cavern

054

Lv 29  
HP 621  
Exp 1863  
Gil 33

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
20	19	25	15	20	14	95	35	5	22	5

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:** Vampire Fang (20%), Lilith's Kiss (12%)

**STEAL:** Vampire Fang (50%)



# CAVE BAT

Lodestone Cavern; Cave of Eblan

055

Lv 29  
HP 334  
Exp 1002  
Gil 18

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
20	19	25	15	20	14	95	35	10	22	5

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:** Potion (20%), Hi-Potion (12%)

**STEAL:** Potion (60%)



# MINDFLAYER

Lodestone Cavern

056

Lv 31  
HP 600  
Exp 2400  
Gil 33

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
25	23	23	16	22	16	105	46	5	25	5

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:** Hi-Potion (20%), Unicorn Horn (12%), Gold Hourglass (5%), Mindflayer (0.4%)

**STEAL:** Hi-Potion (60%)



# CENTAUR KNIGHT

Tower of Zot

057

Lv	31	STR	26	STA	29	SPD	23	INT	19	SPI	25	ATT	20	ACC	105	DEF	61	EVA	5	MD	28	ME	5
HP	1292																						
Exp	3876																						
Gil	68	<b>SUSCEPTIBLE TO:</b> Berserk, Stop, Slow, Sap										<b>DROP:</b> Tent (20%), Cottage (12%)					<b>STEAL:</b> Tent (60%)						

# SORCERESS

Tower of Zot

058

Lv	30	STR	23	STA	26	SPD	26	INT	18	SPI	24	ATT	17	ACC	95	DEF	50	EVA	5	MD	26	ME	5
HP	893																						
Exp	1786																						
Gil	46	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Rod (20%), Silver Armlet (12%), Ether (5%), Dry Ether (0.4%)					<b>STEAL:</b> Rod (40%)						

# PURPLE BAVAROIS

Tower of Zot; Lunar Surface; Lunar Tunnel

059

Lv	30	STR	23	STA	99	SPD	26	INT	18	SPI	24	ATT	17	ACC	95	DEF	999	EVA	0	MD	26	ME	5
HP	519																						
Exp	1236																						
Gil	32	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Potion (20%), Hi-Potion (12%), Rainbow Pudding (0.4%)					<b>STEAL:</b> Potion (60%)						

# GREMLIN

Tower of Zot

060

Lv	31	STR	24	STA	27	SPD	27	INT	19	SPI	25	ATT	18	ACC	95	DEF	51	EVA	5	MD	27	ME	5
HP	697																						
Exp	1394																						
Gil	36	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Silent Bell (20%), Unicorn Horn (12%), Bronze Hourglass (5%), Ether (0.4%)					<b>STEAL:</b> Silent Bell (50%)						

# BLACK KNIGHT

Tower of Zot

061

Lv	33	STR	27	STA	30	SPD	25	INT	20	SPI	26	ATT	21	ACC	105	DEF	63	EVA	5	MD	29	ME	5
HP	1224																						
Exp	3672																						
Gil	64	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Tent (20%), Cottage (12%)					<b>STEAL:</b> Tent (60%)						

# FROSTBEAST

Tower of Zot

062

Lv	40	STR	32	STA	36	SPD	32	INT	24	SPI	32	ATT	24	ACC	105	DEF	70	EVA	5	MD	35	ME	5
HP	1768																						
Exp	5304																						
Gil	92	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Ice Arrows (20%), Antarctic Wind (12%), Arctic Wind (5%), White Fang (0.4%)					<b>STEAL:</b> Ice Arrows (40%)						

# ICE LIZARD



Tower of Zot

063

Lv	32	STR	24	STA	28	SPD	28	INT	19	SPI	26	ATT	18	ACC	95	DEF	52	EVA	5	MD	28	ME	5
HP	1224																						
Exp	2448																						
Gil	63																						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:** Ice Arrows (20%), Antarctic Wind (12%), Arctic Wind (5%), White Fang (0.4%)

**STEAL:** Ice Arrows (40%)

# FELL TURTLE



Tower of Zot; Underworld

064

Lv	36	STR	31	STA	35	SPD	24	INT	22	SPI	29	ATT	24	ACC	115	DEF	76	EVA	5	MD	33	ME	5
HP	3570																						
Exp	14280																						
Gil	184																						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:** Mythril Shield (20%), Mythril Hammer (12%), Hi-Potion (5%), X-Potion (0.4%)

**STEAL:** Mythril Shield (40%)

# MARIONETTEER



Tower of Zot; Tower of Babil

065

Lv	33	STR	25	STA	28	SPD	29	INT	20	SPI	26	ATT	19	ACC	95	DEF	53	EVA	5	MD	28	ME	5
HP	804																						
Exp	1668																						
Gil	43																						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:** Healing Staff (20%), Rune Armlet (12%), Rune Staff (5%)

**STEAL:** Healing Staff (40%)

# MARIONETTE



Tower of Zot

066

Lv	33	STR	25	STA	28	SPD	29	INT	20	SPI	26	ATT	19	ACC	95	DEF	53	EVA	5	MD	28	ME	5
HP	654																						
Exp	1388																						
Gil	36																						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:** Potion (20%), Ether (12%), Decoy (5%)

**STEAL:** Potion (60%)

# SOLDIERESS



Tower of Zot

067

Lv	33	STR	25	STA	28	SPD	29	INT	20	SPI	26	ATT	19	ACC	95	DEF	53	EVA	5	MD	28	ME	5
HP	1085																						
Exp	2170																						
Gil	56																						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:** Tent (20%), Cottage (12%)

**STEAL:** Tent (60%)

# MORS



Overworld

068

Lv	31	STR	24	STA	27	SPD	27	INT	19	SPI	25	ATT	18	ACC	95	DEF	51	EVA	5	MD	27	ME	5
HP	1182																						
Exp	2363																						
Gil	61																						

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:** Potion (20%), Hi-Potion (12%)

**STEAL:** Potion (60%)

# RUKH

Overworld

069

Lv	32	STR	28	STA	32	SPD	20	INT	19	SPI	26	ATT	22	ACC	115	DEF	72	EVA	10	MD	30	ME	5
HP	2550																						
Exp	10200	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap</p>																					
Gil	132	<p><b>DROP:</b> Feathered Cap (20%), Hi-Potion (12%), Cottage (5%), Silver Apple (0.4%)</p>										<p><b>STEAL:</b> Feathered Cap (40%)</p>											

# FLEDGLING RUKH

Overworld (SW continent)

070

Lv	28	STR	24	STA	26	SPD	20	INT	17	SPI	22	ATT	18	ACC	105	DEF	58	EVA	10	MD	25	ME	5
HP	567																						
Exp	1701	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap</p>																					
Gil	31	<p><b>DROP:</b> Gold Needle (32%), Phoenix Down (5%), Cockatrice (0.4%)</p>										<p><b>STEAL:</b> Phoenix Down (50%)</p>											

# IRONBACK

Overworld; Tower of Babil; Cave of Eblan

071

Lv	40	STR	32	STA	36	SPD	32	INT	24	SPI	32	ATT	24	ACC	105	DEF	70	EVA	5	MD	35	ME	5
HP	2166																						
Exp	6498	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap</p>																					
Gil	112	<p><b>DROP:</b> Mythril Shield (20%), Mythril Hammer (12%), Hi-Potion (5%), X-Potion (0.4%)</p>										<p><b>STEAL:</b> Mythril Shield (40%)</p>											

# HORNWORM

Underworld

072

Lv	48	STR	40	STA	40	SPD	45	INT	34	SPI	38	ATT	31	ACC	95	DEF	78	EVA	5	MD	40	ME	5
HP	3151																						
Exp	6500	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap</p>																					
Gil	165	<p><b>DROP:</b> Potion (20%), Hi-Potion (12%)</p>										<p><b>STEAL:</b> Potion (60%)</p>											

# BLOOD FLOWER

Underworld

073

Lv	28	STR	22	STA	24	SPD	24	INT	17	SPI	22	ATT	16	ACC	95	DEF	48	EVA	0	MD	24	ME	5
HP	629																						
Exp	1258	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap</p>																					
Gil	33	<p><b>DROP:</b> Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)</p>										<p><b>STEAL:</b> Diet Ration (60%)</p>											

