

Chocobo's Dungeon 2 Steal List and Room Codes

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|Disclaimer|

This list is compiled by me, ZC Liu, and all copyright issues belong to their respective companies, corporations and the sort. Mainly, I think they would include Squaresoft, and InterAct, and I hope nobody curses me for putting this up. No trade secrets here, only game secrets. If I accidentally offend anyone, it's really unintended. Enjoy and benefit. :)

I think that all I can add is already in here, so unless anyone cares to correct me for glaring mistakes, I guess this is a one-time post. Probably there won't be more.

Ooops. There was! Note the corrected address for Neoseeker.com. I added an extra 's', which was carelessness on my part. Sorry to them and to all readers who took a wrong turn.

Well, this is now up at:
www.gamefaqs.com
www.neoseeker.com
www.psxcodez.com

and maybe somewhere else that nobody told me of. Hope you would be courteous enough to notify me for that, but pass around this guide anyways. Well, this is ZC Liu, signing off. Once again. Nothing much that's too new. If there are any comments on the game, try your luck at: slivers7@yahoo.com

|The Steal List|

Erm, the idea for this came because I saw a steal list for the Final Dungeon, and thought it somewhat lacking if there isn't a complete steal list around. So this came out. I would say that most, at least, if not all of this, is correct. There are some obvious gaps here, but I really can't bear to correct them; unless you happen to know what it should be, that is.

The list is rather like the monster list in Chocobo Clyde's faq, read it for info on the HP and moves part, and there's a lot of hard

work on the descriptions in Desmond Xie's list, so peek there too.
The list is arranged by creature type, and includes Doom and Omega,
just for fun. I never tried stealing on all the bosses, but those I
did never had any items to be stolen from. A bit more to say:

* : I really just can't get this item out! Then again, this might
be an exception to the four items rule
----: I dunno; I mean, I stole a (blank) and got nothing but the
message

Creature Type (Essence Type)

Level 1 Form- Items to be stolen

Level 2 Form- Items to be stolen

Level 3 Form- Items to be stolen

Normally, enemies have four different items to be stolen, infinitely
so far as you have the capacity to steal.

Note, this is not for the Omega enemy.

There's one word left...

Tadaa!

Bat (Wing Essence)

Werebat--- Amnesia Tonic, Blind Tonic, Remedy, No-Magic Collar

Giant Bat- Blind Tonic, Haste Tonic, Slow Tonic, Endure Collar

Steel Bat- Amnesia Tonic, Remedy, Spell Tonic, Endure Collar

Behemoth (Creature Essence)

Behemoth----- Damage Tonic, Hi-Potion, Slow Tonic, King's Saddle

King Behemoth- Nitro, Remedy, X-Potion, King's Saddle

Evil Behemoth- Haste Tonic, Slow Tonic, X-Potion, King's Saddle

Black Mage (Mage Essence)

Black Mage----- Blizzard Book, Fire Book, Thunder Book, Silent Claws

Black Sorcerer- Blizzard Book, Fire Book, Thunder Book, Silent Claws

Black Wizard--- Blizzard Book, Fire Book, Thunder Book, Silent Claws

Bomb (Bomb Essence)

Bomb---- Nitro, Potion, Flame Saddle, Crash Stone

Grenade- Fire Book, Nitro, Flame Saddle, Crash Stone

Napalm-- Damage Tonic, Elixer, Nitro, Flame Saddle

Cactus (Plant Essence)

Cactus----- Energy Nut, Lethargy Nut, Peanut, No-Poison Saddle

Cactaur----- Energy Nut, Lasan Nut, Lethargy Nut, No-Poison Saddle

Crazy Cactus- Confusion Card, Geyser Card, Verify Card,

No-Poison Saddle

Dark Titan (Giant Essence)

Dark Titan-- Quake Book, Invis Tonic, Nitro, Kiai Claws

Grim Titan-- Quake Book, Blind Tonic, Eye-drops, Kiai Claws

Blood Titan- Quake Book, Amnesia Tonic, Verify Card, Kiai Claws

Demon (Demon Essence)

Demon-- Lasan Nut, Tasty Nut, Tired Nut, Chaos Claws

Balrog- Energy Nut, Lasan Nut, Lethargy Nut, Chaos Claws

Mephis- Energy Nut, Feast Nut, Lethargy Nut, Absolute Claws

Doom (None)

Store Keeper- Nothing; oh yeah, those items in the shop...

