

Final Fantasy Origins Walkthrough/FAQ

by SinirothX

Updated to v1.3 on Sep 7, 2003

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- Final Fantasy Origins -
- Walkthrough/FAQ -
- By FFMrebirth/SinirothX -

Scott Clemmons/Nick Henson, 2003 (C) To browse with ease: Press CTRL+F
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O=====0
 | I. What's New |
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Version 1.0 - (4/16/03) -

I got the basics of the Final Fantasy 1 guide down. Psycho Penguin is setting on his butt as we speak, typing up his part. I submitted my part. Need to finish bestiary. Add in more to the secrets part. I need to finish the bestiary. Psycho Penguin needs to get his part done. No pressure....not too much. I screwed up, and deleted my 70 hour data. So, I need to go through the whole game again and get every single thing....I broke my finger punching the wall too....

Version 1.2 - (7/15/03) -

After Steve decided to bail, and lie to to me for about 3 months about doing this project. I got angry, and kicked his ass off my team I've become a huge ASCII whore as well. This update has all Final Fantasy 1 down but weapons. WOO HOO! With a new partner, that's an actual workhorse (SINIROTHX), this thing will be done soon !

Version 1.3 - (9/6/03) -

After you see a cinema of a knight, which you don't know his name at the time kills a red dragon, the prologue starts:

```
"" A great darkness shrouded the world. The wind died. The sea raged. The earth began to decay. Only a prophecy kept hope alive in people's hearts. When a darkness veils the world, four warriors of lights shall come. And, after journeying far, four young warriors did at last appear. In the hands of each rested a mysterious crystal. ""
```

You play the role of the light warriors. Your job is to defeat the evil four fiends that have been causing trouble for a while now. There's something even more sinister behind it all, though....

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O=====0
| B. Characters |
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[YOU UP GRADE YOUR CHARACTERS AT THE CITIADAL OF TRAIL. STOP ASKING ME OVER AIM!] Thank you!

```
/-----\
|Warrior| --> |Knight|
\-----/
```

Powerful fighter and weapons expert. The warrior was once known as the fighter in Final Fantasy 1 for NES. Having a warrior in your party is always recommended for those that just want to beat the game and that's it. He'll kick ass and do it in style too. If you're going for a challenge, try leaving the warrior out of your party.

Pros

- He goes through enemies like I do popcorn.
- He can equip some of the strongest armor/weapons in the game.
- He'll have a lot of HP

Cons

- Not a very good magic user
- Not one of the fastest on the team.

Starting HP: 35

```
/-----\
|Thief| --> |Ninja|
\-----/
```

Agile rogue with nimble fingers and precise attacks. This guy gets you out of tough situations quick. If you want to run away; he's the man for the job. If you want a good challenge, try getting a team of thieves

Pros-

- Gets the team out of sticky situations
- Usually performs the first action in a battle.

Cons

- Where's the magic?
- His attacks are rather weak

Starting HP: 30

```
/-----\  
|Monk| --> |Master|  
\-----/
```

Warrior monk strong in both body and mind. Fights best unarmed. They took our beloved man in blue, gave him an actual hairdo. The monk is good for a secondary fighter in the party. He takes more damage than the warrior, but can dish more out later.

Pros

- He can hit multiple times for monster damage
- Substantially high amount of HP
- Doesn't use weapons.

Cons

- Goes down pretty quick in the heat of battle
- Magic seems to do a lot more damage to him and death spells hit more

Starting HP: 33

```
/-----\  
|Red Mage| --> |Red Wizard|  
\-----/
```

Dabbles in both white and black magic. Also a decent fighter. He's the only guy with a white feather in his hat. Such a fashionable character red mage is. Red mage is loved by some, loathed by others. He can use both types of magic, and has a stronger attack than the other types of mages. He can only use up to Level 4 magic till you upgrade your characters later in the game. He can't learn all the magic, though.

Pros:

- Can use both types of magics
- Hits harder than the other two mages
- Has a cool little feather in his hat

Cons:

- Can only learn 3 of the 8 magics per level.
- Feather may be blown out of his hat when there are gale winds

Starting HP: 20

```
/-----\  
|Black Mage| --> |Black Wizard|  
\-----/
```

Black mage is the masters of offensive magic and support magic. This is good character to have on your team. He becomes really useful later in the game when you can take out whole hordes of monsters with one spell. Plus he looks like Vivi, even if Vivi ripped of his look.

Pros

- His magic kicks ass
- Looks like Vivi
- Has decent speed

Cons

- He gets smeared really quick
- He can't take any physical damage
- Magic is limited to only 9 uses. [On Normal Mode]

Starting HP:

Black 25

```

/-----\
|White Mage| --> |White Wizard|
\-----/

```

White mage has the weakest attack in the whole game. She/he can heal your party members when they get weak. She/he also can revive dead allies to come back into battle and fight for you. She/he is a very valuable character to have on your party at all times.

Pros:

- Can use healing magic
- Can use support magic

Cons:

- Has very limited offensive magic
-

Starting HP:

White 28

```

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| Tips/Basics |
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```

- Always have 99 potions in store when you go into a dungeon. It's a lot better to waste them then it is to waste your magic.
- If you get stuck in a dungeon, memo save. Walk a few more steps and memo save again. Once you get in a battle, restart. Load up that memo save and walk some more. Memo save. Repeat and rinse to get out of dungeons easily.
- Use magic sparingly.
- Save a lot
- If you train, do it where there are a lot tougher monster to what you're used to.
- Always keep a tent in your inventory.
- Don't overkill the enemy. If you got a lot a water based enemies, don't lay bolt 3 into them when bolt 2 will do well. This rule holds true in dungeons were people will feel it's cool to overkill the enemy with super-powerful magic. Later, when you need that magic, you won't have it.
- When ever there's a treasure chest by itself. Assume that there's also a tough monster in front of it too.

```

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| D. Walkthrough |
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```

When the title screen loads, you'll have some options to choose from:

New Game - It starts a new save file on your memory card.
Load Game - Loads game you saved on memory card.
Memo File - Loads up saved game from the memo save you made.

If you choose to start a new game. You'll be able to set the difficulty level too. Easy mode is for people that are new to the Final Fantasy series. Normal mode lets you play out the game the way the creators had it planned. Nothing changed in between these two modes in the way of gameplay.

```
/=====
|Town/Castle: Corneria
|
|Inn: 30 Gil
|Weapons: Nunchaku(10G)/Knife(5G)/Staff(5G)/Rapier(10G)/Hammer(10G)
|Armor: Shirt(10G)/Leather Armor(50G)/Chain Mail(80G)
|Spells: Level 1 [All 100G] Cure1/Dial/Shld1/Blink/Fire1/Sleep1/Focus1/Bolt1
|Items: Potion(60G)/Antidote(75G)/Sleeping Bag(75G)
\=====
```

After you get done choosing your characters names and the such you start out in front of the town/castle of Corneria. Go into the town and the talk to one of the guards. They'll ship you right to the king. Seems Princess Sarah has been abducted, and it's Garland's fault. The king informs you that Garland is residing in the Temple of Chaos, north of Cornelia. Now leave the castle and go to the town and buy your characters premium equipment. Make sure to pick up cure spell too. After you get all of that, head north to the Temple of Chaos.

```
****BOSS: GARLAND****
Recommended Level: 3
Hp: 106
Difficulty: 1/5
EXP: 130
Gil: 250
*****
```

Enter the temple and get the treasures that are at the corners. Go back to the beginning and walk straight up. You'll see Garland. Garland is a pushover. Just hit him with some black magic and physical attacks. He'll be dead in a few turns. If he does hit you, though it'll pack a wallop.

After you save the princess you'll automatically return back to the castle. About 30 seconds later when he stops running his mouth, he'll tell you that he's building the bridge to the north again. Now, your true journey begins. Right when you're about to leave to start on your journey, the princess stops you and gives you the lute.

Once you leave the castle you'll see a cut scene in which Cornerian men are building the bridge. Before you go, make sure you've stocked up on Dial, Fire1 and Bolt1. Once you step foot on the bridge, a cut scene:

"And so their journey began. As warrior of light, the four youths faced a staggering mission and a stormy destiny. The four crystals they carried remained a mystery to them..... In ages past, those crystals had a radiant dazzling light, the time for Heroes is at hand. Darkness must be banished again so the life and peace can illuminate the world once more"

Before going any further, get to level 4. Enemies in the next area can eat your health down quick. They can poison you too.

```
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| Maytoya's Cave |
O=====0
```

After you cross the bridge, go to the northeast and you'll come to Matoya's cave. She's an old witch that knows a lot. She's screaming about missing her crystal eye, she can't see anything without it. Your new quest is to find her eye. But, we must acquire the ship before we do anything else. Head southeast

```
/=====
|Pravoca:
|
|Inn: 50
|Weapons: Hammer (10G)/Broad Sword (550G)/ Battle Axe(550G)/ Scimitar (200G)
|Armor: Leather Armor (50)/Chain Mail(80)/Steel Plate(800)/Leather Shield(15)
|Leather Gloves(60)
|Spells: Level 2 [All 400G] Ice1/Fog/Steel/Slow1/Lamp/Silence/Nulbolt/Invis1
|Item: Potion(60)/Antidote(75)/Sleeping Bad(75)/Tent(250)
\=====
```

First things first. Buy all the best equipment for your characters. This is a must as you'll get slaughtered without it. The battle axe is better than the broad sword by 1 point attack power. But, the broadsword hits more often and does more damage; get it. Buy Ice1 for the black mage. Buy what ever other spells you think will help you out.

****MINI-BOSSSES****

Pirates:
Hp: 6
Difficulty: 1

Just hit them.