# ARMADILLO

Underworld; Tower of Babil; Cave of Eblan

074

Lv	32	STR	26	STA	30	SPD	24	INT	19	SPI	26	ATT	20	ACC	105	DEF	62	EVA	5	MD	29	ME	5
HP	1146																						
Exp	3438	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap</p>																					
Gil	60	<p><b>DROP:</b> Mythril Shield (20%), Mythril Hammer (12%), Hi-Potion (5%), X-Potion (0.4%)</p>										<p><b>STEAL:</b> Mythril Shield (40%)</p>											

# TUNNELER

Underworld; Sylph Cave

075

Lv	40	STR	30	STA	34	SPD	36	INT	24	SPI	32	ATT	22	ACC	95	DEF	60	EVA	5	MD	34	ME	5
HP	1114																						
Exp	2228																						
Gil	58	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Spider Silk (20%), Gaia Drum (12%), Siren (5%)					<b>STEAL:</b> Spider Silk (50%)						

# CATERPILLAR

Underworld

076

Lv	40	STR	30	STA	34	SPD	36	INT	24	SPI	32	ATT	22	ACC	95	DEF	60	EVA	5	MD	34	ME	5
HP	1711																						
Exp	3422																						
Gil	88	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Potion (20%), Hi-Potion (12%)					<b>STEAL:</b> Potion (60%)						

# GLOOMWING

Underworld

077

Lv	41	STR	31	STA	35	SPD	37	INT	25	SPI	33	ATT	23	ACC	95	DEF	61	EVA	5	MD	35	ME	5
HP	2684																						
Exp	5368																						
Gil	136	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Ether (20%), Stardust (12%), Lunar Curtain (5%), Artemis Arrows (0.4%)					<b>STEAL:</b> Ether (30%)						

# GOBLIN CAPTAIN

Underworld; Tower of Babil

078

Lv	29	STR	24	STA	27	SPD	21	INT	17	SPI	23	ATT	19	ACC	105	DEF	59	EVA	5	MD	26	ME	5
HP	1127																						
Exp	3381																						
Gil	59	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Potion (20%), Hi-Potion (12%), X-Potion (0.4%)					<b>STEAL:</b> Potion (60%)						

# GORGON

Underworld

079

Lv	37	STR	28	STA	32	SPD	33	INT	22	SPI	30	ATT	21	ACC	95	DEF	57	EVA	5	MD	32	ME	5
HP	4335																						
Exp	8790																						
Gil	222	<b>SUSCEPTIBLE TO:</b> Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap										<b>DROP:</b> Gold Needle (20%), Medusa Arrows (12%), Stoneblade (5%)					<b>STEAL:</b> Gold Needle (60%)						

# HELLFLAPPER

Underworld (NW region)

080

Lv	38	STR	29	STA	32	SPD	34	INT	23	SPI	30	ATT	21	ACC	95	DEF	58	EVA	5	MD	32	ME	5
HP	2295																						
Exp	4590																						
Gil	117	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)					<b>STEAL:</b> Eye Drops (60%)						

# MAGMA TORTOISE

Underworld; Tower of Babil

081

Lv	37	STR	32	STA	36	SPD	25	INT	22	SPI	30	ATT	25	ACC	115	DEF	77	EVA	5	MD	34	ME	5
HP	3777																						
Exp	15108	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap</p>																					
Gil	194	<p><b>DROP:</b> Mythril Shield (20%), Mythril Hammer (12%), Hi-Potion (5%), X-Potion (0.4%)</p>										<p><b>STEAL:</b> Mythril Shield (40%)</p>											

# ALRAUNE

Underworld

082

Lv	47	STR	40	STA	40	SPD	44	INT	33	SPI	38	ATT	30	ACC	95	DEF	77	EVA	5	MD	40	ME	5
HP	3930																						
Exp	7860	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap</p>																					
Gil	199	<p><b>DROP:</b> Spider Silk (20%), Gaia Drum (12%), Siren (5%)</p>										<p><b>STEAL:</b> Spider Silk (50%)</p>											

# SECURITY EYE

Tower of Babil

083

Lv	39	STR	29	STA	33	SPD	35	INT	23	SPI	31	ATT	22	ACC	95	DEF	59	EVA	10	MD	33	ME	5
HP	2432																						
Exp	4864	<p><b>SUSCEPTIBLE TO:</b> Berserk, Stop, Slow, Sap</p>																					
Gil	124	<p><b>DROP:</b> Siren (20%)</p>										<p><b>STEAL:</b> Siren (20%)</p>											

# CHIMERA

Tower of Babil

084

Lv	33	STR	27	STA	30	SPD	25	INT	20	SPI	26	ATT	21	ACC	105	DEF	63	EVA	5	MD	29	ME	5
HP	2389																						
Exp	7167	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap</p>																					
Gil	123	<p><b>DROP:</b> Fire Arrows (20%), Bomb Fragment (12%), Bomb Crank (5%), Red Fang (0.4%)</p>										<p><b>STEAL:</b> Fire Arrows (20%)</p>											

# BLACK LIZARD

Overworld; Underworld; Tower of Babil

085

Lv	40	STR	30	STA	34	SPD	36	INT	24	SPI	32	ATT	22	ACC	95	DEF	60	EVA	5	MD	34	ME	5
HP	2692																						
Exp	5384	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap</p>																					
Gil	137	<p><b>DROP:</b> Gold Needle (20%), Medusa Arrows (12%), Stoneblade (5%)</p>										<p><b>STEAL:</b> Gold Needle (60%)</p>											

# STONE GOLEM

Underworld; Tower of Babil

086

Lv	43	STR	34	STA	38	SPD	35	INT	26	SPI	34	ATT	26	ACC	105	DEF	73	EVA	0	MD	37	ME	5
HP	8721																						
Exp	26163	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap</p>																					
Gil	440	<p><b>DROP:</b> Hi-Potion (20%), X-Potion (12%), Medusa Arrows (5%)</p>										<p><b>STEAL:</b> Hi-Potion (60%)</p>											

# NAGA

Underworld; Tower of Babil

087

Lv	41	STR	31	STA	35	SPD	37	INT	25	SPI	33	ATT	23	ACC	95	DEF	61	EVA	5	MD	35	ME	5
HP	2161																						
Exp	4322																						
Gil	110	<b>SUSCEPTIBLE TO:</b> Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap										<b>DROP:</b> Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)					<b>STEAL:</b> Antidote (20%)						

# EVIL DOLL

Tower of Zot; Tower of Babil

088

Lv	42	STR	31	STA	36	SPD	38	INT	25	SPI	34	ATT	23	ACC	95	DEF	62	EVA	5	MD	36	ME	5
HP	1319																						
Exp	2836																						
Gil	73	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Decoy (20%)					<b>STEAL:</b> Decoy (30%)						

# FLAMEHOUND

Overworld; Tower of Zot; Tower of Babil

089

Lv	45	STR	36	STA	40	SPD	37	INT	23	SPI	36	ATT	27	ACC	105	DEF	75	EVA	5	MD	39	ME	5
HP	4151																						
Exp	12453																						
Gil	212	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Fire Arrows (20%), Bomb Fragment (12%), Bomb Crank (5%), Red Fang (0.4%)					<b>STEAL:</b> Fire Arrows (40%)						

# FLAME KNIGHT

Tower of Babil

090

Lv	45	STR	36	STA	40	SPD	37	INT	27	SPI	36	ATT	27	ACC	105	DEF	75	EVA	5	MD	39	ME	5
HP	2851																						
Exp	8553																						
Gil	147	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Flame Lance (20%), Flame Sword (12%), Flame Shield (5%), Flame Armor (0.4%)					<b>STEAL:</b> Flame Lance (40%)						

# WHITE MOUSSE

Tower of Babil; Lunar Surface; Lunar Tunnel

091

Lv	43	STR	32	STA	99	SPD	39	INT	26	SPI	34	ATT	24	ACC	95	DEF	999	EVA	0	MD	36	ME	5
HP	1012																						
Exp	2222																						
Gil	58	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Potion (20%), Hi-Potion (12%), X-Potion (0.4%)					<b>STEAL:</b> Potion (20%)						