Loot Keeper-- Nothing; what did you expect? It's after YOU!

Life Keeper-- Still nothing; well, your life, if you're lucky enough

Dragon (Dragon Essence)

Holy Dragon-- MegaSpell Book, Thunder Book, Holy Claws, Crash Stone

Dark Bahamut- Fire Book, MegaSpell Book, Crystal Claws, ----

Red Dragon--- MegaSpell Book, Quake Book, Absolute Claws,
Teleport Tag

Eater (Critter Essence)

Nut Eater--- Peanut, Tasty Nut, Tired Nut, Wood Saddle

Skull Eater- Lasan Nut, Rotten Nut, Tasty Nut, Iron Saddle

Item Eater-- LevelDown Nut, LevelUp Nut, Life Nut, Mythril Saddle

Elephant (Creature Essence)

Elephant----- Hi-Potion, Lasan Nut, Stamina Collar,
Strikeout Collar

Mammoth----- Hi-Potion, Lasan Nut, Burden Collar, Life Collar

Rabid Mammoth- Burden Collar, Life Collar, Stamina Collar,
Strikeout Collar

Fishman (Merman Essence)

Sahagin- Blizzard Book, Ice Saddle, Waterwalk Collar, Stone

Merman-- Blizzard Book, Cantrip Book, Ice Saddle, Power Stone

Triton-- Blizzard Book, Ice Saddle, Waterwalk Collar, Crash Stone

Floating Eye (Floateye Essence)

Floating Eye- Slowpoke Nut, Speed Nut, Wind Seed, No-Dwarf Saddle

Ahriman----- Energy Nut, Lethargy Nut, Wind Seed, No-Dwarf Saddle

Flying Eye--- LevelDown Nut, LevelUp Nut, Dwarf Claws,
No-Dwarf Saddle

Gargoyle (Wing Essence)

Gargoyle- Confusion Card, Polish Card, Repair Card, Rust Card

Margoyale- Polish Card, Repair Card, Rust Card, *

Doomwing- Dull Card, Polish Card, Repair Card, Rust Card

Ghost (None)

Neon---- Thunder Book, LevelDown Nut, LevelUp Nut, Lite Saddle

Shadow-- Thunder Book, LevelDown Nut, LevelUp Nut, Lite Saddle

Phantom- Identify Card, LevelDown Nut, LevelUp Nut, Grudge Claws

Gnome (Thief Essence)

Gnome---- Eye-drops, Potion, Energy Collar, Penalty Collar

Kobold--- Eye-drops, Hi-Potion, Energy Collar, Penalty Collar

Spriggan- Eye-drops, Hi-Potion, No-Traps Collar, Penalty Collar

Goblin (Critter Essence)

Goblin----- Identify Card, Map Card, Iron Saddle, Wood Saddle

Dark Goblin-- Identify Card, Lost-Child Card, Iron Claws,
Iron Saddle

Black Goblin- Peanut, Rotten Nut, Mythril Claw, Crystal Saddle

Golem (None)

Clay Golem- Polish Card, Repair Card, Earth Saddle, Crash Stone

Golem----- Repair Card, Rust Card, Earth Saddle, Crash Stone

Iron Golem- Repair Card, Earth Saddle, Crash Stone, Power Stone

Guz (Critter Essence)

Guz- Identify Card, Lost-Child Card, Map Card, Weak Saddle

Kuz- Repair Card, Digging Claws, Lite Claws, Weak Saddle

Buz- Repair Card, Digging Claws, Lite Claws, Weak Saddle

Hill Gigas (Giant Essence)

Butcher---- Confusion Card, Repair Card, Rust Card, Genji's Claws

Hill Gigas- Repair Card, Rust Card, Warp Card, Genji's Claws

Gigas Boss- Doom Card, Repair Card, Rust Card, Genji's Claws

Imp (Imp Essence)

Imp----- Mirage Saddle, Crash Stone, Stone, Warp Stone

Gremlin---- Lost-Child Card, Warp Card, Mirage Saddle, Teleport Tag

Baby Demon- Mirage Saddle, Teleport Box, Whistle, *

Imp Robo (None)

Imp Robo #1-- Repair Card, Rust Card, Gambling Claws, Crash Stone

Imp Robo #55- Repair Card, Rust Card, Warp Card, Gambling Claws

Imp-Robo #88- Dull Card, Polish Card, Reflect Card, Gambling Claws

Lamia (Lamia Essence)