When you travel to the upper-left of Pravoca, you'll see three pirates. They have the ship. You'll need the ship to travel to another place in the continent where Matoya's crystal eye is. The great pirate Bikke and his men will attack your party. There are 9 of these silly guys to take out. All you need to do it hit for 15 damage and they die one by one. Not a tough battle at all. Winning gives you 90 EXP and a whopping 360 G...rich bastards.

Now, get in your newly acquired ship and sail southwest to the town of:

```
/=====
|Elfheim/Eleven Castle:
|
|Inn: 100
|Weapons: Iron Nunchaku (200)/Dagger(175)/Crosier(200)/Saber(450)
|Mythril Sword(4000)
|Armor: Steel Plate(800)/Copper Armlet(1000)/Iron Shield(100)/Leather Cap(80)
|Helmet(100)
|Spells: Level 4 [All 4000G] Sleep2/Haste/Muddle/Ice2/Esuna/Fear/Nullice/Vox
|           Level 3 [All 1500G] Fire2/Bind/Bolt2/Focus2/Cure2/Dia2/Nulfire/Heal1
|Item: Potion(60)/Antidote(75)/Tent(250)/Cottage(3000)/Gold Needle(800)
\=====
```


Enter the eleven castle and go up, then take a left. When you get to the room with the prince in it, talk to the man to the right of him. He'll tell you Astos cast a curse on the prince making him sleep his life away. How do you wake him up? Only Matoya can do that, but she lost her eye. After you hear this interesting piece of information, leave the castle. Enter it again and go around the outer circumference of it to find 4 treasure chests in a room. In the chest are: Mythril Hammer, 400Gil, 330Gil, Bronze Gloves.

Now, go to town. Save up and buy you characters the best of everything. Buy the spells Dia2/Cure2 for the Marsh Cave. If you're running out of money quick, go fight ogres. Ogres will leave you with a plentiful stash of Gil after every battle. Also, buy 1 tent for SURE!

After you get your characters up to par, head east through the mountains for the Marsh Cave:

```
O=====0
| Marsh Cave |
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```

Be warned, the Marsh cave is one of the most hated areas in Final Fantasy by many fans. Monsters here are tough and over half of them will inflict a status alignment upon you. Some are blind, poison too even insta-death.

When you enter, you can choose either going north or south. Going north will lead you to a staircase. Go down the stair case to Level 2. In here you'll find 680Gil, Broadsword, 620Gil, and a Dagger. Return to the beginning of the cave, and take the south path. You'll be at another split. The west path leads to nothing, so don't take it. Keep going south till you come to a little room. Go into the room and take the stairs down. You'll be on the second floor of the Marsh cave again. Make your way to the bottom right of the whole room, this is where the stair case to the next floor is. There are some chests in here too. But, they're all empty.

When you make your way to floor three. It's a whole bunch of rooms meant to confuse the player.

This floor is set up like this:

```
[1][2][3][4]
[5][6][7][8]
[9][A][B][C]
[D][E][F][G]
```

1. Steel Plate Armor
2. Empty
3. Empty
4. 285 Gil
5. Copper Armlet
6. Cottage
7. Empty
8. Empty
9. Empty
- A. Crown
- B. 385 Gil
- C. Empty Chest
- D. LOCKED BY KEY! (Silver Armlet)
- E. LOCKED BY KEY! (Mythril Knife)

F. Empty

G. LOCKED BY KEY! (1020 GIL)

****BOSSSES: PISCHODEMON****

Recommended Level: 8

HP: 84

Difficulty: 1-4/5: Depends on how many you get.

EXP: (Per Each) 276

Gil: (Per Each) 300

If you only get around two or three of these beats you shouldn't have much of a problem. If you get over three, you're in deep crap. Piscodemons hit hard and have high defense. Use the bolt spell to lay in about 30 damage into them. Keep the fighter attacking one at a time. If you have a white mage, use heal on the party if you got it, when HP is low. If not, just use Curel. After a while they'll wear down and you'll be victorious!

Open the chest right in front of you and acquire the crown. Now just run away from all the battles and get the hell out of the Marsh Cavern. If you have all your party members alive still, go north till you see a castle. Pitch that tent I told you to buy and save now. Go into the castle

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| Western Keep |

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When you enter the Western keep you'll notice everything has been destroyed. Walk around till you find a door that you can enter. Enter it (duh), and speak with the king. The king wanted you to retrieve the crown for him. You did so. He will transform into the leader of the dark elves, Astos.

****BOSS:ASTOS****

Recommended Level: 8

HP: 168

Difficulty: 3/5

EXP: 2250

Gil: 2000

The king of dark elves, Astos. He's got some nasty moves in store for your party. Reaper, which kills one party member. Slow2, which takes down their speed to practically nothing. He even casts haste on himself. If he busts out fire 2/bolt2/ice2, it'll inflict massive damage upon your party. Plus, he hits a little too hard for my tastes.

If you have the Mythril sword, this battle will be easy. Use Ice 1 on him and have your fighter just pound the crap out of Astos. There's no real strategy to beating him. If he manages to kill one of your characters, restart and try again.

After you maim Astos, he'll drop the crystal eye. Return to Matoya's Cave and give it to her....not like that. When you give her the crystal eye, she gives you the Jolt Tonic. Return to Eleven Castle and give the little slave guy by the bed this tonic. The prince will awake and give you the mystic key. Recall those places where you couldn't get into earlier? Go back to these locations and pick up the powerful equipment. You'll need to pick up the Nitro Powder too.

1. Corneria castle [Crosier, Saber, Mythril Knife, Iron Shield, NITRO POWDER, Steel Plate]
2. Temple of Fiends [Werebane, Gold Needle, Rune Blade]
3. Marsh Cave [Silver Armlet, Mythril Knife,
4. Western Keep [Falchion, Steel Gloves, Power Staff]
5. Mt. Duergar [Tent, Grand Helm, Wyrmlkiller, Mythril Knife, Helmet, Mythril Mail, 575Gil, Cottage]

In the Western Keep, right in front of the treasure chest you'll get in fights with very powerful undead monsters. Cream them with Dia2, and gain mass amounts of EXP and gold this way.

After you're done with getting those chests, go to the northwest of the map and find a dock. Park your boat and get off. Once you're on the land, go south until you see a little cavern, enter it.

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0=====0
| Mt. Duergar   |
0=====0

```

Welcome to the mountain of the dwarves, Mt. Duergar. Go up north and enter the room. Take all the money from the two chests. Give the Nitro Powder to a dwarf that's in the lower portion of the mines. He'll blow a big hole in the dirt, allowing your ship to get through. Now, leave this place, and go back to your boat and through the newly made hole!

Go a little bit to the west and you'll come upon a new town!

```

/=====
|Melmond:
|
|Inn: 100
|Weapons: Crosier(200)/Saber(450)/Large Sword(1500)/Falchion(450)
|Armor: Knights Armor(45000)/Silver Armlet(4500)/Grand Helm(450)/Bronze Gloves
|(200)/Steel Gloves(750)
|Spells: Level 5: Cure3/Life1/Dia3/Heal2/Fire3/Poison/Warp1/Slow2 8000$ All
|Items: No shop
\=====

```

All is not well in the town or Melmond. A vampire has struck the town and killed many of the residents. You must find this elusive beast and bring him to justice. He's to the south of Melmond, in the Terra Cavern.

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0=====0
| Terra Cavern |
0=====0

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Make sure your guys are leveled to about 10 or 11. These monsters are very hard in here if you're on a low level.

When you enter you'll see 4 paths leading 4 different directions. The top one takes you around to a door. In the door you will find 1975Gil. The path that goes to the right leads to the stairs that go down to the next floor. The bottom path leads to another door. You'll come to a breakage point in the path. Take the left path, you'll come to another door. In here is a potion and 880Gil. Go back and take the other path. You'll be at another door. You'll see two chests, walk between the two of them and get into a fight with a tough monster, Gnoma. You'll find an antidote and 795Gil. To the left of the starting staircase is the "Hall of Giants" Here's where you gain much needed EXP and gil if you need it.

Proceed down the staircase that goes to floor 2. You're in a maze, and mazes suck ass. Here's instructions on how to get past this floor:

- 1 - Go down into the room below where the staircase is.
- 2 - Go up one room.
- 3 - The room you're in should have two paths going down and one that goes to the right. Take the one on the bottom right.
- 4 - Go down through this room.
- 5 - Go down again.
- 6 - You'll be at a room with a opening going down and one going to the right. Take the one going to the right.
- ** If you go straight down from here you'll get three treasure chests**
- 7 - Go over to your left, then go down till you find the stair leading to floor 3

You can explore around in the maze for some treasure too: (Leather Shield, 575Gil, 795Gil, Coral Sword, Tent,

After you're on floor 3 Go left till you come to a break. If you go left you'll see a door. In here is just a sleeping bag, leave and go north. Keep going and you'll see another door. In here is 3400 dollars. Just go around in a circle until you get to a door at the end. In here is the vampire. just go around in the circle till you get to the next boss...

****BOSS:VAMPIRE****

Recommended Level: 10/11

HP: 156

Difficulty: 1/5

EXP: 400

Gil: 2000

Hit him with fire and regular attacks. He'll be dead in one or two turns.