# MEDUSA

Underworld; Tower of Babil

092

Lv	37	STR	28	STA	32	SPD	33	INT	22	SPI	30	ATT	21	ACC	95	DEF	57	EVA	5	MD	32	ME	5
HP	2612																						
Exp	5284																						
Gil	134	<b>SUSCEPTIBLE TO:</b> Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap										<b>DROP:</b> Gold Needle (20%), Medusa Arrows (12%), Stoneblade (5%)					<b>STEAL:</b> Gold Needle (60%)						

# MYSTERY EGG

Underworld; Tower of Babil; Cave of Eblan

093

Lv	44	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	10000	0	37	40	26	35	24	95	64	0	37	99
Exp	1	Abs	Abs	Abs	Abs	Abs	Abs	Abs	X			
Gil	1	<b>SUSCEPTIBLE TO:</b>			<b>DROP:</b>			<b>STEAL:</b>				
		None			None			None				

# SKULDIER

Eblan Castle; Tower of Babil; Cave of Eblan

094

Lv	40	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	2512	30	34	36	24	32	22	95	60	5	34	5
Exp	5024	1.5	-	-	-	-	1.5	-	0			
Gil	128	<b>SUSCEPTIBLE TO:</b>			<b>DROP:</b>			<b>STEAL:</b>				
		Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap			None			Iron Gloves (40%)				

# BLOOD BAT

Tower of Babil; Cave of Eblan

095

Lv	40	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	1491	30	34	36	24	32	22	95	60	5	34	5
Exp	2982	1.5	-	Abs	-	.5	-	-	X			
Gil	77	<b>SUSCEPTIBLE TO:</b>			<b>DROP:</b>			<b>STEAL:</b>				
		Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap			Potion (20%), Hi-Potion (12%)			Potion (60%)				

# STEEL GOLEM

Eblan Castle; Tower of Babil; Cave of Eblan

096

Lv	40	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	6630	32	36	32	24	32	24	15	70	0	35	5
Exp	19890	-	1.5	-	-	.5	-	-	X			
Gil	336	<b>SUSCEPTIBLE TO:</b>			<b>DROP:</b>			<b>STEAL:</b>				
		Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap			Gaia Hammer (20%), Giant's Gloves (12%)			Gaia Hammer (40%)				

# COEURL

Eblan Castle; Underworld; Tower of Babil

097

Lv	42	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	2015	33	38	34	25	34	25	105	72	5	37	5
Exp	6165	-	-	-	-	-	-	-	X			
Gil	107	<b>SUSCEPTIBLE TO:</b>			<b>DROP:</b>			<b>STEAL:</b>				
		Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap			Unicorn Horn (20%), Coeurl Whisker (12%), Cat Claws (5%)			Unicorn Horn (50%)				

# SORCERER

Tower of Babil

098

Lv	41	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	1700	31	35	37	25	33	23	95	61	5	35	5
Exp	3598	-	-	-	-	-	-	-	X			
Gil	92	<b>SUSCEPTIBLE TO:</b>			<b>DROP:</b>			<b>STEAL:</b>				
		Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap			Healing Staff (20%), Rune Armet (12%), Rune Staff (5%)			Healing Staff (40%)				



# MAD OGRE

Eblan Castle; Tower of Babil

099

Lv	42	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	6812	33	38	34	25	34	25	105	72	5	37	5
Exp	20436											
Gil	345											

**SUSCEPTIBLE TO:**

Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:**

Bacchus's Wine (20%), Headband (12%), Power Armlet (5%), Giant's Gloves (0.4%)

**STEAL:**

Bacchus's Wine (50%)

# LAMIA MATRIARCH

Tower of Babil

100

Lv	46	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	3781	36	41	38	28	37	27	105	76	5	40	5
Exp	11433											
Gil	195											

**SUSCEPTIBLE TO:**

Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap

**DROP:**

Lamia Harp (20%), Ruby Ring (12%), Holy Curtain (5%), Angel Arrows (0.4%)

**STEAL:**

Lamia Harp (40%)

# MYTHRIL GOLEM

Tower of Babil

101

Lv	47	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	9869	37	42	39	28	38	28	105	77	0	41	5
Exp	29607											
Gil	498											

**SUSCEPTIBLE TO:**

Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:**

Mythril Knife (20%), Mythril Shield (12%), Mythril Armor (5%), Mythril Sword (0.4%)

**STEAL:**

Mythril Knife (40%)

# STORM ANIMA

Tower of Babil

102

Lv	40	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	4760	30	34	36	24	32	22	95	60	5	34	5
Exp	9560											
Gil	241											

**SUSCEPTIBLE TO:**

Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:**

Thunder Arrows (20%), Zeus's Wrath (12%), Heavenly Wrath (5%), Blue Fang (0.4%)

**STEAL:**

Thunder Arrows (40%)

# LAMIA

Eblan Castle; Tower of Babil

103

Lv	39	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	7480	31	35	31	23	31	24	105	69	5	34	5
Exp	22530											
Gil	379											

**SUSCEPTIBLE TO:**

Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap

**DROP:**

Lamia Harp (20%), Ruby Ring (12%), Holy Curtain (5%), Angel Arrows (0.4%)

**STEAL:**

Lamia Harp (40%)

# GHOST KNIGHT

Tower of Babil

104

Lv	40	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	3571	30	34	36	24	32	22	95	60	5	34	5
Exp	7142											
Gil	181											

**SUSCEPTIBLE TO:**

Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap

**DROP:**

Tent (20%), Cottage (12%)

**STEAL:**

Tent (60%)

# BALLOON

Tower of Babil; Lunar Surface; Lunar Tunnel

05

<b>Lv</b>	39	<b>STR</b>	29	<b>STA</b>	33	<b>SPD</b>	35	<b>INT</b>	23	<b>SPI</b>	31	<b>ATT</b>	22	<b>ACC</b>	95	<b>DEF</b>	59	<b>EVA</b>	5	<b>MD</b>	33	<b>ME</b>	5
<b>HP</b>	2624																						
<b>Exp</b>	5248	<b>SUSCEPTIBLE TO:</b>																					
<b>Gil</b>	133	Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b>					<b>STEAL:</b>						
										Bomb Fragment (20%), Bomb Crank (12%), Bomb Core (5%), Bomb (0.4%)					Bomb Fragment (50%)								

# GREEN DRAGON

Underworld (southern landmass); Tower of Babil B4-B5

06

<b>Lv</b>	44	<b>STR</b>	37	<b>STA</b>	41	<b>SPD</b>	32	<b>INT</b>	44	<b>SPI</b>	44	<b>ATT</b>	28	<b>ACC</b>	115	<b>DEF</b>	84	<b>EVA</b>	5	<b>MD</b>	39	<b>ME</b>	5
<b>HP</b>	17000																						
<b>Exp</b>	68120	<b>SUSCEPTIBLE TO:</b>																					
<b>Gil</b>	858	Paralyze, Sleep, Confuse, Blind, Curse, Berserk, Slow, Sap										<b>DROP:</b>					<b>STEAL:</b>						
										Blue Fang (20%), Siren (12%), Silver Apple (5%), Green Tail (0.4%)					Blue Fang (50%)								

# BOG WITCH

Sylph Cave

07

<b>Lv</b>	52	<b>STR</b>	38	<b>STA</b>	44	<b>SPD</b>	44	<b>INT</b>	31	<b>SPI</b>	42	<b>ATT</b>	28	<b>ACC</b>	95	<b>DEF</b>	72	<b>EVA</b>	5	<b>MD</b>	44	<b>ME</b>	10
<b>HP</b>	5211																						
<b>Exp</b>	10620	<b>SUSCEPTIBLE TO:</b>																					
<b>Gil</b>	268	Paralyze, Sleep, Confuse, Petrify, Toad, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b>					<b>STEAL:</b>						
										Maiden's Kiss (20%), Dry Ether (12%), Soma Drop (5%), Ribbon (0.4%)					Maiden's Kiss (60%)								

# BOG TOAD

Sylph Cave

08

<b>Lv</b>	56	<b>STR</b>	41	<b>STA</b>	47	<b>SPD</b>	52	<b>INT</b>	34	<b>SPI</b>	45	<b>ATT</b>	30	<b>ACC</b>	95	<b>DEF</b>	76	<b>EVA</b>	5	<b>MD</b>	47	<b>ME</b>	5
<b>HP</b>	1600																						
<b>Exp</b>	3200	<b>SUSCEPTIBLE TO:</b>																					
<b>Gil</b>	83	Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b>					<b>STEAL:</b>						
										Maiden's Kiss (20%)					Maiden's Kiss (60%)								