Lamia----- Fire Book, Silence Tonic, Bargain Collar, Cursed Collar

Lamia Queen- Fire Book, Bargain Collar, CrazyClaw Collar,
Cursed Collar

Lamadonna--- Bargain Collar, CrazyClaw Collar, Cursed Collar,
Pink Tag

Magic Pot (None)

Magic Pot---- Damage Tonic, Potion, Recover Collar, Unlucky Collar

Sorceror Pot- Hi-Potion, Poison, Recover Collar, Unlucky Collar

Wizard Pot--- Spell Tonic, X-Potion, Recover Collar, Unlucky Collar

Malboro (Plant Essence)

Malboro----- Antidote, Poison, Slow Tonic, Calm Saddle

Malboro Ghoul- Hi-Potion, Poison, Remedy, Calm Saddle

Great Malboro- Confusion Card, Frog Card, Mini Card, Calm Saddle

Mask (Mask Essence)

Mask----- Doom Card, Reflect Card, Cursed Collar, Memory Collar

Stone Mask- Cantrip Book, MegaSpell Book, No-Magic Collar,
Strikeout Collar

Doom Mask-- MegaSpell Book, Spell Book, Cursed Collar, Magic Collar

Mini-Mage (Minimage Essence)

Mini Mage--- Cantrip Book, Drain Book, Identify Card, Demon Collar

Mini Druid-- Drain Book, Spell Book, Identify Card, Demon Collar

Mini Wizard- Drain Book, Spell Book, MegaSpell Book, Demon Collar

Mist Dragon (Dragon Essence)

Mist Dragon--- Blizzard Book, Rotten Nut, Tasty Nut, Crystal Saddle

Shadow Dragon- Aero Book, Blind Tonic, Invis Tonic, Reflect Saddle

Spirit Dragon- Drain Book, Amnesia Tonic, Elixer, Absolute Saddle

Mole (Mole Essence)

Mole----- Earth Seed, Lasan Nut, Rotten Nut, Digging Claws

Badger--- Earth Seed, Energy Nut, Lethargy Nut, Digging Claws

Jet Mole- Earth Seed, Lasan Nut, Rotten Nut, Digging Claws

Mousse (Mousse/Pudding/Jelly Essence)

Mousse-- Blizzard Book, Divide Card, Ice Seed, Ice Saddle

Pudding- Fire Book, Divide Card, Fire Seed, Flame Saddle

Jelly--- Aero Book, Divide Card, Wind Seed, Wind Saddle

Mudman (Magman/Iceman/Mudman Essence)

Magman- Map Card, Repair Card, Rust Card, Fire Seed

Iceman- Confusion Card, Map Card, Verify Card, Ice Seed

Mudman- Doom Card, Geyser Card, Map Card, Earth Seed

Mummy (Undead Essence)

Mummy----- Drain Book, Confusion Card, Identify Card,
No-Silence Saddle

Grand Mummy--- Drain Book, Doom Card, Warp Card, No-Silence Saddle

Pharoah Mummy- Drain Book, Morph Card, Reflect Card,
No-Silence Saddle

Octopus (Octopus Essence)

Devilfish- Merge Seed, Tasty Nut, Tired Nut, Slowpoke Claws

Octopus--- Lasan Nut, Merge Seed, Tasty Nut, Slowpoke Claws

Kraken---- Merge Seed, Slowpoke Nut, Speed Nut, Slowpoke Claws

Ogre (Giant Essence)

Ogre----- Vibro Claws, Crash Stone, Power Stone, Stone

Berserk Ogre- Vibro Claws, Crash Stone, Power Stone, Stone

Ogre Chief--- King's Claws, Crash Stone, Power Stone, Stone

Omega (None/Omega Essence)

Komega- Nothing; mini-beeper doesn't even have an essence

Omega-- Nothing too; really too bad, but it might drop something...