Now, you acquire the star ruby. Get the hell out of the cave and go back to the eleven town. Go here and restore any downed characters. After you're done there, head west to:

0=====0

| Titan's Cave |

0=====0

When you enter you'll see a big titan. Give him the ruby and his over-sized ass will eat the thing. Take the south path to find 4 treasure chest in here. Great AXE, 620 Gil, 450 Gil and a Mythrill Helm are here. After this go ahead and take the north path out of the cave. Just go around some mountains here to the next place:

0=====0

| Sages Cave |

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Here you meet the Sarda the sage. He'll give you the Earth Rod so you can get deeper into the earth temple. I think we know where to go now:

0=====0

| Terra Cavern (Floors 4/5) |

0=====0

Make it back to where the vampire was. Go past where he was, and go through the door and up. Use the earth rod on this plate and go down. Floor 4 is a really hard maze, I'll give you instructions:

Left, up, left, down, left and up, left, up, up, left, down, down, up, up.

Like always, there's a lot of chests if you wish to explore: (staff, 3400GIL, 1520Gil, 5450GIL, 1455Gil, Tent, Mythril Shield, 1250Gil)

Come back and get the treasure chests after you beat Lich. You need hold on to all the HP you can. Now you'll be on floor 5. Just go straight up and when you can't go up anymore, go to the left and down. When you go through the door, you'll see the earth crystal! But, you got a fight first:

BOSS: LICH
Recommended Level: 12
HP: 800
Difficulty: 3/5
EXP: 2200
Gil: 3000

New boss music > joo. Anyways, Lich has some nasty attacks in store for you. His bolt/ice2 stuff deals out the pain. He'll cast sleep and slow on your characters. If he's feeling like he wants to play dirty, he'll just regular attack one of your mages/weaker characters and smear them in a hit. Start off the battle by holding no bars. Use fire3 if you have it, fire 2 works well too. Dia2/3 will bring the pain to him, keep attackers attacking. After while he should go down. Might take awhile since his defense is so goddamn high. If he manages to kill one of your characters (likely) just restart from the memo save you saved in front of him.

Now, get your group and go to the other side of the world to:

/=====

|Crescent Lake:
|
|Inn: 200
|Weapons: Mythril Knife(800)/Mythril Sword(4000)/Mythril Hammer(2500)/Mythril
|axe(4500)
|Armor: Mythril Mail(7500)/Mythril Shield(2500)/Buckler(2500)/Mythril Helm
|(2500)/Mythril Gloves
|Spells: Level 6: All 20000 Stona/Warp2/SHld2/Invis2/Bolt3/Reaper/Quake/Stun
|Items: Potion(60)/Antidote(75)/Tent(250)/Cottage(3000)
\=====

When you enter town, head to the upper-right of it. There will be a path to the 12 sages, talk to them all and they'll give you the canoe. Talk to Lukin and he'll talk about some stuff that really is not important. Now, trian your ass off to about level 15+.

Now, make your way to the cave where Kary, the fire fiend, resides. But, to get here you need to get through the water maze. Here are instructions:

1. At the first breakage, take a left.
2. At the next one go up
3. Next one, take a right

4. Then take a left at the next one.
5. Take another left and go around.

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O=====O
| Mt. Gulg       |
O=====O
```

You'll be on floor one. This shouldn't be hard. Just walk through the lava going left and when you hit dry land, go up. Go down the staircase to the second level.

There's a hell of a lot of treasure on this floor. Before most of the treasure chests, though, are some very tough monsters called "Pyros". The chests are: (Mythril Helm, 1520Gil, Claymore, 4150 GIL, 750 GIL, 795gil, Mythril Gloves, Mythril Helm, Potion, Tent, 1975Gil, 1455Gil, 1520gil, Antidote, 1760 gil, Mythril Sheild, Mythril Axe, Potion)

You can always come back and get it if you want. Go left to go to floor 3

On floor 3 do down and to the right till you come to a staircase. Take it down to floor 4. On floor 4 go to the bottom right of the map to find the staircase that goes back up to floor 3. Another maze lurks here. From the starting room go: Left, Left, down, down, and then keep going left till you find the staircase doing down to level 4 again.

On this level you can get some of the chest. The room above you has 2750 Gil and a Gold needle in it. Get out of there and go down then to the left, in here there is 1760 Gil. If you go left and up you'll come to a room with even more chests in it. In here are An Antodote,7340 Gil, Flame Shield, Ice Brand, 880Gil.

Track back to the where the room with 1760 gold is. Go down the left till you see another room. In here is 155Gil and 10..gil. Go to the left and up and find: 2000 Gil and a Cottage. Now just keep going down till you find another door, in here is a staff and 1250 Gil. NO just keep going down till you see the staircase that leads you to the fifth floor.

There's a bunch of paths branching off to nowhere. Here's a map:

```
[1]      [2]      [3]
[4]              [5]
[6]      [7]      [8]
```

1. Empty
2. Empty
3. Empty Chest
4. Flame Mail
5. Empty Chest
6. Marilith
7. Empty
8. Empty Chest

Get the Flame Mail, you'll have to fight a hard Red Dragon, though. Then head to the fiend of fire.....

****BOSS****

BOSS: MARILITH

Recommended Level: 16

HP: 1200
Difficulty: 2/5
EXP: 2475
Gil: 3000

Marlilith can hack away your health at a quick rate. Take her out in a few turns. Make sure you have the ice brand on your fighter and cast steel/haste on him. Over 200+ damage a turn should make easy work of her.

After you beat her and restore power to the fire crystal, get in your ship and head north a little ways till you come to another dock. Land here and go in the water. Another annoying little maze. Follow these steps: Head and go north and keep going north, then just go west a whole lot. Go down, but go west when you see another meeting point. Go around to the:

```
O=====O
| Ice Cavern |
O=====O
```

When you enter, go left all the way. Then go down and right. You'll see a staircase. Go down it, you'll be in a room with a path going down and to the left. Both of them lead to the same place, after you get to the end, take the staircase down. You'll see another staircase, take this one up. You'll be on floor 2 again.

Go around in this room till you make it to a door. Go in here and collect the loot. Be warned, though. There is a monster called "Dark Wizard" that can lay your party out if there's more than one of them. Anyways, get the shirt and Flame blade from the chests, and fall through the hole.

You'll land in a little chamber area. Once you move up you'll get into a fight with some pretty hard undead. When you get out of the room you fell in, go left. You'll find some treasure chests here. In them are: Ice Armor, Mythril gloves. Go through the spikes at the bottom. Go past the next set of spikes that you see. You'll come to a breakage point. The left path had 6 treasure chest, and the right has the stairs. The treasure chests have ### Gil, 6000 GIL, 5454 GIL, 5000GIL, 180GIL, 12350 GIL.

After you go up the stairs, you'll be back on floor 1. The treasure chest right below has a potion. the other one that you see has 10000 Gil. The ones around the hole where you fall has an Ice shield, sleeping bag, and Gil. Fall through the hold in that room that's to the right of where you came up from the 2nd floor. You go to get the chest, but..

****BOSS****
EVIL EYE
Recommended Level: 17
HP: 1200
Difficulty: 2/5
EXP: 2472
Gil: 3000

Just hit him a lot with fire 3 and use regular attacks. Dia will hurt him big time. He should go down in one turn.

After you beat him, you'll receive the "Levistone"...hmm..wonder what it could be for? Fall through the hole again and repeat what I said earlier. Go back to town and heal your party. Now, go back to Crescent Lake. Get in

your canoe and go in the water. Go into the mountains again, but this time take the path that goes down. Take this to you see a path of desert.

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O=====0
| Lykion Desert |
O=====0
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Get out of your boat and go over into the path of desert. Use the Levystone you got after beating the Evil eye. AN AIRSHIP WILL EMERAGE!
YOU DAMN RIGHT!

From this point....final fantasy 1 gets good.

Now, lets upgrade your characters:

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O=====0
| Citadel Of Trials |
O=====0
```

It's time to make your guys uber badass. Hold start and press circle. A map will come up, this will let you see the world. look at the yellow dot at the middle-top of the world. That's the Citadel of Trials. Parking won't be easy, you'll have to find a spot very far away to get to it.

When you enter the Citadel of Trials. You'll have to walk through a bunch of pillars. Talk to the silly sage and he'll tell you about how hard this place is. Smack some sense into the old bastard and he'll leave. Go to the top left and enter the door. Walk into the chair...and your challenge begins.....

You'll be teleported to a little room. Leave the room and walk onto the pillar. You'll be transported to another little room, walk up into this pillar too. In the next room there will be two pillars. Take the bottom one. Next room: There is only one pillar in this room, take it. Take the bottom one here. Go down the long hallway and take the one at the bottom. Now take the one that's closest to you. Go straight over, get the treasure. You'll have to fight two clay golems. Take the gauntlets, and leave the room. Take two steps to the left, and go straight down into that pillar. You'll come to a room with a staircase, take it up

Now, this is pretty self-explanatory. Go straight up till you enter a door. In here you'll have to fight some nightmares for the treasure chest at hand. Run across and get those treasure chests too (Ice brand, Steel Glove, Ruby Armlet). Then run down and get more chests (Cottage, 1455Gil, 7340GIL). Finally, run over to the right and get the "Rat's Tail". Right when you're about to leave you have a fight... After the fight make your way back to the airship. Go directly south of the Citadel of Trials to....

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O=====0
| Dragon's Cave |
O=====0
```

Once you enter this place, go up into a door and get some treasure chests. 2000 Gil, 1454Gil, and 2850 gil are them. Go to the left and get more chests 9500gil, 2750gil, 1520gil, 160 Gil are in them. Leave here and go up a little and to the left to another hole. In here is just a stupid dragon that serves no real purpose. Get into the airship again and go a little bit to the left this time. Another silly hole, with more chests. 100Gil, Cottage, 500 gil are in the chests. Back to the airship again to go to another hole, this time

just go up a little bit.

There will be two holes on this island...ohh joy.

The one on right and another on the left. Go to the one on the right, walk all the way down the hall, and down the stairs. Keep going and going and going till you see Bahamut. He'll change your guys into big boys and girls. You have to show him you got the rats tail, though.

Skip the hole on the left, now get back into your airship. Go to the left a bit and north some to another goddamn hole! More chests and crap. Tent, 575GIL, Gold needle are in the chests. THAT'S IT, NO MORE DAMN HOLES!

Get on your ship and go to the left onto a new continent!. Go onto you map, look at the continent in the upper left that looks like the USA. The town is where Maine would probably be at on the USA. Land your airship somewhere around Texas, and visit cjayc. No really, around there is where the landing path is for your airship. Walk though the forest and a between the mountains and the ocean lies the next town..