# EVIL DREAMER

Sylph Cave

09

<b>Lv</b>	51	<b>STR</b>	38	<b>STA</b>	43	<b>SPD</b>	47	<b>INT</b>	31	<b>SPI</b>	41	<b>ATT</b>	28	<b>ACC</b>	95	<b>DEF</b>	71	<b>EVA</b>	5	<b>MD</b>	43	<b>ME</b>	5
<b>HP</b>	4721																						
<b>Exp</b>	9502	<b>SUSCEPTIBLE TO:</b>																					
<b>Gil</b>	240	Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b>					<b>STEAL:</b>						
										Potion (20%), Cursed Ring (5%)					Potion (60%)								

# ELDER TREANT

Sylph Cave

10

<b>Lv</b>	62	<b>STR</b>	45	<b>STA</b>	52	<b>SPD</b>	58	<b>INT</b>	37	<b>SPI</b>	50	<b>ATT</b>	33	<b>ACC</b>	95	<b>DEF</b>	82	<b>EVA</b>	5	<b>MD</b>	52	<b>ME</b>	5
<b>HP</b>	6715																						
<b>Exp</b>	13430	<b>SUSCEPTIBLE TO:</b>																					
<b>Gil</b>	339	Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b>					<b>STEAL:</b>						
										Diet Ration (20%), Mallet (12%), Maiden's Kiss (5%), Remedy (0.4%)					Diet Ration (60%)								



# MALBORO

Underworld; Sylph Cave

Lv	50	STR	37	STA	42	SPD	46	INT	30	SPI	40	ATT	27	ACC	95	DEF	70	EVA	5	MD	42	ME	5
HP	7140																						
Exp	14280																						
Gil	360	<b>SUSCEPTIBLE TO:</b> Stop, Slow, Sap										<b>DROP:</b> Remedy (20%), Bacchus's Wine (12%), Yoichi Arrows (5%), Soma Drop (0.4%)					<b>STEAL:</b> Remedy (60%)						



# ARACHNE

Passage of the Eidolons

Lv	58	STR	43	STA	48	SPD	54	INT	41	SPI	46	ATT	31	ACC	95	DEF	78	EVA	5	MD	48	ME	5
HP	6205																						
Exp	12410																						
Gil	313	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Spider Silk (20%), Gaia Drum (12%), Siren (5%)					<b>STEAL:</b> Spider Silk (50%)						



# FELL KNIGHT

Passage of the Eidolons

Lv	53	STR	39	STA	44	SPD	49	INT	37	SPI	42	ATT	29	ACC	95	DEF	73	EVA	5	MD	44	ME	5
HP	4930																						
Exp	9860																						
Gil	249	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Tent (20%), Cottage (12%)					<b>STEAL:</b> Tent (60%)						



# IMP

Passage of the Eidolons

Lv	50	STR	37	STA	42	SPD	46	INT	35	SPI	40	ATT	27	ACC	95	DEF	70	EVA	5	MD	42	ME	5
HP	5910																						
Exp	11820																						
Gil	298	<b>SUSCEPTIBLE TO:</b> Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap										<b>DROP:</b> Silent Bell (20%), Unicorn Horn (12%), Bronze Hourglass (5%), Ether (0.4%)					<b>STEAL:</b> Silent Bell (50%)						



# SUMMONER

Passage of the Eidolons

Lv	51	STR	38	STA	43	SPD	47	INT	36	SPI	41	ATT	28	ACC	95	DEF	71	EVA	5	MD	43	ME	10
HP	6120																						
Exp	12438																						
Gil	314	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Healing Staff (20%), Rune Armet (12%), Rune Staff (5%)					<b>STEAL:</b> Healing Staff (40%)						



# BLOOD EYE

Passage of the Eidolons

Lv	50	STR	37	STA	42	SPD	46	INT	35	SPI	40	ATT	27	ACC	95	DEF	70	EVA	5	MD	42	ME	10
HP	4090																						
Exp	8180																						
Gil	207	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap										<b>DROP:</b> Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)					<b>STEAL:</b> Eye Drops (60%)						



# BELPHEGOR

Passage of the Eidolons

17

Lv 53  
HP 3740  
Exp 7540  
Gil 191

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
39	44	49	37	42	29	95	73	5	44	5
⚡	⚡	⚡	⚡	⚡	⚡	●	☠			
-	-	-	-	.5	-	1.5	-	X		

**SUSCEPTIBLE TO:** Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap  
**DROP:** Potion (20%), Cursed Ring (12%)  
**STEAL:** Potion (60%)

# THUNDER DRAGON

Passage of the Eidolons B2-B3

18

Lv 54  
HP 12920  
Exp 26038  
Gil 654

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
40	45	50	38	43	29	95	74	5	45	5
⚡	⚡	⚡	⚡	⚡	⚡	●	☠			
-	-	Abs	-	.5	-	-	-	X		

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap  
**DROP:** Heavenly Wrath (20%), Gold Hairpin (12%), Gold Hourglass (5%), Blue Tail (0.4%)  
**STEAL:** Heavenly Wrath (50%)

# TRAP DOOR

Sealed Cave

19

Lv 58  
HP 14000  
Exp 28000  
Gil 703

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
43	48	54	41	46	31	95	78	5	48	5
⚡	⚡	⚡	⚡	⚡	⚡	●	☠			
-	-	-	-	-	-	-	-	X		

**SUSCEPTIBLE TO:** Death, Berserk, Slow, Sap  
**DROP:** None  
**STEAL:** None

# YELLOW DRAGON

Underworld (southern landmass); Sealed Cave B3-B4

20

Lv 58  
HP 18889  
Exp 75952  
Gil 958

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
47	52	46	41	58	35	115	98	5	50	5
⚡	⚡	⚡	⚡	⚡	⚡	●	☠			
-	-	Abs	-	-	-	-	-	X		

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Blind, Curse, Berserk, Slow  
**DROP:** Blue Fang (20%), Siren (12%), Silver Apple (5%), Yellow Tail (0.4%)  
**STEAL:** Blue Fang (40%)

# VAMPIRE BAT

Sealed Cave

21

Lv 49  
HP 6824  
Exp 13668  
Gil 344

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
36	41	45	34	39	27	95	69	5	41	5
⚡	⚡	⚡	⚡	⚡	⚡	●	☠			
1.5	-	Abs	-	.5	-	-	-	X		

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap  
**DROP:** Potion (20%), Hi-Potion (12%)  
**STEAL:** Potion (60%)

# CHIMERA BRAIN

Underworld; Sealed Cave

22

Lv 49  
HP 5780  
Exp 11560  
Gil 291

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
36	41	45	34	39	27	95	69	5	41	5
⚡	⚡	⚡	⚡	⚡	⚡	●	☠			
Abs	Abs	Abs	-	-	-	-	-	X		

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap  
**DROP:** Fire Arrows (20%), Bomb Fragment (12%), Bomb Crank (5%), Red Fang (0.4%)  
**STEAL:** Fire Arrows (40%)

# NAGARAJA

Underworld; Passage of the Eidolons; Sealed Cave

23

Lv	45	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	4490	34	38	41	32	36	25	95	65	5	38	5
Exp	9178	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Confuse, Petrify, Silence, Gradual Petrify, Berserk, Stop, Slow, Sap</p>										
Gil	232	<p><b>DROP:</b> Antidote (20%), Unicorn Horn (12%), Poison Arrows (5%)</p>						<p><b>STEAL:</b> Antidote (60%)</p>				

# LESSER MARILITH

Sealed Cave

24

Lv	49	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	9190	36	41	45	34	39	27	95	69	5	41	5
Exp	1838	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap</p>										
Gil	462	<p><b>DROP:</b> Thunder Arrows (20%), Zeus's Wrath (12%), Heavenly Wrath (5%), Blue Fang (0.4%)</p>						<p><b>STEAL:</b> Thunder Arrows (40%)</p>				

# VAMPIRESS

Sealed Cave

25

Lv	46	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	10831	34	39	42	32	37	25	95	66	5	39	5
Exp	21860	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap</p>										
Gil	549	<p><b>DROP:</b> Vampire Fang (20%), Lillith's Kiss (12%)</p>						<p><b>STEAL:</b> Vampire Fang (50%)</p>				