Onion (None)

Onion----- Haste Tonic, Potion, Slow Tonic, Counter Saddle

Toy Soldier-- Hi-Potion, Nitro, Remedy, Counter Saddle

Metal Hitman- Amnesia Tonic, Blind Tonic, X-Potion, Counter Saddle

Porcupine (Critter Essence)

Hedgehog----- Lost-Child Card, Map Card, Critical Claws, Iron Claws

Gatlinghog---- Dull Card, Polish Card, Cross Claws, Crash Stone

Needle Master- Confusion Card, Divide Card, Reflect Card,
Multi Claws

Puppeteer (Mage Essence)

Puppeteer---- Blizzard Book, Quake Book, Thunder Book, Calm Saddle

Necromancer-- Drain Book, Thunder Book, Identify Card, Calm Saddle

Summoner Hag- Aero Book, Quake Book, Reflect Saddle,
CrazySaddle Collar

Rat (Critter Essence)

Wild Rat-- Haste Tonic, Slow Tonic, Wood Claws, Memory Tag

Sewer Rat- Haste Tonic, Slow Tonic, Digging Claws, Iron Claws

Giant Rat- Blind Tonic, Haste Tonic, Slow Tonic, Mythril Claws

Roller (None)

Grand Roller- Lightning Saddle, Crash Stone, Warp Stone,
Teleport Tag

Drum Roller-- Lightning Saddle, Crash Stone, Warp Stone,
Teleport Tag

Grim Roller-- Lightning Saddle, Crash Stone, Warp Stone, Carry Tag

Skeleton (Undead Essence)

Skeleton----- Doom Card, Geyser Card, Repair Card, Poison Claws
Blood Skeleton- Poison, Doom Card, Sleep Card, Poison Claws
Doom Knight---- Confusion Card, Doom Card, Sleep Card, Poison Claws

Slug (Slug Essence)

Rock Slug--- Invis Tonic, Potion, Slow Tonic, No-Slow Saddle
Garden Slug- Damage Tonic, Remedy, Slow Tonic, No-Slow Saddle
Slimy Slug-- Amnesia Tonic, Slow Tonic, X-Potion, No-Slow Saddle

Thief (Thief Essence)

Thug---- Lost-Child Card, Warp Card, Guard Collar, Thief Key
Thief--- Frog Card, Verify Card, Guard Collar, Thief Key
Burglar- Haste Tonic, Slow Tonic, Guard Collar, Thief Key

Tonberry (Tonberry Essence)

Tonberry Jr.- Damage Tonic, Hi-Potion, Potion, Critical Claws
Tonberry----- Amnesia Tonic, Hi-Potion, Potion, Critical Claws
Tonberry Sr.- Amnesia Tonic, X-Potion, Critical Claws, Grudge Claws

Turtle (Turtle Essence)

Land Turtle-- Merge Seed, Peanut, Rotten Nut, No-Sleep Saddle
Large Turtle- Doom Card, Geyser Card, Verify Card, Genji's Claws
Huge Turtle-- Doom Card, Map Card, Verify Card, Crystal Claws

Toad (Toad Essence)

Toad----- Frog Card, Geyser Card, Map Card, Frog Claws
Poison Toad- Poison, Frog Card, Polish Card, Frog Claws
Giant Toad-- Poison, Frog Card, Frog Claws, No-Frog Saddle

Treeman (Plant Essence)

Mamon----- Geyser Card, Sleep Card, Verify Card, Memory Collar
Wood Eyes- Hi-Potion, Lost-Child Card, Warp Card, Memory Collar
Mandrada--- Doom Card, Repair Card, Rust Card, Memory Collar

Vampire (Vampire Essence)

Vampire-- Level Seed, LevelDown Nut, LevelUp Nut, Healing Claws
Lich----- Level Seed, LevelDown Nut, LevelUp Nut, Healing Claws
Demilich- LevelDown Nut, LevelUp Nut, Healing Claws,
Brandname Collar

Vulture (Wing Essence)

Vulture--- Lost-Child Card, Map Card, Hurricane Claws, Wind Saddle
Condor---- Repair Card, Rust Card, Hurricane Claws, Wind Saddle
Cokatolis- Dull Card, Polish Card, Hurricane Claws, Wind Saddle

Worm (Worm Essence)

Worm----- Hi-Potion, Invis Tonic, Poison, No-Sleep Saddle
Blood Worm-- Hi-Potion, Poison, Remedy, Slow Tonic
Poison Worm- Damage Tonic, Poison, Remedy, No-Sleep Saddle

Zombie (Undead Essence)

Zombie--- No-Sleep Saddle, Burden Collar, Endure Collar,
Memory Collar
Revenant- No-Sleep Saddle, Energy Collar, Recover Collar,
Unlucky Collar
Ghoul---- No-Sleep Saddle, Stamina Collar, Strikeout Collar,
Unlucky Collar

* A tip to get essences: Stock up on lots of Crash Stones and Empty

Bottles. Crash Stones do damage equal to ~a quarter of the targets' present HP, up to a maximum of 50 damage. And as you might know, Empty Bottles always deal 4 damage to hit targets. So, lob some empty bottles at your target when a Crash Stone you kick does less than 4 damage. I think you'll find getting essences easier. Uses less inventory space than Identify Cards, too. Just take care not to get hit from the explosion yourself. Not quite easy, though.