```
/=====
|Onlak:
|Inn: 300
|Weapons: None
|Armor: None
|Spells: Level 7 (All 45000) Saber/Blind/NulMgc/Heal3
|Items: Potion(60)/Antidote(75)/Tent(250)/Cottage(3000)/Gold Needle(800)
\=====
```

Come in here and go to the very bottom right hand side. Talk to the girl here. She'll talk about how she made a barrel to go underwater to save the mermaids. Other than she needs a reality check because there are no mermaids. She needs your help. Leave the town and go to the left, get in your canoe, and travel up stream and into he waterfall to:

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O=====0
| Waterfall Cavern |
O=====0
```

Another ruthless Final Fantasy dungeon. This one can be summed up as easy. Just follow two steps. Keep going left, no matter what. When you can't go left anymore, go straight down. You'll come to a door with 6 treasure chests in it. Once you walk in, you'll be confronted by 9 bird enemies that can stone you.

In the chests are a Spellbinder, 13450Gil, Ribbon, 6400Gil, 5000Gil, Defender. They got rid of the eye, what a bunch of crap. EYE! WHERE ARE YOU! (eye was the easiest way to level up in the old FF) Talk to the robot that's in there walking around. He'll give you the "Warp Cube". This will be used later in the guide.

Now go back to the town and restore any fallen character, etc. Hold Circle and press start again.

```
O=====0
| Desert Caravan |
O=====0
```

See that desert on the continent that you're on? That's where we need to go next. There's a small caravan in the northern parts of the desert. Go there and buy the bottled Faerie for 50000 Gil. This is a lot of money, but you

need it to progress in the game. Check the bottle and a little faerie will escape. 50000 down the hole?? No, it just went somewhere. Go to your map again , look for the continent in the northeastern part of the world. See the town that's the most northeastern in the world?? Go to it:

```
/=====
|Gaia:
|
|Inn: 500
|Weapons: Cat Claws (65000)
|Armor: Ruby Armlet (50000) Protect Ring (20000)
|Spells: Level 7 (All 45000) Cure 4/Dia4
|         Level 8 (All 60000) Holy/NulAll/Dispel/Stop/Banish/Doom
|Items: Tent(250)/Cottage(3000)/Potion(60)/Antidote(75)
\=====
```

Buy everyone a Ruby armlet and protect ring. These are basically the best armor in the game that can be bought. Now, go to the far left of town, and up. Keep going till you're at the item shop. Keep going up and you'll see the revive house. Go left, and down through the little maze till you come at a pond. The faerie will be here, and will give you the Oxyale. Now, go back to Onlak and talk to the girl by the barrel that was talking about mermaids. She'll disappear with the wind, as she was dead to begin with. Now, take the barrel and kick some watery ass.

```
O=====0
| Sunken Shrine |
O=====0
```

This dungeon is a little weird to say the least. You'll begin on floor 3. Go up to you get to you see a lot of pillars. Take a right and grab the treasure chest. In it is 2000 Gil. Go back out and head up to the end of the pillars. You can either go left or right here. Go to the left, down, then left again. You'll see another door, go in it and get the chest. It has 9900 gil in it. Leave and go straight up till you get to another door. Go left here and you'll see a staircase going down.

In this room there's nothing at all, just go straight up and take the stairs up. You'll see another set of stairs going up, take them.

Now we'll be on the 4th floor. There's nothing in here either. Go around the little room and take the stairs down. Now we'll be on the 3rd floor. Go through the door and get the two chest in here. (110Gil, 450Gil) Go down and take the stairs that descend.

Now that we're on floor 2 again. There's a lot of chests on this floor. Go down to the room below you. In here is two chests.(8135 GIL, 7690GIL). Leave this room and walk left till you see another room, go into it and collect all the chests in here. (5450Gil, Giant's Glove, 385GIL). Get out of this room and walk up a good distance too another room. (Light axe). Get out of here and proceed to go right. Another door, more chests. (2750GIL, 7340GIL, 9900GIL Ribbon). Now, see that path going up to the right? Go up it, then take a left This leads to floor 1.

There's no chests on this floor so just go all the way up. Go through the door and out the other side. Go left then down. Go through another door and just make your way through this little maze. Meet the next fiend:

****BOSS****

KRAKEN

Recommended Level: 21

HP: 1600

Difficulty: 3/5

EXP: 4245

Gil: 5000

Kraken can hit about 8 hits and clear out one of your people in a hit. His hits do over 400 damage to non-knight characters. Just cast haste on the warrior and use bolt 3 to make quick work of him.

After you beat kraken, you need to go back into the Sunken Shrine and take the staircase at the beginning, to the right, that I didn't talk about. Once you go down the stairs to the right, you'll be on the 4th floor. The stairs to floor 5 are at the very bottom right hand corner. Collect all the chests on this level first (20Gil, Diamond Armor, Light axe, Mage's staff, 12350 GIL)

Now, go to floor 5. There are no enemies on this floor, so just collect all you can. Here's a list of what's in here: (Diamond Shield, Antidote, 5000GIL, 4150GIL, 10000Gil, 10Gil, 2750GIL, 1760GIL, Diamond Armllet, 9000GIL, Diamond helm, Diamond Gloves, ROSETTA STONE!) Muargh!

Go back to Melmond and talk to Dr. She will teach you how to speak Lufenian.

Now, lets go to the last town in the game. Open your map and look at where gaia is. Right below it and to the right a little ways is the final town of:

/=====
|Lufenia
|Inn: None
|Weapons: None
|Armor: None
|Spells: Level 8 (All 60000) Life2/Flare
|Items: None
\=====

To get to this town you have to find a landing spot to the north. Walk here by foot. When you get into the town, go the most northeastern point. Buy both flare and life 2. The best spells of each magic. Now that you can speak Lufenian, talk to all the people in town. They'll give you the bell. Now you can enter the tower ofwait...I can't say the whole name till I make a title for it:

O=====0
| Tower of Mirage |
O=====0

Go up into the room and collect the chests here. (Tent, Aegis Shield, 2750GIL 18010Gil, Vorpall Sword, 800 GIL, Healing Helm, 3400Gil)

After you've collected all the chests on this floor, go down and up the stairs. On floor 2, there's a bunch of chests in the middle of the room. Make your way around the "maze" to get them. The 10 treasures are: 8135Gil, 7900GIL, Thor's Hammer, 12350Gil, 13000Gil, Cottage. 7600Gil, Sunblade, 10000Gil, Dragon Mail) Go up the stairs to the north. Go down and into the little room. You'll be at the :

O=====0
| Flying Fortress |

0=====0

Now we're going in for the kill, the final fiend. This is it! </suspense>
It's a level that needs a damn map:

[5]

[4] [3] [2]

[1]

1. Venom Blade
2. 7900Gil, 9900Gil, Potion, 4150Gil
3. Down to Tower or Mirage.
4. 5000Gil, Protect ring, 6720 Gil, Healing Helm, 180GIL
5. To level 2 of Flying Fortress

Finally take the path up to proceed to level 2 of the Flying Fortress. This level is one of those that branch out everywhere, so here's a map

[2]

[1] [3]

[4] [5]

[6] [7]

[8]

1. Cottage, Mythril Helm.
2. To Level 1
3. Diamond Gloves
4. 880 Gil, 13000Gil
5. Diamond Shield, Ribbon
6. ADAMANTITE!
7. Black Robe, White Robe
8. To Level 3

DAMN SQUARE AND THIS! DAMN THEM! ANOTHER ONE!

Level 3:

[1]

[2] [4]

[3]

1. 5450gil, 9000Gil, Protect ring, Potion.
2. Gold Needle, 4150 GIL, 3400GIL, Sasuke
3. To Level 4
4. Protect Cloak, 8135GIL, Shirt, 9500Gil, Gold Needle, 6400GIL.

Level 4:

This is probably the most confusing spot in the game. Get point "A" to "B" on this map:

```
[] [] [] []
  "A"
>[] [] [] []

>[] [] [] []
      "B"
>[] [] [] []
```

It will never end, ever. If you don't make it to point B. Tis an endless maze. When you make it to "B" walk into the light. You'll be transported to level 5. This is it, the final run. Be warned, there's a monster called "War Mech" here that can take out your whole party, tougher than even than the main boss.

****OPTIONAL-BOSS****

If you walk around, you'll have a 1/64 chance of fighting Death Machine. (War Mech). 5 steps from middle of pillars up. You'll either get warmech, 4 fire hydras, or 3 aeros

****BOSS****

TIAMAT
Recommended Level: 25
HP: 2000
Difficulty: 4/5
EXP: 4245
Gil: 5000

Tiamat hits hard, but is a total pud. To beat him, simply cast break a lot of times. He'll die within one hit, and you can say that you beat one of the fiends in one hit. If that's something to brag about that it.

Time to get the 2nd strongest sword in the game. EXCALIBUR!. Go to Mt. Duergar and find the blacksmith there. In 7 poundings, he'll forge one of the strongest swords known to man. He'll give you this sword, and it kicks ass, yes.