# ABYSS WORM

Lunar Surface; Lunar Tunnel

26

Lv	70	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	24000	58	65	67	49	56	44	95	100	5	58	5
Exp	48000	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap</p>										
Gil	1204	<p><b>DROP:</b> Arctic Wind (20%), Ether (12%)</p>						<p><b>STEAL:</b> Arctic Wind (50%)</p>				

# PROKARYOTE

Lunar Surface; Lunar Tunnel

27

Lv	61	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	4420	51	57	58	43	49	39	95	91	5	51	5
Exp	8840	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap</p>										
Gil	224	<p><b>DROP:</b> Stardust (20%), Lunar Curtain (12%)</p>						<p><b>STEAL:</b> Stardust (40%)</p>				

# EUKARYOTE

Lunar Surface; Lunar Tunnel

28

Lv	59	STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
HP	2890	49	49	56	41	47	37	95	89	5	49	5
Exp	5780	<p><b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Blind, Poison, Death, Critical, Gradual Petrify, Curse, Berserk, Stop, Slow, Sap</p>										
Gil	147	<p><b>DROP:</b> Stardust (20%), Lunar Curtain (12%)</p>						<p><b>STEAL:</b> Stardust (40%)</p>				







# SILVER DRAGON

Lunar Subterrane

41

Lv 66  
HP 15000  
Exp 45168  
Gil 763

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
59	59	57	46	59	46	115	126	15	7	5
5	5	5	5	5	5	5	X			

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Blind, Curse, Berserk, Stop, Slow, Sap

**DROP:** Stardust (20%), Holy Curtain (12%), Lunar Curtain (5%), Silver Apple (0.4%)

**STEAL:** Stardust (40%)

# DINOZOMBIE

Lunar Subterrane

42

Lv 68  
HP 24000  
Exp 72000  
Gil 1210

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
60	60	59	48	61	47	115	128	15	72	5
1.5	-	-	-	-	1.5	.5	0			

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Blind, Curse, Berserk, Stop, Slow, Sap

**DROP:** Red Fang (20%), Cursed Ring (5%)

**STEAL:** Red Fang (40%)

# BONE DRAGON

Lair of the Father; Lunar Subterrane

43

Lv 68  
HP 24000  
Exp 72000  
Gil 1210

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
60	60	59	48	61	47	115	128	15	72	5
1.5	-	-	-	-	1.5	.5	0			

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Blind, Curse, Berserk, Stop, Slow, Sap

**DROP:** Red Fang (20%), Cursed Ring (5%)

**STEAL:** Red Fang (40%)

# MOONMAIDEN

Lair of the Father; Lunar Subterrane

44

Lv 61  
HP 6800  
Exp 6810  
Gil 344

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
51	51	58	43	55	39	95	91	20	63	5
-	-	-	-	-	-	-	X			

**SUSCEPTIBLE TO:** Confuse, Berserk, Stop, Slow, Sap

**DROP:** Artemis Arrows (20%), Lunar Curtain (12%), Minerva Bustier (5%), Artemis Bow (0.4%)

**STEAL:** Artemis Arrows (40%)

# FLAN PRINCESS

Lunar Subterrane B5 (room furthest to SE)

45

Lv 70  
HP 10000  
Exp 20198  
Gil 508

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
51	99	99	49	1	44	120	999	0	72	10
Abs	Abs	Abs	Abs	Abs	Abs	-	X			

**SUSCEPTIBLE TO:** Curse, Slow, Sap

**DROP:** Dry Ether (20%), Elixir (12%), Rainbow Pudding (1%), Pink Tail (0.4%)

**STEAL:** Dry Ether (20%)

# BLUE DRAGON

Lunar Subterrane

46

Lv 70  
HP 30000  
Exp 90297  
Gil 1515

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
62	62	61	49	63	48	115	130	20	74	5
-	Abs	-	-	-	-	-	X			

**SUSCEPTIBLE TO:** Paralyze, Sleep, Confuse, Blind, Curse, Berserk, Stop, Slow, Sap

**DROP:** White Fang (20%), Shuriken (12%), Dragon Whisker (5%), Wyvern Lance (0.4%)

**STEAL:** White Fang (40%)





# ZEMUS'S MALICE

Lunar Subterrane

153

Lv	70	STR	62	STA	62	SPD	61	INT	49	SPI	63	ATT	48	ACC	115	DEF	130	EVA	15	MD	74	ME	10
HP	20000																						
Exp	60000																						
Gil	1012	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Blind, Curse, Stop, Slow, Sap							<b>DROP:</b> None							<b>STEAL:</b> None							

# MIST DRAGON

Mist Cave

154

Lv	12	STR	12	STA	12	SPD	3	INT	6	SPI	6	ATT	12	ACC	115	DEF	32	EVA	15	MD	10	ME	15
HP	556																						
Exp	1112																						
Gil	0	<b>SUSCEPTIBLE TO:</b> Slow, Sap							<b>DROP:</b> None							<b>STEAL:</b> None							

# BARON SOLDIER

Kaipo

155

Lv	9	STR	9	STA	9	SPD	1	INT	3	SPI	6	ATT	4	ACC	105	DEF	20	EVA	5	MD	8	ME	5
HP	45																						
Exp	112																						
Gil	6	<b>SUSCEPTIBLE TO:</b> Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap							<b>DROP:</b> Hi-Potion (10%)							<b>STEAL:</b> Hi-Potion (60%)							

# GENERAL

Kaipo

156

Lv	14	STR	13	STA	11	SPD	8	INT	7	SPI	7	ATT	8	ACC	105	DEF	22	EVA	5	MD	10	ME	15
HP	100																						
Exp	300																						
Gil	100	<b>SUSCEPTIBLE TO:</b> Paralyze, Confuse, Petrify, Toad, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Berserk, Stop, Slow, Sap							<b>DROP:</b> None							<b>STEAL:</b> None							

# OCTOMAMMOTH

Underground Waterway

157

Lv	15	STR	16	STA	14	SPD	24	INT	8	SPI	14	ATT	14	ACC	115	DEF	28	EVA	0	MD	44	ME	15
HP	3350																						
Exp	10050																						
Gil	1000	<b>SUSCEPTIBLE TO:</b> Silence, Blind, Poison, Curse, Slow, Sap							<b>DROP:</b> None							<b>STEAL:</b> None							

# ANTLION

Antlion's Den

158

Lv	17	STR	17	STA	15	SPD	8	INT	9	SPI	9	ATT	15	ACC	115	DEF	37	EVA	10	MD	13	ME	15
HP	2000																						
Exp	6000																						
Gil	1500	<b>SUSCEPTIBLE TO:</b> Silence, Blind, Poison, Curse, Slow, Sap							<b>DROP:</b> None							<b>STEAL:</b> None							

Game Basics  
Characters  
Magic Spells, Summons, Abilities, Augments  
Weapons, Armor, Items  
Walkthrough  
Appendices:  
Bestiary, Why?, Secrets





# BAIGAN'S ARMS

Baron Castle

Lv 25  
HP 2222  
Exp 0  
Gil 0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
27	25	19	13	13	17	105	40	10	16	15

**SUSCEPTIBLE TO:** Petrify, Silence, Blind, Poison, Curse, Slow, Sap  
**DROP:** None  
**STEAL:** None

# CAGNAZZO

Baron Castle

64

Lv 28  
HP 10624  
Exp 53285  
Gil 4000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
32	30	21	22	30	30	115	50	5	50	5

**SUSCEPTIBLE TO:** Blind, Poison, Slow, Sap  
**DROP:** None  
**STEAL:** None

# CAGNAZZO (2<sup>ND</sup> ENCOUNTER)

Giant of Babil

64

Lv 56  
HP 25000  
Exp 100000  
Gil 12000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
69	67	47	45	50	68	115	136	10	32	15

**SUSCEPTIBLE TO:** Blind, Poison, Slow, Sap  
**DROP:** None  
**STEAL:** None

# DARK ELF

Lodestone Cavern

65

Lv 30  
HP N/A  
Exp 0  
Gil 0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
31	32	23	23	15	39	115	70	10	19	15