Saw what you were looking for? In fact, practically every item in the game can be stolen with the help of Mog. The good stuff that aren't there would be the:

- *2x-Edge Claws, if it exists
- *Gil Claws, if it exists
- *Vampire Claws
- *Genji's Saddle
- *Ribbon Saddle
- *Superior Seed

as I know it, anyways. Who wants to fill in the blanks?

|The Big Room: The Room Code and where you can go to|

800D8B04 XX??

That's the Room Code, for those of you out there who are lucky enough to have a Gameshark or similar device. Read the 'Debug Room' guide by King Edgar for simple explanation. Generally, the code displaces the definition of the current room you are in, so if the code is activated before you start or load your game, you appear in the defined room. Use it at your own risk. I would suggest backing up your game before trying. Hope it makes the game more interesting. The appropriate digits replace the ? marks, while the XX seems to make no difference whatsoever. Hope it's easy to understand. If you can load the code while in a dungeon room, the stairs lead next to the room with the following digits.

For those new to the Gameshark:
0-1-2-3-4-5-6-7-8-9-A-B-C-D-E-F

is how the sequence goes. So what comes after 09 is 0A, and BF is before C0. Right? So, to reach your target room, you might have to add 1 to the modifier digit if you're presently in a dungeon.

World Map 14

Event-----0F (Discover Cape Dungeon)
Cape Dungeon 01-09-----01
Cape Dungeon 'World Map'-10
Shiroma's Cliff House----11 (Inside it)
Event-----0E (Chubby chickens out...)
Boss: Skullhammer-----0A
Event-----0B (Outside Glass Room)
Event-----0C (Glass room, Guz)

Events at: 5F, 6F, 10F, 11F

Beach-----1A
Village-----1E
Shiroma's Village House--25
Mrs Bomb's House 1F-----23
Mrs Bomb's House 2F-----30
Gamedon's House-----28 (Gamedon's House, still small)
Gamedon's House-----2F (Gamedon's House, enlarged)
Titan's Statue-----2B
Asura's Statue-----0D
Chubby Chocobo's Store---29
Black Mage's Lab-----2A (Hard at work)
Black Mage's Basement----37 (3 rooms worth of statues)
38
39
Tree of Life-----27
Ben's House-----2C
Juice Bar-----2E

Event-----24 (1st visit to village)
Event-----26 (Mrs Bomb's 1F event)
Event-----31 (Mrs Bomb's House, 2F; lots of odd
32 visitors)
33
34
35
36
3A
Event-----2D (Restaurant, Drunk Malboro)
Event-----1F (Restaurant, Gobly and Gobbie...)
Event-----20 (Restaurant, now G & G' stay for good)
Event-----19 (Give Chip a Teleport Tag!)

Cid's Tower 01-10a-----3D
Cid's Tower 10b-----47 (meet Bahamut 1)
Cid's Tower 10c-14-----48
Boss: Imp Robo Boss-----4D
Event-----4E (Return to village from Cid's Tower)

Shortcut to 6F-----12
11F-----13

Events at: 3F, 10bF, 14F, 15F

Event-----50 (Outside Sea Floor Dungeon)
Sea Floor Dungeon 01-26--51
Underwater level-----75
Event-----5F (Stove of dungeon, meet Bahamut 2)
Event-----6E (Time machine, meet Bahamut 3)
Event-----71 (Looong Bahamut talk)
Event-----6F (Blood Skeleton fright)
Event-----70 (Sea Floor chat)
Boss: Ultros-----6B
Event-----6C (outside Cape Dungeon mechanism)
Event-----6D (Glass room, Glass Goth)

Shortcut to 6F-----15
11F-----16
17F-----17
22F-----18

Events at: 15F, 22F, 25F, 27F

Snow Mountain 01-22----- 79
Event-----94 (Mrs Bomb detonates!)
Outside Hut-----78
Inside Hut-----93
Event-----8F (Glass Goth!)
Boss: Glass Goth-----90
Event-----91 (meet Bahamut 4)
Event-----92 (Future Weapon returns)

Shortcut to 10F-----1C
17F-----1D

Events at: 12F, 17F, 23F

Cid's Tower 2 01-10a-----95
Cid's Tower 2 10b-----A1 (meet Bahamut 5)
Cid's Tower 2 10c-14-----A2
Boss: Imp Robo Boss-----A7
Event-----A8 (Cidwind launch activated!)