Makes sure you got all your magic slots filled, if you're going for a complete 100% on both the things, just fight around at all the areas. There are some really tough monsters to find. Look in the secrets section.

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+++++++
O=====0
| Temple of Chaos |
O=====0
+++++++
```

OMG! Final place in Game!1111!. Go up to where you saw Garland, and lay the crystals on the black crystal. Time begins to change, and you go back 2000 years. Personally, I'd never go back 2000 years just to beat up some goofball, but ONWARD! You disappear into the temple of chaos....a long time ago.

You'll begin by 4 statues. Go straight down and to the right. Go up the stairs to the next Floor. On the next floor walk over to your right and take those stairs going up. You should be on floor 3 now. You'll be in the upper- left-hand corner of the next room. Go down , past the two rooms, don't enter them as nothing is in them. When you get to the bottom, go left halfway and up to enter a door. When you enter you'll get into a fight with "Death Eye" He only gives 1 gil and 1 EXP point. After you beat him, collect the two chests

(65000Gil, 45000Gil) on either side of the stone slab. Now play the Lute to break the stone slab. Go down the ladder.

Now you'll be on floor 2 again. Leave the room you're in, and go to the upper left hand corner of this floor to find a staircase going down. There's no treasure on this floor, so just go right to the staircase.

You'll be on floor 1 now. Just go all the way left to the next staircase going down.

Now we're at basement 1. Go all the way around the whole thing till you see a staircase. Skip the pillars that are in the middle of the two rooms too. When you see the staircase, attempt to walk through and:

****BOSS****

BOSS: LICH
Recommended Level: 30
HP: 800
Difficulty: Psstt
EXP: 2000
Gil: 1

Baha, hit him a few times to make him cry uncle. He'll cast flare and do about 150-400 damage, though.

Go down the stairs to the second floor of the basement. You'll see steps on the/ other side. Make your way over there. Right before you proceed to go down the stairs that take you to the third floor basement. Go down and collect all the treasure chests: (Protect Cloak, 26000Gil, Protect Ring, Sasuke). Go back and walk in front of the staircase going down and...

****BOSS****

BOSS: MARILITH
Recommended Level: 30
HP: 1200
Difficulty: 1/5
EXP: 2000
Gil: 1

Cast haste, enjoy.

Go down the stair case to the third level. Now, make your way to the very bottom right part of the floor. There are no chests on this floor. When you're about to make your way to the stairs, another boss....

****BOSS****

KRAKEN
Recommended Level: 30
HP: 1600
Difficulty: 2/5
EXP: 2000
Gil: 1

Haste...attack...over

Now, lets go to floor 4! Do not go left, yet! First, go down, and get the masamune. THE STRONGEST SWORD IN THE GAME! NO GO FIGHT TIAMAT!

****BOSS****

TIAMAT

Recommended Level: 30

HP: 2000

Difficulty: 3/5

EXP: 2000

Gil: 1

It's easy, haste, attack. Now, prepare for the main man. The ruler of all evil. The master of setting on his ass for 2000 years:

/~~~~~\
||~~~~~||
|| CHAOS ||
00=====00

HP: 4000

Difficulty: 5/5

Level: 30

Gil: None

Exp: None

Then the battle starts. He talks about how you killed him. He's Garland, the fiends sent him back. He sent them into the future. He'll be reborn in the past, then you stick a foot in his ass and tell him to shut up.

Cast haste on the warrior. Have him attack, lay flare, holy, cast invis2. Hold nothing back and just brutally assault the minor. He'll cast cure4 sometimes, and restore all of his hit points. His elemental attacks can make one cry since they hit pretty hard.

^^^^^^^^^^^^^^^^
E. Spell Lists
^^^^^^^^^^^^^^^^

O=====O
| Black |
O=====O

Level 1: Costs: 100

- Fire1- Inflicts 10-40 damage of fire damage. This spells is ideal for the beginning of the game. Since most monters then are weak against fire. Pick this spell up for sure in the first town, LIT can wait.
- Sleep1- Puts foes to sleep. It works well when you're in a fight with a million wolves at once. It's better than Focus in my opionion, only because you can take out hordes of monsters with ease.
- Focus1- Lowers a foe's evasion by 10 points. This makes it to were, when you hit the monster, it'll do more damage. Not much, just maybe a few more hits.
- Bolt1- Inflicts 10-40 lightning damage. Nothing is really weak against bolt at the beginning of the game. (There are some, but not enough to warrant a buy.) It's still better than that crappy Focus, so pick it up.

[Spells to get: Fire1, Bolt1, Sleep1]

Level 2: Costs: 400}

-Icel- Inflicts 20-80 ice damage. Works better in boss fights than both Bolt and fire. Make sure you pick this spell up. Most of the time just because it's an elemental spell is enough to warrant a buy.

-Fog- Blinds foes with heavy fog. This spell is really stupid. It makes it to where, if they try and attack, they'll miss more often. Sounds good, but it really isn't that good.

-Steel- Raises attack by 14 points. This is another waste of spell right here. Who gives a rats ass about the mage and if they can attack? No one really. You can cast it on a fighter, however, and kick the holy hell out of everything. Make sure you get it.

-Slow1- Slows foes down, reducing their attacks. This spell is great! monsters at around the marsh cave will only be able to hit you

[Spells to get: Icel, Steel, Slow]

Level 3: Costs: 1200

-Fire2- Inflicts 30-120 fire damage. Fire2 is a can of kick ass at the point in the game when you get it. Make sure you buy it first, it'll really pounds about everything into the ground with big damage. That, and the fact most monsters are weak against fire makes this spell classic!

-Bind- Paralyzes a foe. Total rip off, there's not one monsters you'll need to "paralyze" if you think about it. It's pretty much a lame spell the put in there.

-Bolt2- Inflicts 30-120 lightning damage. If you battle on the sea, or just need a semi-powerful spell to help take out the baddies, this is it. Bolt 2 won't really "help" you a lot at the beginning of the game.

-Focus2- Lowers foes' evasion by 10 points. Get this only because it lets you do a little more damage to most foes. It even works on the main boss of the whole game. I used it anyway <_<

[Spells to Get: Fire2, Bolt2, Focus 2]

Level 4: Costs: 4000

-Sleep2- Puts a foe to sleep. It puts them to sleep for a hell of a long time as well. It will knock about all enemies out for a while, just enough for you to kick their ass most likely.

-Haste- Doubles frequency of an ally's attacks. This spell is the best spell in the game, bottom line. It makes your damage go up about 2X. A must for fighting the fiends, unless you want a challenge.

-Muddle- Confuses foe into turning on each other. This is another one of those "We're lame so lets make up a POS spell" spells. It really serves no purpose other than to take your money. Don't buy this pile of crap

-Ice 2- Inflicts 40-160 ice damage. You damn right, this is the spell you want to get while around the volcano. It packs a strong punch, and will finish off most monsters around the time when you get it.

[Spells to Get: Ice2, Haste, Sleep2]

Level 5: Costs: 8000

- Fire3- Inflicts 50-200 Damage. This spell is ok. You won't be using it a lot, only against undead hordes. It's still the best fire spell in the whole game. Make sure you pick it up, though/
- Poison- Instantly annihilates foes. It only kills about 20% of the monsters that you use it on. I will, however, kill some monsters more often than others. Pick it up, since warp 1 sucks.
- Warp1- Warps the party to the previous floor. What a waste, who wants to cast the spell 5+ times just to get out of a dungen, even if you have that much MP to spare. It's not worth it. Plus you need an upgraded mage to use it.
- Slow2- Slows a foe down, reducing its attacks. Slow comes back again for another round with the monsters. This time it's actually good and can stop a whole horde of monsters in their tracks. Slow really shines at the end of the game, when you can immobilize big monsters.

[Spells to get: Fire3, Poison, Slow2]

Level 6: Costs: 20000

- Bolt3- Inflicts 60-240 Lighting damage. The strongest Bolt spell in the game. I recommend you pick it up before going to fight Kraken. It'll save you a lot trouble fighting 9 king shangans.
- Reaper- Instantly kills a foe. Haha, if it hits. This is another one of those spells that the description alone is alluring. Don't go for it. The chances of death are pretty slim with this spell. It's still better than that silly poison, though.
- Quake- Calls an earthquake to swallow foes. It's like Poison +, only it won't hit airborne enemies. The chances of death are a lot higher than with poison as well. You should buy it just because stun sucks. My reasons don't always make sense. BUT I'M WRITING THE GUIDE!
- Stun- Paralyzes a foe. This is trash, I should punch the creators for this. So you have one of the 4 foes paralyzed OHH BIG DIFFERENCE that will make. Really, use logic, it's another poo spell that you should pass up. Make sure to smack to store owner for selling this trash.

[Spells to Get: Bolt3, Quake, Anything else]

Level 7: Costs: 45000

- Saber- Raises own attack +16, Accuracy +10. While this may sound all good, it's not. The problem is, who cares about how hard the mage can hit? He's not going to turn into conan the barbarian aftr you use this spell. Don't get it twisted.
- Blind- Blinds a foe. They won't be able to see anything when your sword hits them, and they try to hit back. It hardly every works as well. Think of it as Stun JR. THAT BAD
- Ice3- Inflicts 70-280 ice damage. Smackdown ahoy, if you have the MP to do so. This spell will level a lot of monsters later in the game. It won't level the monsters at the end of the game. However, it's

still a good spell for taking out hordes of enemies.

-Break- Petrifies a foe. Think of it as Reaper SR. The thing about break, is that it can usually hit a foe. It also can kill Tiamat in one hit, so that's a good thing.

[Spells to get: Saber, Ice3, Break]

Level 8: Costs: 60000

-Stop- Stops time for foes, immobilizing them. Ohh..oh yeah. It'll take most the foes on the screen, and turn them into statues basically. You can then beat the hell out of them.

-Banish- Sends foes to another dimension. It's like super poison. It'll take with it a lot of the monsters. If there's a horde, you can bet your ass most of them will be gone. Pick this up

-Doom- Instantly kills a foe. Yes, it kills almost ANYTHING in one hit. The whole "Kill one monster" aspect still isn't that great. Pass it up.

-Flare- Blasts foes with light and heat. This is it young children, flare. Not only is it non-elemental, meaning unbiased damage to all. But, it does a fudge load of damage as well. If you don't buy this spell, I deem you stupid, and you need to stop reading this FAQ.

[Spells to get: Stop, Flare, Banish]

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0=====0
|  White  |
0=====0
```

Level 1: Costs 100

-Cure1- Restores 16-32HP. This is a must at the beginning of the game. You need to hear yourself no matter what. Buy this spell first!