**SUSCEPTIBLE TO:** Silence, Blind, Poison, Slow, Sap  
**DROP:** None  
**STEAL:** None

# DARK DRAGON

Lodestone Cavern

66

Lv 31  
HP 7854  
Exp 39765  
Gil 5000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
33	34	24	25	17	45	120	71	10	20	15

**SUSCEPTIBLE TO:** Silence, Blind, Poison, Curse, Slow, Sap  
**DROP:** None  
**STEAL:** None

# SANDY

Tower of Zot

67

Lv 33  
HP 5182  
Exp 15843  
Gil 3000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
34	35	28	26	10	39	115	90	10	1	15

**SUSCEPTIBLE TO:** Silence, Blind, Poison, Curse, Sap  
**DROP:** None  
**STEAL:** None

# MINDY

Tower of Zot

68

Lv 33  
HP 5180  
Exp 15837  
Gil 3000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
36	35	28	26	10	39	115	80	20	1	15

**SUSCEPTIBLE TO:** Silence, Blind, Poison, Curse, Sap  
**DROP:** None  
**STEAL:** None

# CINDY

Tower of Zot

69

Lv 33  
HP 9191  
Exp 27870  
Gil 3000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
33	35	28	26	10	39	115	100	0	1	15

**SUSCEPTIBLE TO:** Silence, Blind, Poison, Curse, Berserk, Sap  
**DROP:** None  
**STEAL:** None

# BARBARICCIA

Tower of Zot

70

Lv 35  
HP 12272  
Exp 61855  
Gil 10000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
40	37	29	27	18	44	115	75	20	22	15

**SUSCEPTIBLE TO:** Paralyze, Silence, Blind, Poison, Slow, Sap  
**DROP:** None  
**STEAL:** None

# BARBARICCIA (2<sup>ND</sup> ENCOUNTER)

Giant of Babil

70

Lv 56  
HP 25000  
Exp 100000  
Gil 12000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
69	67	47	45	50	68	115	136	30	32	15

**SUSCEPTIBLE TO:** Blind, Poison, Slow, Sap  
**DROP:** None  
**STEAL:** None

# CALCA

Dwarven Castle

71

Lv 37  
HP 1369  
Exp 4137  
Gil 0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
27	37	30	5	5	25	115	97	10	5	0

**SUSCEPTIBLE TO:** Paralyze, Silence, Blind, Poison, Berserk, Slow, Sap  
**DROP:** None  
**STEAL:** None

# BRINA

Dwarven Castle

72

Lv 37  
HP 569  
Exp 1737  
Gil 0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
27	33	30	5	5	25	115	97	10	5	0

**SUSCEPTIBLE TO:** Paralyze, Silence, Blind, Poison, Berserk, Slow, Sap  
**DROP:** None  
**STEAL:** None

# CALCABRINA

Dwarven Castle

73

Lv 37  
HP 8814  
Exp 35296  
Gil 0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
54	46	28	10	10	50	115	117	10	10	0

**SUSCEPTIBLE TO:** Paralyze, Silence, Blind, Poison, Berserk, Slow, Sap  
**DROP:** None  
**STEAL:** None

# GOLBEZ

Dwarven Castle

74

Lv 38  
HP 9999  
Exp 40000  
Gil 11000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
46	44	30	28	34	44	115	200	10	22	15

**SUSCEPTIBLE TO:** Slow, Sap  
**DROP:** None  
**STEAL:** None

# DOCTOR

Tower of Babil

75

Lv 41  
HP 5872  
Exp 17913  
Gil 0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
47	47	35	33	37	47	105	101	15	24	15

**SUSCEPTIBLE TO:** Blind, Slow, Sap  
**DROP:** None  
**STEAL:** None

# BARNABAS

Tower of Babil

76

Lv 41  
HP 9664  
Exp 28992  
Gil 0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
47	47	35	33	37	47	105	101	10	24	15

**SUSCEPTIBLE TO:** Slow, Sap  
**DROP:** None  
**STEAL:** None

# BARNABAS-Z

Tower of Babil

77

Lv 41  
HP 9036  
Exp 36144  
Gil 0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
50	50	32	33	37	50	115	121	10	25	15

**SUSCEPTIBLE TO:** Slow, Sap  
**DROP:** None  
**STEAL:** None

# DR. LUGAE

Tower of Babil

78

Lv 41  
HP 12642  
Exp 50568  
Gil 12000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
50	50	32	29	33	50	115	121	10	30	15

**SUSCEPTIBLE TO:** Slow, Sap  
**DROP:** None  
**STEAL:** None

# KING OF EBLAN

Tower of Babil

79

Lv	40	STR	46	STA	46	SPD	34	INT	24	SPI	36	ATT	48	ACC	105	DEF	100	EVA	10	MD	23	ME	15
HP	N/A																						
Exp	0	<b>SUSCEPTIBLE TO:</b> Slow, Sap										<b>DROP:</b> None					<b>STEAL:</b> None						
Gil	0																						

# QUEEN OF EBLAN

Tower of Babil

80

Lv	40	STR	46	STA	46	SPD	34	INT	24	SPI	36	ATT	48	ACC	105	DEF	100	EVA	10	MD	23	ME	15
HP	N/A																						
Exp	0	<b>SUSCEPTIBLE TO:</b> Slow, Sap										<b>DROP:</b> None					<b>STEAL:</b> None						
Gil	0																						

# RUBICANTE

Tower of Babil

81

Lv	42	STR	51	STA	51	SPD	33	INT	34	SPI	38	ATT	54	ACC	115	DEF	122	EVA	10	MD	25	ME	15
HP	24000																						
Exp	120000	<b>SUSCEPTIBLE TO:</b> Slow, Sap										<b>DROP:</b> None					<b>STEAL:</b> None						
Gil	13000																						

# RUBICANTE (2<sup>ND</sup> ENCOUNTER)

Giant of Babil

81

Lv	56	STR	69	STA	67	SPD	47	INT	45	SPI	50	ATT	68	ACC	115	DEF	136	EVA	10	MD	32	ME	15
HP	25000																						
Exp	100000	<b>SUSCEPTIBLE TO:</b> Blind, Poison, Slow, Sap										<b>DROP:</b> None					<b>STEAL:</b> None						
Gil	12000																						

# ASURA

Feymarch

82

Lv	45	STR	99	STA	74	SPD	36	INT	40	SPI	46	ATT	80	ACC	130	DEF	125	EVA	10	MD	27	ME	15
HP	21005																						
Exp	84416	<b>SUSCEPTIBLE TO:</b> Slow, Sap										<b>DROP:</b> None					<b>STEAL:</b> None						
Gil	14000																						

# LEVIATHAN

Feymarch

83

Lv	48	STR	59	STA	57	SPD	46	INT	29	SPI	43	ATT	60	ACC	115	DEF	128	EVA	10	MD	28	ME	15
HP	30000																						
Exp	150495	<b>SUSCEPTIBLE TO:</b> Blind, Poison, Slow, Sap										<b>DROP:</b> None					<b>STEAL:</b> None						
Gil	15000																						





# WHITE DRAGON

Lunar Subterrane

90

Lv 65  
HP 32700  
Exp 132132  
Gil 21000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
70	70	56	52	59	77	115	145	10	37	15
Abs	Abs	Abs	Abs	.5	Abs	Abs	Abs	X		

**SUSCEPTIBLE TO:** Slow, Sap  
**DROP:** Murasame (100%)  
**STEAL:** None

# DARK BAHAMUT

Lunar Subterrane

91

Lv 65  
HP 60000  
Exp 241332  
Gil 24000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
77	75	56	33	59	77	115	145	10	37	15
.5	.5	.5	.5	.5	.5	.5	.5	X		

**SUSCEPTIBLE TO:** Blind, Poison, Slow, Sap  
**DROP:** Ragnarok (100%)  
**STEAL:** None

# PLAGUE HORROR

Lunar Subterrane

92

Lv 65  
HP 33333  
Exp 134664  
Gil 22000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
66	77	66	52	59	99	115	150	20	150	20
-	-	-	-	.5	-	.5	X			

**SUSCEPTIBLE TO:** Blind, Poison, Slow, Sap  
**DROP:** Holy Lance (100%)  
**STEAL:** None

# LUNASAUR

Lunar Subterrane

93

Lv 65  
HP 46000  
Exp 184000  
Gil 23000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
75	75	56	52	59	77	115	145	70	37	15
1.5	-	-	-	-	-	.5	0			