Events at: 10bF, 14F, 15F

Event-----AA (Mog finally moves his bulk!)
Final Dungeon 01-25-----AB
Glass Room level-----B8
Event-----CB (meet Bahamut 6; duh!)
Event-----CC (So... it's all Mog's fault, eh?)
Stove level-----BF
Glass Goth!-----C4
Boss: Glass Goth X-----C5
Boss: Glass Goth Z-----C6
Event-----C7 (Chocobo to the rescue! He fails?!)
Event-----C8 (Is she lost for good?)

Shortcut to 10F-----21
18F-----22

Events at: 14F, 18F, 21F, 26F

Chip! Alright!-----CA (Chip gets the last word?)

Secret Dungeon 01-23-----D3
Boss: Omega-----EA
Secret Dungeon 25-29-----EB
Boss: Leviathan-----F0
Event-----F1 (Last Realm...)

Events at: 24F, 30F

Assorted Items Room-----FC (Not very good, but Titan Saddles appear
sometimes!)

Misc stuff-----FD (Stove+ springs+ torch+ generator+
recycle box+ selling post)

Debug Room-----FF (The reason this work's here is because
of this! Read the appropriate faq!)

Most of the event rooms are simply for fun, as they usually have no permanent effect on the game, meaning once you leave the room, and wherever else, you're back where you were in the game. Dungeon rooms are for beating new enemies, getting more Exp and items and the usual stuff; beware of the event levels though, as you may forget about them and mess up your game unwittingly.

And the reason I could make the Steal List is because of this. I played around with the Debug Room code and got everything here. Hail Hacken for the code! What happened was: I got Mog to run around on my command to steal items.

Sounds odd? Well, you can consider this only if you are playing the second part of the game, with all the rebuilt dungeons, so you can play as Mog in the Final dungeon. Or, until someone makes a code to alter your current character, that is. :)

First, I recommend expanding your storage space at Gamedon's to 100. Better rescue Chip early on, and have lots of cash. Now, stuff one of whatever you deem the most important in it. Other than claws, saddles, seeds, and of course summon stones, I don't recommend you being too extravagant.

After all, you're on a hunt for better items, right?

So, trot down the road towards the Final Dungeon with Mog, which requires you to toss off everything you have. Items only, not your hard-earned feathers. Well, no storage space means no go. Sell off the extra stuff for missing cash. You can afford it later on.

Okay, you're in the Final Dungeon with Mog, who can easily go on a pilfering spree; pity about the feathers part, though. Now, your essential task is to get at one of the most basic items in the game: a Memory Tag. This lets you save while in the dungeon, and you need to do just that. Otherwise, your hopes are simply dashed. It's not that hard, though. But once you save, you're about done.

Now the world tour begins. I would recommend these locations before going elsewhere:

- *Memory Tags from the Wild Rats in Cape Dungeon's upper floors; you're going to need them frequently
- *Carry Tags from the Grim Rollers in the Secret Dungeon, ~5F; you're going to get a lot of unwanted stuff along the way before you get what you want. Try to reach a maximum capacity of 64.
- *LevelUp Nuts from the Item Eaters very early on in the Secret Dungeon; you don't want to collapse halfway. Life Nuts are good, and if you want to know what it is, kick it at somebody. Level 83 is the number for Mog.

*Verify Cards from Mamon in the start of the Snow Mountain

*Divide Cards from Needle Masters in early on in the Secret Dungeon, also ~1F-3F like the Item Eaters. Back up copies of good stuff.

Now, feel free to roam the land for whatever you're hankering for all the while, but I advise at least one Teleport Tag and some Memory Tags, as you're going to save really often. Never try stealing from shops, or "Doom is upon you." You can easily afford whatever there is, and you can steal it most of the time somewhere. Well, that's that.

Uhh Oh. There's a mistake...