-Dial- Inflicts 20-80 damage on undead monsters. This is another one of those spells that you'll say "Thank God (Whoever) I bought this thing." It'll be a lot of help to you in the Marsh Cave.

-Shld1- Raises Defense by 8 points. This spell can save you a lot of damage if you cast it on the fighter, It'll make to were everyone dies but who ever it was casted on. I mean this by everyone else will get killed by the monsters, while you're there in your ball of power not being able to be damaged much. Great for boss battles.

-Blink- Raises own evasion by 80 points. This is a hell of a lot evasion. It'll make you to where you can barely get hit. Not all that good, since battles tend to be done quick on this game.

[Spells to Get: Cure1, Dial, Shld1]

Level 2: Costs 400

-Lamp- Cures Darkness. This means you won't go around in the middle of a battle and not know where to attack. This makes it to where your attacks will actually land.

- Silence- Prevents foes from casting spells. You'll only need to use this spell maybe 10 times in the whole game, and most of that is against bosses.
- NulBolt- Reduces lightning damage by 50%. Worthless stuff right here my friends. The problem is: When are you ever going to need to use this move to stop someone from demolishing your party with lightning? Never.
- Invis1- Raises Evasion by 40 points. This is another one of those spells that you use to support your fighter with. Since most every other spell here sucks, pick it up.

[Spells to get: Invis1, Lamp, Silence]

Level 3: Costs 1200

- Cure2- Restores 33-66 HP. This is another one of those "Must have" spells that you, well, must have. It'll cure a good portion of your HP back at the time you get it. Make cure spells your top choice.
- Dia2- Inflicts 40-160 damage on undead foes. Another great spell, this thing will clear house when it's time to fight undeads. Undeads usually leave high amounts of gold as well.
- Nulfire- Reduces fire damage by 50%. STUPID STUPID!
- Heal1- Restores 12-24 HP to whole team. The amount of HP that is given back to your party is pathetic to say the least. It'll be good to use right before boss battles, though. Pick it up

[Spells to pick up: Cure2, Dia2, Heal1]

Level 4: Costs 4000

- Esuna- Cures poison. This is a spell that you'll want to invest in. It'll make those baddies that poison you a lot not be so scary. Still not as scary as my english.
- Fear- Drives foes away in terror. TERROR! TERROR OF WHAT! A little spell? Monsters usually just laugh at the caster. Not really but it hardly ever works.
- NulIces- Reduces ice damage by 50%. TRASH!
- Vox- Cures Mute. You never really get "muted" in the game, so this spell is pretty much worthless if you think about it.

[Spells to get: This is the lamest Level of magic in the game.
Get what you want]

Level 5: Costs 8000

- Cure3- Restores 66-132 HP. This is another cure spell that you must get first. It's essential to have this spell anytime in the game. It restores a good amount of HP for what it is. Make sure you pick it up first.
- Lifel- Revives an ally from KO status. MUST HAVE this spell. When one of your charaters are dead in battle, you can bring them back. It's a really good spell. Probably what makes the white mage what it is
- Dia3- Inflicts 60-240 damage on undead foes. This is another one of

those spells that you'll say "Thank God (Whoever) I bought this thing." It'll be a lot of help to you in other caves and stuff. Buy this one after you get Cure and Life.

-Heal2- Restores 24-48 HP to all allies. It doesn't restore enough HP to really redeem the reason you bought it. Just pass this one up. While not a bad spell at all, the other three are just too good. Plus that's what potions are for.

[Spells to get: Cure3, Life1, Dia3]

Level 6: Costs 20000

-Stona- Cures Stone. If you get stoned, not by smoking weed, but by an enemy, this spell will unstone you...if that's a word.

-Warp2- Warps party out of dungeons. This spell will get you out of even the deepest dungeons. A must have, really, you need to buy this spell. It's saved my life many of times.

-Shld2- Raises party's Defense by 12 points. Good for boss battle mostly. Pick it up and make sure you use it at the beginning of battles.

-Invis2- Raises party's Evasion by 40 points. Another great spell to have with you when you fight Chaos. He'll hit you multiple times for about 500 damage. With this spell on, he'll only pull off about 200 or so.

Level 7: Costs 45000

-NulMgc- Reinforces protection against instant death. STUPID!

-Heal3- Restores 48-96 HP to all allies. This time heal comes back into the game, and it means business. Heal 3 gives a lot of HP back compared to that of other heals. It's like casting cure 2 on your whole party

-Cure4- Fully Restores HP. God resents those who don't have this spell in their arsenal.

-Dia4- Inflicts 80-320 damage on undead foes. All undead be molested in about 3 seconds. Good thing my friend.

[Spells to get: Heal3, Cure4, Dia4]

Level 8: Costs: 60000

-Holy- Damages foes with divine light. This divine light is more of a joke than an actual spell. It's the only time white mage can really lay in the pounding (Minus Undead)

-NulAll- Reduces all spell damage by 50%. TRASH!

-Dispel- Obliterates a foe's magical defenses. This takes all that things your foe has worked for, and crushed it all in front of him. He'll cry and stuff, too...not really. I usually get this spell, even though it sucks.

-Life2- Revives ally and fully restores HP. Yes.yes...this is the best spell the white mage has...yes...

[Spells to get: Holy, Dispel, Life 2]

O=====0
| F. Boss list |
O=====0

Lets get started, but first let me show you how I will format and layout this area...

Name: (location) This displays the monsters' name and where it can be found
- HP: Displays the amount of Hit Points (or life) the monster has
- Defense: Shows the Defense statistic of that boss.
- Gold Received: Here is what gives info on how much gold you receive after the battle
- Agility: Shows the speed/Agility status of the boss.
- Experience Gained: If you want to know just how much EXP this monster gives then look here
- Kind of Monster: Displays the type or class of that particular monster or monsters
- Abilities: Find out what abilities the monster possesses
- Strength: This will display the monsters' average attacking power most of the time
- Immunities: Will show what things the monster is *not* effected by at all
- Susceptibilities: Will display just exactly what the certain monster recieves extra damage to or is weaker to.
- Strategic Tactics: Of course this says the best route to defeating the monster in battle

All right, now that you have that in mind...let us begin...

1. Astos (Northwest Castle)

HP: 168
Gold Received: 2000
Agility: 78
Experience Gained: 2250
Kind of Monster: None
Abilities: Slo2- Slo effect
Lit2- Uses higher version of Lit
Rub- KO effect
Fast- Speeds up time lapse around
Dark- Darkness effect
Slow- Slow effect
Fir2- Fire elemental damage
Slep- Slep effect
Strength: 26 to 52
Immunities: None
Susceptibilities: None
Strategic Tactics:

- For this fight you really need to be at a level high enough to keep up with it and to of course beat it in the battle. It has no immunities so you can virtually use anything against it. But since it has no susceptibilities either you will have to work even harder to win in a all-out brawl of a fight. First, I will give you at least small info on attack pattern:
- If it uses Rub, its next turn will always be Slo2, sometimes though, it will cast Fast on itself and follow it up by Slo2.
- The rest of its moves are unpredictable. Bearing this in mind lets begin ... Just go off on it with physical attacks or some carefully chosen magical attacks. If it uses Rub on one of your main attacker(s), then I

suggest using TMPR in accordance to the Rub. You should of course definatly use CURE's to heal most of its attacks like Lit2, Fir2 etc... Also tend to any status abnormalities right away. Keep your main offensive characters Fast-ed in order to get more attacks in without having those characters Rub-ed. You should be able to send its 168 HP down the potty in about 3 go-arounds of attacks or so if all goes well.

2. Eye/Evil Eye (Ice Cave)

HP: 162

Gold Received: 3225

Experience Gained: 3225

Kind of Monster: Magic

Abilities: Squint- KO to one character

Stare- Maximum of 80 damage to one person

Gaze- Stun effect on one

Glance- Stone effect on one

Hold- Hold effect

XXXX- Erases one character

Rub- KO on one character

Slow- Slow effect on one character

Slep- Slep effect on one person

Mute- Silencing effect

Brak- Uses stone, KO

Lit2- Enhanced Lit damage to one character

Lamp- Cures Darkness

Strength: 30 to 60

Immunities: Qake

Susceptibilities: None

Strategic Tactics:

- It has no weaknesses at all, but damn, it has an immunity, it's not fair, is it? Well anyway your desideratum of greatest importance here is to eliminate the boss antecedentially to it reciprocating that on you. Some abilities of note are: Rub, Glance, Brak, XXXX. Look up for info on those moves. So for the battle itself I can provide you with the following strategic information
- I mightily recommend that you use spells like FIR3, or your own LITs.
- Of course this next advice is quite evident already; avoid using the spell Qake, as it is immune.
- Use Fast in order to get more of those spells in on Eye before it can KO the heck out of you.
- Try to inflict Darkness on it.