**SUSCEPTIBLE TO:** Blind, Poison, Slow, Sap  
**DROP:** 2x Ribbon (100%)  
**STEAL:** None

# OGOPOGO

Lunar Subterrane

94

Lv 65  
HP 50000  
Exp 201332  
Gil 25000

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
70	80	50	35	59	77	115	145	10	37	70
.5	.5	-	Abs	.5	.5	.5	.5	X		

**SUSCEPTIBLE TO:** Blind, Poison, Slow, Sap  
**DROP:** Murasame (100%)  
**STEAL:** None

# ZEMUS

Lunar Subterrane

95

Lv 68  
HP N/A  
Exp 0  
Gil 0

STR	STA	SPD	INT	SPI	ATT	ACC	DEF	EVA	MD	ME
78	78	59	33	68	80	115	148	10	52	15
-	-	-	-	-	-	-	X			

**SUSCEPTIBLE TO:** Slow, Sap  
**DROP:** None  
**STEAL:** None

# ZEROMUS, FORM 1

Lunar Subterrane

196

Lv	68	STR	78	STA	78	SPD	59	INT	33	SPI	68	ATT	80	ACC	115	DEF	148	EVA	10	MD	52	ME	15
HP	N/A																						
Exp	0	<p><b>SUSCEPTIBLE TO:</b> Slow, Sap</p>																					
Gil	0	<p><b>DROP:</b> None</p>										<p><b>STEAL:</b> None</p>											

# ZEROMUS, FORM 2

Lunar Subterrane

197

Lv	68	STR	78	STA	78	SPD	59	INT	33	SPI	68	ATT	80	ACC	115	DEF	148	EVA	10	MD	52	ME	15
HP	150000																						
Exp	0	<p><b>SUSCEPTIBLE TO:</b> Slow, Sap</p>																					
Gil	0	<p><b>DROP:</b> None</p>										<p><b>STEAL:</b> Dark Matter (50%)</p>											

# MOPINGWAY

Dwarven Castle

198

Lv	10	STR	11	STA	11	SPD	2	INT	2	SPI	10	ATT	7	ACC	115	DEF	20	EVA	5	MD	6	ME	5
HP	32																						
Exp	1	<p><b>SUSCEPTIBLE TO:</b> None</p>																					
Gil	12	<p><b>DROP:</b> Bronze Hourglass (5%), Goblin (0.4%)</p>										<p><b>STEAL:</b> None</p>											

# GERYON

Mount Ordeals Summit or Giant of Babil Teleporter (New Game+ only, summoned with Dark Matter)

199

Lv	99	STR	89	STA	89	SPD	89	INT	89	SPI	89	ATT	160	ACC	130	DEF	150	EVA	30	MD	99	ME	20
HP	200000																						
Exp	800000	<p><b>SUSCEPTIBLE TO:</b> Slow, Sap</p>																					
Gil	99999	<p><b>DROP:</b> None</p>										<p><b>STEAL:</b> None</p>											

# PROTO-BABIL

Man on the Moon, Lunar Surface (New Game+ only, summoned with Dark Matter)

200

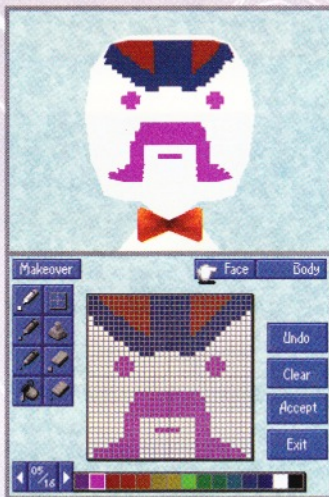
Lv	99	STR	99	STA	99	SPD	99	INT	99	SPI	99	ATT	200	ACC	130	DEF	200	EVA	40	MD	99	ME	30
HP	400000																						
Exp	2000000	<p><b>SUSCEPTIBLE TO:</b> Slow, Sap</p>																					
Gil	99999	<p><b>DROP:</b> None</p>										<p><b>STEAL:</b> Megalixir (20%)</p>											



Rydia has a quirky new friend in the latest version of *FINAL FANTASY IV*—Whyt, a young creature that hails from the Feymarch, land of the Eidolons. Whyt comes under Rydia's command early in the story, and by proxy yours as well! You'll have the opportunity to rename Whyt as you see fit.

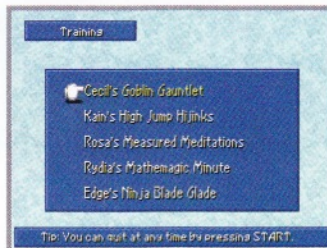
## USE & ABILITIES

Rydia can summon Whyt in battle at the cost of 50 MP. He replaces Rydia for a time, randomly using abilities from a pool that you customize at any Fat Chocobo. Available abilities are drawn from your stable of obtained augments, so the further you are into the game, the more options you have customizing Whyt. Fat Chocobos also allow you to alter Whyt's appearance and to train his attributes. Training his attributes is done by playing five mini-games, one for each critical attribute—Strength, Stamina, Spirit, Intellect, and Speed.



## MINI-GAMES

By playing these mini-games, you can set new high scores or top old ones. Whyt's value for an attribute is determined by taking the three highest scores for a given game, taking the average, then dividing by 100. The max possible score for each game is 9999, so giving Whyt perfect stats involves scoring 9999 in each game at least three times. The first time you get a perfect 9999 score in each character's mini-game, you also unlock a facsimile of that character's outfit for Whyt to wear. Getting good scores in these mini-games also has a side benefit of earning you disposable items like Potions and Ethers.



## Cecil's Goblin Gauntlet: Strength



In this game, Goblins run from the right side of the screen to reach Cecil and Whyt on the left side of the screen. Slash at them with the stylus, noting that it takes multiple strikes to defeat some Goblins. Cecil can take one hit, but it's game over if he takes two hits—with no score recorded. Use the "Escape" option to bail out if things get too hectic. You occasionally earn bombs, which clear out all Goblins on-screen at once. Save these for absolute emergencies! Lastly, note that you can employ an extra stylus or finger to make extra swipes; a partner can even be helpful in a pinch!

## Kain's High Jump Hijinks: Stamina

Rotate the stylus quickly, filling Kain's jump bar and ensuring he gets maximum lift when he launches. With Kain airborne, use the stylus to keep incoming avians away from him. If he gets hit, the game is over. The birds move relatively slow at first, but they soon start getting faster. Instead of looking all over the screen for birds and taking them out as soon as they appear on-screen, try relaxing your eyes and focusing mainly on Kain. Don't let the stylus stray too far from him—it doesn't matter where a bird is felled, just that it is struck down before hitting Kain.



## Rosa's Measured Meditations: Spirit

Rosa's spiritual game is all about timing. You have three tries to hold and then release the stylus from the screen after an exact amount of time has elapsed. The time could be five seconds, eight seconds, 13 seconds, and so on. If your internal clock is excellent, give it an unaided go. If things get too difficult, however, use a stopwatch, analog timepiece, or any other method to determine the exact time elapsed.



## Rydia's Mathemagic Minute: Intellect

Rydia's game is unlike any of the others. You must use four random single-digit numbers and any base method of arithmetic (addition, subtraction, division, and multiplication) to arrive at a value of 10. Once a given combination of numbers has produced a result of 10, a new set of random numbers appear and the process must be repeated. You get bonus points for successfully completing multiple challenges in a row. While there are options to return a step or to request a new set of numbers, these options remove the multiplier. Finally, if you're stumped with this mode, remember that the Nintendo DS's built-in "Sleep" mode has the unintended side effect of granting you a pressure-free pause—note the numbers you have to work with, close the system, figure out a solution, then open the system to implement the answer!



## Edge's Ninja Blade Glade: Speed

Tap the stylus on targets that appear on-screen to make Edge toss a shuriken at them. Defeat enemies as quickly as possible, because if they linger too long they'll unleash their own attacks at Edge. Knock away their incoming projectiles with shuriken, or hold the stylus on Edge to make him vanish until the projectiles pass by. Eventually, a menacing Malboro appears—it's worth taking out for big points and will end the game upon defeat (provided the time limit of 60 seconds doesn't expire first). However, don't focus on it so much that Edge starts taking hits from the other foes! He can only take three hits before the game ends.