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-----  
|Mog may appear normally in *Cape Dungeon      |  
|                                     *Sea Floor Dungeon|  
|                                     *Snow Mountain    |  
|                                     *Final Dungeon    |  
|                                     *Secret Dungeon    |  
|                                     *Assorted Items    |  
|                                     Room                |  
|                                     *Misc stuff        |  
-----
```

While using a character other than Chocobo, the game tends to hang for certain places, especially at event checkpoints. And that includes most bosses, too. For dungeon events, sometimes you can get over this by using a Warp Card, which places you in a possible spot on the map. Non-dungeon rooms are off limits for most instances. And don't count on Warp Cards if the room doesn't have enemies in it, which means it's not really a dungeon room, but an event room.

Thus, I think any non-event dungeon room is possible, as long as you have a Warp Card to shift you out from the place you happen to be stuck in. In this way, you can steal from virtually any enemy with Mog, though the bosses don't seem to even have anything on them. An easy source for Warp cards is the Wood Eyes near the start of the Final Dungeon; net some if you wish at the start.

A note-worthy point: Mog cannot equip any item at all, and so it goes for all non-Chocobo characters. Which also means you cannot happily equip whatever you steal along the way. Boo hoo. Ahh well. That makes it more interesting, no?

|Double, Double, Toil And Trouble!|

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-----  
One of the most common tasks to perform in this game is mixing equipment. It gets incredibly routine after a while, so I'll leave out the steps; suffice to say you need 2 claws or saddles and a ready stove. Essences and seeds are the crux to better equipment, and if you've helped out at the Black Mage's Lab, you can save on a fueling Book for 300 Gil. That's it.
```

A few claw recipes:

```
-----  
|Order Claw + Arc Claw + Fusion Seed | Multi Claw |  
|Order Claw + Order Claw + Fusion Seed | Cross Claw |  
|Cross Claw + Arc Claw + Fusion Seed | Spinkick Claw |  
|Multi Claw + Order Claw + Fusion Seed | Spinkick Claw |
```

Any 2 Claws	+ Thief Essence	Claw with 'Gil'	
		attribute	
Any 2 Claws	+ Vampire Essence	Claw with 'Suck Blood'	
		attribute	

Prominently known are the Brandname and Omega Essences, which make whatever claws or saddles you mix into a Brandname and Titan items. For raw stats, the Titan items are virtually the best; mix in Lite and Gamble Claws with Superior Seeds to get a big nasty scratcher. On the whole, the Brandname set doesn't seem to be really that useful. I didn't observe anything interesting, either :|

-These are separate attributes of a claw or saddle as a whole, and each item may have up to 2 separate attributes

*Element symbols: Inflicts or protects against damage of that element

*Status symbols: Increases protection against getting inflicted by that status ailment

*5-way atk: Attack to front view and sides; Multi Claw has it

*All dir atk: Attack on all sides; Spinkick Claw has it

*Damage: Return 1/4 of physical damage to source; Counter Saddle has it

*Fwd+Rear atk: Attack directly in front and back; Order Claw has it

*Fwd 3-way atk: Attack to front view; Arc Claw has it

*Confusion: Causes confusion occassionally; Chaos Claws has it

*Cross atk: Attack to sides, directly in front and back; Cross Claws has it

*Frog: Causes frog occassionally; Frog Claws has it

*Gamble: Causes any status ailment occassionally; Gamble Claws has it

*Gil: Supposedly steals Gil from hit enemy occassionally; I think Gil Claws were supposed to have it

*Heal: Supposedly increases your HP recovery rate; Healing Claws has it

*Magic Damage: Returns 1/4 of magical damage to source; Reflect Saddle has it

*Mini: Causes mini occasionally; Dwarf Claws has it

*Null Magic: Causes silence occassionally; Silent Claws has it

*Poison: Causes poison occassionally; Poison Claws has it

*Sleep: Causes sleep occassionally; Sleep Claws has it

*Slow: Causes slow occassionally; Slowpoke Claws has it

*Suck Blood: Supposedly sucks out essence from enemy occassionally; Vampire Claws has it

By the way, through the aid of some cheating devices, I think that the Gil Claws and 2x-Edge Claws are red herring items. Sure, they exist in the game, have stats of their own, albeit no attributes. But when I tried to get more of them with Divide Cards, all I got was a Stone. And more Stones. So, I'll conclude that they aren't real items or the game treats them real special. This information was possible courtesy of help from using PSEmu Pro and PSX Emulation Cheater. :) And of course the GSCCC website.