Good job you!... You win!!!

3. Garland (Temple of the Fiends)

HP: 106

Gold Received: 250

Experience Gained: 130

Kind of Monster: ???

Abilities: None

Strength: 15 to 30

Immunities: None
Susceptibilities: None
Strategic Tactics:

- This is an easy fight all-around. But it is the first boss fight in the game so it is rather hard too. You should have your main attacking classes do just that, attack (physically of course). If you get hurt by it during the course of the battle you should have white mage class Cure. Spells like Qake are rather useful also.

4. Phantom/Death Eye (Temple of the Fiends)

HP: 360
Gold Received: 1
Experience Gained: 1
Kind of Monster: ???
Abilities: Glare- Uses Glare spell
Zap!- KO by sending one into the 4th dimension
Rub- Erases one, KO
Mute- Silence effect
XFer- Reduces one's defense stat
Stop- Stops time effect
Brak- Uses stone, KO
Slow- Slow effect
Hold- Stops one character from attacking it
Strength: 120 to 240
Immunities: Stun, Qake, Rub, Bane, Slep, Ice
Susceptibilities: Harm, Fire
Strategic Tactics:

- This is a very difficult battle, IMO. With all of that HP you may encounter some to many problems, but you may not, who knows? Time to strategize!:

Since it is immune to so many things (Stun, Qake, Rub, Bane, Slep, Ice), that limits alot from what you can possibly do to Phantom. But it has two major susceptibilities that you should take advantage of as much as possible. So when you're hit have a white mage heal the damage done. You should have another character use Fire, and then another to use Harm. Keep doing this over and over again until you beat it. Note that it restores 10 HP each go around. If you are powerful enough by this point you just might be able to wipe the stupid thing out in only one hit of your strongest attacker! If you experience any negative status changes than aid them as soon as possible.

5. Pirate (Pravoka)

HP: 6 (I know, I know, pathetic)
Gold Received: 40
Experience Gained: 40
Kind of Monster: Undead
Abilities: None (what's up with this guy)?
Strength: 8 to 16
Immunities: None
Susceptibilities: None
Strategic Tactics:

- Ok, they may look completely and utterly pathetic, and a disgrace to the game of FF, but here's the big surprise; there are 9 of them! So this will be

more like this representation: HP would be at 54, Gold and Exp: 360.

- That is all that you should now be concerned with in terms of your battle procedures. Here's how we will now strategize against the Pirates:

Have main attacking characters just strike them down, and each in one hit should be able to manage on wiping one out in each hit, yes, even mages! Heal is the need arises (doubtful). Here is how you can make this fight hard: 1. turn around, 2. turn off the TV, 3. press the buttons with your toes. Yes, it is *that* easy.

Pro Tip (Note: Nick, this isn't Gamepro)
Nail 'em after putting them to sleep.

6. Vampire (Earth Cave)

HP: 156

Gold Received: 2000

Experience Gained: 1200

Kind of Monster: Undead

Abilities: Dazzle- Stun effect

Strength: 52 to 76

Immunities: Stun, Qake, Rub, Bane, Slep, Ice, Brak

Susceptibilities: Harm, Fire

Strategic Tips:

- This is actually very also. There won't be much to talk about so I will put it in certain step-by-step directions here also on what you should do.

-> Main sluggers (Black belts, thieves, fighters) should of course focus their energies on physical attacks.

-> Try to end it before he gets the chance to "Dazzle" you.

-> Your white mages should be put to use HRM since they most likely aren't to lvl'ed up to have HRM2 yet.

-> This monster will restore 7 HP each round so try and end the battle as quickly as possible.

-> Harm and Fire magic will also prove to be very useful here.

Moving on...

7. Lich (Temple of the Fiends, Earth Cave)

HP: 800 (1000 second fight)

Gold Received: 3000 (1 second fight)

Experience Gained: 2200 (2000 second fight)

Kind of Monster: Magic, Undead

Abilities: Slp2- Puts opponent to sleep

Ice2- Enhanced version of Ice spell

Lit2- Enhanced version of Lit spell

Fir2- Enhanced version of Fire spell

Fast- Speeds up own battle pace giving more turns

Slep- Puts opponent to sleep

Hold- Prevents opponent from attacking

->Second Fight<-

Stop- Stops one character from attacking

XXXX- Erases one character

Zap!- KO by sending one into the fourth dimension

Nuke- Max of 800 damage to everyone

Strength: 40 to 80

Immunities: Stun, Brak, Rub, Bane, Slep, Ice

Susceptibilities: Harm, Fire

Strategic Tactics:

1.
 - First here strategy for your first encounter with Lich: Use your black mages to for the first part to use Tmpr and/or Fast on your black belts and people like that. Their tactics for the duration of battle succeeding that will be to use the spells Fir2 or 3 (if available). Your sluggers should of course do what they are meant to do, and that is obviously just attacks boss. White mages cast no level lower of HRM than 2, so preferably 3. If HP gets to low for comfort, have those white mages cast the highest level of Cure you got (probably CUR3).

2. (I got this ultimate strat for second fight from Arkbeetle!):)

- He wrote:

White Wizards Role- They are to always use Hrm4 and not settle for anything less. They may also heal with Cur4 (at least 3)

Black Wizards Role- Black Wizards use Nuke spell on it after a few power up of it or they could also use Fire and Harm in conjunction.

Everyone else's role- They are to just attack physically attack and if White Wiz die, they should heal also.

Lich's Actions:

- Lich may use Nuke on your party which you do *not* want to occur and it deals 800 damage about to your party which may wipe out wipe or black wizards (ouch)!

Avoidance Method: The only way is to Nuke it and kill it beforehand.

- On top of that it can use a spell called XXXX which you will hate as it does literally the same as Rub to one character.

Avoidance Method: Kill him first. This is very hard to do. o_0

- Zap! is another move of note...and worry. It'll kill off another character by sending them into the fourth dimension!?!? ooohhhh...ahhhh...

Avoidance Method: The *only* way is to drop out its 800 HP out the door first. But none really.:(

- This next one ain't so important but it is Stop and it basically speaks for its own damn self.

Avoidance Method: Put up Wall!

There ya have it... ^_^
(Thanks Ark).

8. Marilith/Kary (Temple of the Fiends, Gurgu Volcano)

HP: 1200 (1400 second time)
Gold Received: 3000 (1 second time)
Experience Gained: 2475 (2000 second time)
Kind of Monster: ???
Abilities: Hold- Stops a character from attacking
Dark- Lowers a character's Accuracy making them miss more
Fir2- Enhanced version of Fire spell
->Second Fight<-
Rub- Rubs out a character for instant KO
Fir3- Enhanced version of Fir2 spell
Strength: 40 to 80
Immunities: Fire, Brak, Lit, Bane, Ice
Susceptibilities: Stun
Strategic Tactics:

- This can be a very hard boss battle if you let it, but it can also be made rather simple too. You see that it has many immunities (drat), but you can also see that it has a weakness or two, so we're going to focus on that as well as add to it. ;) You should have Mages use Stun or Slep or Slo2 on it (first two are recommended) just so you can get more turns in before its turn to damage your party. Have everyone else attack. Refrain from using any of the following: Fire, Brak, Lit, Bane, Ice because as you can plainly see that those are its immunities. Repeat strategy over a few more times to end it. Do the same when you later encounter it in the Temple of the Fiends, but you might just want to use Afir with your Mages the second time around.

9. Kraken (Sea Shrine, Temple of the Fiends)

HP: 1600 (1800 second time)
Gold Received: 5000 (1 second time)
Experience Gained: 4245 (2000 second time)
Kind of Monster: Ocean
Abilities: Ink- Inflicts Dark status
Lit2- Enhanced version of Lit spell
Strength: 50 to 100
Immunities: Fire, Qake
Susceptibilities: Lit
Strategic Tactics:

1.
 - Well this one is also rather hard. Your very first action in the fight should be to use Fast spells on Knights, Ninjas and others like them to get more hits in to Kraken's ass. Your main actions in this fight will be to have the Black Wizards for your highest Lit spell (it better be 3 to get this fight done and over with in a reasonable amount of time). If you are hurt bad to the point that it is absolutely necessary to heal, do so with a Cur2 (but definitely if you have it, Cur3, because it is better).
2.
 - This fight is just 200 HP more difficult than the time you fought him in Ice Cave. What you need to do here is have Black Wizards constantly attack with Lit3s over in conjunction with having main attackers physically attack. Heal if the need arises.

10. WarMech (Sky Castle)

HP: 2000
Gold Received: 32000

Experience Gained: 32000

Kind of Monster: ???

Abilities: Nuclear- Does special-type damage to entire party

Strength: 128 to 256

Immunities: Lit, Death, Ice, Fire, Qake (I'll get back on the rest)

Susceptibilities: None

Strategic Tactics:

- First off a technical piece of information with no pertinence to the actual battle is that your chances of encountering WarMech in the Sky Castle is 4 in 246 total. Also, it recovers 100 HP to each round in the fight. Now for the battle to commence and you were that 1, let's start!:

HP of WarMech (WM from now on), is rather high, isn't it? And with the power of WM, it's going to be difficult to take it all down too, we're in for a real fight with this semi-boss. It has tons of immunities, so whatever you see under that category, don't try it, and to be safe a few others that I have still yet to test out. No weaknesses either, darn! So have all of your fighting classes pummel away with all they have in them, all the while you are having your White Wizards using high level Cure spells when needed to keep the party high enough in that department to last the whole fight. Nuclear can easily wipe entire party out, so if one survives, have them fix up and help everyone else out also. Continue this for 2000 HP worth and then get your major 32000 Gold and 32000 Experience rewards.