Game Basics

Characters

Magic Spells, Summons, Abilities, Augments

Weapons, Armor, Items

Walkthrough

Appendices: Bestiary, Why?, Secrets

# Game Secrets

## Whyt's Extra Outfits

Most of the side quests and optional areas are included in the walkthrough of this guide, but there are a few additional secrets to uncover. There are a few outfits available to Whyt as you complete certain tasks in the game. The methods of obtaining these bonus outfits is shown in the following section.

### Dragoon



**How Obtained:** Max score in Kain's High Jump Hijinks

### Ninja



**How Obtained:** Max score in Edge's Ninja Blade Glade

### Paladin



**How Obtained:** Max score in Cecil's Goblin Gauntlet

### Summoner



**How Obtained:** Max score in Rydia's Mathemagic Minute

### White Mage



**How Obtained:** Max score in Rosa's Measured Meditations

### Goblin



**How Obtained:** Clear the main story twice

### Zeromus




**How Obtained:** 100% complete Bestiary

## New Game Plus

After defeating Zeromus, wait for the ending movie and credits to finish and then save your game. If you load a game from this save, you begin a New Game+ and your saves for a New Game+ are marked with a star. A few items (including Golden and Silver Apples and augments) carry over between saves, as well as the augments that were allocated to the characters during your initial playthrough.

It's possible to clear the game a second time to considerably build up the augments available to the party. There are also two additional bosses to fight, provided you were successful in pilfering the Dark Matter from Zeromus. Defeating these powerful enemies provides no rewards outside of gil and a feeling of satisfaction. The strategy to take down each boss is the same: Reach level 99 with all your characters, pass out the best augments to each character and don't be stingy with the items in your inventory. No other encounters will challenge you like these two!

Abilities	Cecil	Lv. 10	Dark Knight
Battle Commands	Attack	Auto-Battle Command	
Attack	Darkness	Attack	
Items	The command used when Auto-Battle is enabled in combat via the X Button.		
Known Abilities			
Counter			
Draw Attacks			
HP 50%			
Gil Farmer			
Strength	12		
Speed	10		
Stamina	11		
Intellect	6		
Spirit	2		
Attack	10		
Accuracy	85		
Defense	12		
Evasion	22		
Magic Defense	1		
Magic Evasion	0		



## SECRET BOSS: GERYON

There are two locations where you can summon Geryon: Mount Ordeals and the spot where you battled the four Elemental Archfiends inside the Giant of Babil. Geryon uses Gas attacks to inflict multiple status effects (including Curse) and lay waste to the party. If that wasn't enough, it also uses Maelstrom to drop everyone's health to single digits instantly. Many types of elemental damage heals him, so be careful when selecting weapons and spells.



Level	HP	EXP	Gil	Weak	Resist	Absorb	Susceptible to
99	200,000	800,000	99,999	--	--	Fire, Water, Earth, Wind	Slow, Sap

## SECRET BOSS: PROTO-BABIL

To face Proto-Babil, fly to the face on the Lunar Surface in the central part of the northern edge of the map. To damage a single target, Proto-Babil uses Holy of Babil to deal 9999 damage, or Ninth Dimension to inflict Death. Proto-Babil uses Counter: Laser Barrage in response to physical attacks.



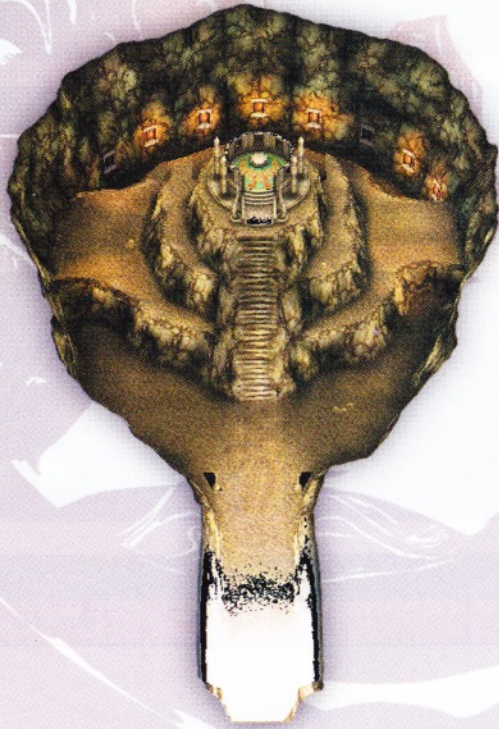
Level	HP	EXP	Gil	Weak	Resist	Absorb	Susceptible to
99	400,000	2,000,000	99,999	--	--	--	Slow, Sap





# Obtaining Ultra-Rare Drops

There are a number of items that have exceptionally low drop rates (1% or less). The Treasure Hunter augment boosts the chances of acquiring these items, but even then a great deal of patience is required to obtain one of the following items.



## TAIL COLLECTOR

You first met the Tail Collector in the Adamant Isle Grotto after turning in the Rat Tail uncovered in the Feymarch, but his obsession with tails goes beyond that single exchange. After collecting one of the items listed in the following table, return to the Tail Collector for a powerful reward.



Name	Dropped by	Item Acquired
Pink Tail	Flan Princess	Adamant Armor
Black Tail	Armored Fiend	Onion Armor
Blue Tail	Thunder Dragon	Onion Shield
Green Tail	Green Dragon	Onion Helm
Red Tail	Red Dragon	Onion Sword
Yellow Tail	Yellow Dragon	Onion Gloves

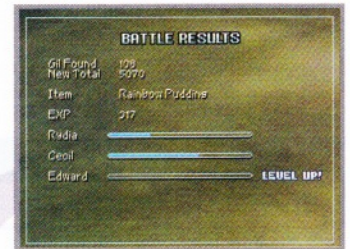
## OTHER RARE EQUIPMENT

There are a handful of other pieces of gear that are acquired only from specific enemies.

Equipment	Acquired
Crystal Ring	Steal from Red Dragon
Rune Axe	Steal from Armored Fiend, dropped by Armor Construct
Wyvern Lance	Dropped by Red Dragon, Blue Dragon
Glass Mask	Dropped by Death Mask

## RAINBOW PUDDING

Any of the flan enemies have a slim chance to drop this item. Rainbow Pudding is necessary to complete the Namingway side quest.



## SUMMONS FOR RYDIA

In addition to the Eidolons Rydia must defeat to gain their power, there are four more summons that are rare drops by certain enemies.

Summon	Dropped by
Goblin	Goblin, Li'l Murderer, Mopingway
Cockatrice	Helldiver, Cockatrice, Fledgling Rukh
Mindflayer	Mindflayer
Bomb	Balloon, Dark Grenade



# FINAL FANTASY IV

## Official Strategy Guide

Written by Ken Schmidt  
with contributions from Joe Epstein

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ISBN: 0-7440-1038-1

**Printing Code:** The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 08-1 shows that the first printing of the book occurred in 2008.

11 10 09 08

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Printed in the USA.

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Colin King

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Tracy Wehmeyer

### AUTHOR ACKNOWLEDGEMENTS

#### Ken Schmidt

My thanks always go first to Alissa for her patience over the duration of these projects. A huge thank you to Joe for taking on a big portion of this guide and to Tim Cox for combining our work into the seamless product you hold today. Colin, Tracy, and everyone else who helped put together everything—great job!

#### Joe Epstein

Longer, more popular FINAL FANTASY titles have come along since IV, but all these years after first playing the SNES version (then FFII) as the second game I got for that system it remains my favorite in the series. Big thanks to Leigh Davis and David Waybright for the opportunity to work on its remake and to Matrix Software and Square Enix for making the DS release the definitive version. Thanks to Ken Schmidt and Tim Cox for all their help and patience. Thanks to everyone else at BradyGames for their continued hard work, hospitality, and assistance. Finally, thanks to the fiddleback that bit me during the project, to Dr. Magoon and his staff for treating the lovely, festering wound, and to Mia for helping keep it clean. I'm sure that was too much information for absolutely everyone, so ignore this and get back to the most memorable cast of characters in RPG history!



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Locate the ever-elusive Namingway and acquire the game's special Summons, like Leviathan and Bahamut!

## OBTAIN RARE ITEMS

Learn what it takes to attain the difficult-to-find Onion equipment and Rainbow Pudding item.



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ISBN-13: 978-074401038-1  
ISBN-10: 074401038-1