[The Keepers]

I thought to add this for fun, since there wasn't much else to put down in this work. This is just to give a brief account on my experience with Keepers, of Life, Loot, and not to forget the Store. And no, there are no Chocobo Keepers, fortunately. One gentle

reminder: the three cowls of doom, greed, and dusty shelves are all able to float over any terrain, barring obstacles like walls.

- 'I see... Teleport Tag.'

Store Keeper

~~~~~

3200 HP

-Shoplift Alarm

-Berate

Basically only a figurehead of Death, Store Keepers are commonly found in... shops!, acting as the menacing everpresent proprietor. Floating to and fro as you pace restlessly in its domain, they're considered friendly enough, if tacit and grim. You can choose to converse with it by pressing the attack button to its face, after several times the conversation drifts to a harmless warning about your friskness. That is if you were talking. Should you choose to attack it in some way, summons, Order claws, magic or otherwise, you'll get about nine substantial warnings while the cowl of dusty shelves flutters away from you (yeah, it flies about), and if you push your luck still (really!), the Store Keeper gives way to its nastier incarnation of a Life Keeper. Better hope the stairs are nearby.

If you're lucky enough to destroy the physical manifestation of the Store Keeper, a disembodied whisper still echoes about you to pay for any goods you've picked up. Shoplifting has several dire consequences. Once the cry for 'Thief...!' starts, all monsters on the level get polymorphed permanently into Life Keepers; probably a whole horde of the things now stand between you and safety, while your Teleport Tag malfunctions for the moment in their presence. And no use throwing down everything you took, cause to them you gave up your rights when you took something you shouldn't have. If you really want to steal something, make sure no obstacles stand between you and the nearest stairs.

A small point of note: should you ever decide to kick something like Polish Cards at them, for some obnoxious reason or other, they WILL level up into Loot and Life Keepers, but cannot level down into their weaker forms. The bad news is that pressing the attack button to their face results in not a possibly earth-shattering attack, but a chat with the former Store Keeper entity. I don't think you'll find the prospect of facing them nice at all, since they come at you with hostile intentions once they level up.

#### Loot Keeper

~~~~~

32000 HP

-Doom Scythe

-Chase

The odd-coloured one out of the three, Loot Keepers appear most common in some 'lucky' chests, and when you use or kick a Doom Card. Its yellow eyes glitter with the shine of gold as it chases after you. Not that it accepts peace offerings of gold in its trail of destruction, but most probably that it thinks of you, Chocobo, as an animated gold avian statue.

Life Keeper

~~~~~

32000 HP

-Doom Scythe

-Chase

The most feared enemy of the game (Omega, Leviathan?), Life Keepers are the emergency signal that you're about to lose all your items and maybe game progress. Similar in appearance to the Store Keeper, you can tell the obvious difference when it homes in on you, and run away at top speed when that long ATB bar of it activates for a big swing. It's so much stronger than the Loot Keeper that you'll probably get k.o.ed with at most two hits, and I don't suppose your attacks deal what you call damage to 32000 HP (unless you sharked!). Thankfully, death isn't a permanent recourse in this game.

Life Keepers keep their appearances rare, and when you meet one, most probably you asked for it in some way. What you probably did was to:

\*Shoplift (naughty bird!)

\*Stay for too long on a dungeon level (those WERE warnings)

\*Repeatedly provoke a Store Keeper

\*Use a particular four-letter card you shouldn't have (Wark...!)

with the former two actions having disastrous results. What happens simply, is that all the monsters you face from then on while on that dungeon level are Life Keepers, with the second mistake having particularly virulent results. I don't think you'd like to try it out for yourself.

Well, whether you like them or hate them, the Keepers are a principle gear to this game, and you just can't do without them around. Hope that they become a powerful ally in some future FF or Squaresoft game. Not that THAT would be fair.

|Wark elhe?|

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Basically a credits section. So, there are:

\*Gamefaqs for being the most complete host of game guides I know of

\*All other game guide sites for providing aid to us gamers

\*Hacken and King Edgar for the Debug Room code and guide

\*Fextreme and DXie for having a monster list at all

\*Myself for making this without actually having asked the above-related personal :p

\*Your kind attention for reading this at all

\*And Time for allowing me to finish this peacefully in a month