11. Tiamat (Sky Castle, Temple of the Fiends)

HP: 2000 (2200 second time)

Gold Received: 6000 (1 second time)

Experience Gained: 5496 (2000 second time)

Kind of Monster: Dragon

Abilities: Poison- Poison status on party plus max of 260 damage

Blaze- Fire damage to party as well as max of 220 damage

Blizzard- Ice damage to party as well as max of 200 damage

Thunder- Lit damage to party as well as max of 300 damage

->Second Fight<-

Poison- Poison status on party plus max of 260 damage

Blaze- Fire damage to party as well as max of 220 damage

Blizzard- Ice damage to party as well as max of 200 damage

Thunder- Lit damage to party as well as max of 300 damage

Lit2- Enhanced version of Lit spell

Ice2- Enhanced version of Ice spell

Fir2- Enhanced version of Fire spell

Strength: 49 to 98

Immunities: Qake, Lit, Fire, Ice

Susceptibilities: Brak, Bane

Strategic Tactics:

1.
 - Start of the battle in the beginning by Fast-ing main physical attackers and use Nuke spell. If this doesn't work effectively, you can try to act advantageous on on its susceptibilities Brak, Bane for some extra damage. dr817765 has suggested to me once that you can use Fade spell to stack up on damage done to Tiamat (great tip)!
2.
 - Start of the battle in the beginning by Fast-ing main physical attackers and use Nuke spell over and over again. If this doesn't work effectively, you can try to act advantageous on on its susceptibilities Brak, Bane for some extra damage. dr817765 has suggested to me once that you can use Fade

spell to stack up on damage done to Tiamat (great tip)! Same thing except Tiamat's stats and abilities.:)

12. Chaos (Temple of the Fiends)

HP: 4000

Gold Received: 0

Experience Gained: 0

Kind of Monster: ???

Abilities: Inferno- Fire damage to party as well as max of 384 damage

Tornado- Max of 256 damage to entire party

Crack- Wipes out party automatically!!!

Swirl- Max of 256 damage to entire party

Hurricane- Max of 400 damage to entire party

Slo2- Enhanced version of Slow

Fir3- Enhanced version of Fir2

Fast- Speeds up own actions

Ice3- Enhanced version of Ice2

Lit3- Enhanced version of Lit2

Cur4- Heals up fully (enhanced version of Cur3)

Ice2- Enhanced version of Ice

Nuke- Super extreme Fire damage to party

Strength: 100 to 200

Immunities: Qake, Lit, Ice, Fire, Bane, Slep, Brak, Stun, Zap

Susceptibilities: None

Strategic Tactics:

- You're finally here, at the final boss in one of the most classic games ever created! Do you have what it takes to destroy him!? Well, even if you don't, with this strategy you'll be able to whup him without trouble (well, with less trouble than you normally would).:) I suggest levels being mid to high 40s or even into the 50s so you can take him out (I was level 53). Anywho, this boss is a total strategy boss, what you are going to do right off the bat is to cast Tmpr and/or Fast on the primary attackers. If Chaos uses Crack spell you're dead so you're going to have to avoid that, and here's a great trick for stopping Cur4: have a Master Fast themselves and then do the same to another Master and then pummel away until Chaos perishes. But, let's get back on track with the strategy:

You should have White Wizards use Inv2 so that Chaos will miss more often than not, and also to make double sure is to put on Afir for if it decides to attack you with Nuke. If Chaos uses Fast on himself, you should then cast Slo2 to negate it. Nearer to the beginning you *may* take the extra precaution to put up Wall on themselves. Repeat. Great job! You just beat the ultimate boss to an amazing game!!!:)

---> Here's alternate strategy sent by BigKing: (BIG KING YO!)

On the first turn, cast Nulmgc to protect yourself from his Crack spell, then cast Haste and Steel on your Knight. Simply have your White Wizard keep everyone's HP up and cast Steel on the knight every round.

If you have the Excalibur sword, you can hit him for very large amounts over and over again.

(I have seen as high as 1,600.) With this strategy, you can beat Chaos fairly easily at Level 40 or so.

If he uses Cure 4 on himself, just keep casting Steel and hitting him. He'll go down pretty fast.

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| G. Bestiary |
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I've dreaded making this damn thing. I'll basically copy it right from the game, since it has all the monsters there. Plus add my own little twist into it:

Name: Goblin
Difficulty: 1/5
EXP: 6
GIL: 6
HP: 8
Attack: 4
Defense: 4
Mag. Defense: 16
Weakness: None
Resistance: None
Other: This guy is the biggest wimp in the game. Smear him in a hit.

Name: Goblin Guard
Difficulty: 1/5
EXP: 8
GIL: 8
HP: 16
Attack: 8
Defense: 8
Mag. Defense: 23
Weakness: None
Resistance: None
Other: May cause pain at beginning of the game, nothing to worry about later

Name: Wolf
Difficulty: 2/5
EXP: 24
GIL: 6
HP: 20
Attack: 8
Defense: 0
Mag. Defense: 28
Weakness: None
Resistance: None
Other: They come in packs. ANNOYING AS HELL!

Name: Crazy Horse
Difficulty: 2/5
EXP: 63
GIL: 15
HP: 64
Attack: 10
Defense: 2
Mag. Defense: 40
Weakness: None
Resistance: None
Other: You don't fight many of them.

Name: Skeleton
Difficulty: 1/5
EXP: 9
GIL: 3
HP: 10

Attack: 10
Defense: 0
Mag. Defense: 17
Weakness: Fire, Dia spells
Resistance: Ice, Death, Confusion, Paralysis
Other: Nothing to worry about here.

Name: Black Widow
Difficulty: 1/5
EXP: 30
GIL: 8
HP: 28
Attack: 10
Defense: 0
Mag. Defense: 28
Weakness: None
Resistance: None
Other: They can poison you.

Name: Gigas Worm
Difficulty: 2/5
EXP: 63
GIL: 15
HP: 56
Attack: 17
Defense: 8
Mag. Defense: 40
Weakness: Fire
Resistance: None
Other: When you're around the elf city, these guys hit hard.

Name: Warg Wolf
Difficulty: 2/5
EXP: 93
GIL: 22
HP: 72
Attack: 14
Defense: 0
Mag. Defense: 46
Weakness: None
Resistance: None
Other: Another pack hunter....they can rip your party apart at earlier stages.

Name: Werewolf
Difficulty: 2/5
EXP: 135
GIL: 67
HP: 68
Attack: 14
Defense: 6
Mag. Defense: 45
Weakness: None
Resistance: None
Other: Another annoying beast.

Name: Zombie
Difficulty: 1/5
EXP: 24
GIL: 12
HP: 20

Attack: 10
Defense: 0
Mag. Defense: 25
Weakness: Fire, Dia spells
Resistance: Quake, Ice, Death, Confusion, Paralysis.
Other: If you get them in hordes, they can usually finish your party off in the Marsh Cave.

Name: Ghoul
Difficulty: 2/5
EXP: 93
GIL: 50
HP: 48
Attack: 8
Defense: 6
Mag. Defense: 36
Weakness: Fire, Dia spells
Resistance: Quake, Ice, Death, Confusion, Paralysis.
Other: Another enemy that comes in hordes.

Name: ****Garland****
Difficulty: 1/5
EXP: 130
GIL: 250
HP: 106
Attack: 15
Defense: 10
Mag. Defense: 64
Weakness: None
Resistance: None
Other: First boss of the game.

Name: Cobra
Difficulty: 1/5
EXP: 123
GIL: 50
HP: 56
Attack: 6
Defense: 6
Mag. Defense: 46
Weakness: None
Resistance: None
Other: Can poison

Name: Ogre
Difficulty: 2/5
EXP: 195
GIL: 195
HP: 100
Attack: 18
Defense: 10
Mag. Defense: 65
Weakness: None
Resistance: None
Other: Hits hard

Name: Ogre Chieftain
Difficulty: 2/5
EXP: 282
GIL: 300

HP: 132
Attack: 23
Defense: 14
Mag. Defense: 71
Weakness: None
Resistance: None
Other: Hits hard.

Name: Lizard
Difficulty: 2/5
EXP: 153
GIL: 50
HP: 92
Attack: 18
Defense: 12
Mag. Defense: 55
Weakness: None
Resistance: None
Other: Takes while to kill at beginning of the game.

Name: Pirate
Difficulty: 1/5
EXP: 40
GIL: 40
HP: 6
Attack: 8
Defense: 0
Mag. Defense: 15
Weakness: None
Resistance: None
Other: Only fight 9 in the whole game.

Name: Sahagin
Difficulty: 1/5
EXP: 30
GIL: 30
HP: 28
Attack: 10
Defense: 4
Mag. Defense: 28
Weakness: Bolt
Resistance: Quake, Fire
Other: Water only.

Name: Sahagin Chief
Difficulty: 2/5
EXP: 105
GIL: 105
HP: 64
Attack: 15
Defense: 8
Mag. Defense: 46
Weakness: Bolt
Resistance: Quake, Fire
Other: Not seen often

Name: Privateer
Difficulty: 2/5
EXP: 60
GIL: 120

HP: 50
Attack: 14
Defense: 6
Mag. Defense: 37
Weakness: None
Resistance: Quake
Other: Best for getting gold at beginning of the game.

Name: Shark
Difficulty: 2/5
EXP: 267
GIL: 66
HP: 120
Attack: 22
Defense: 0
Mag. Defense: 70
Weakness: Bolt
Resistance: Quake, Fire
Other: Water only.

Name: Goggler
Difficulty: 1/5
EXP: 42
GIL: 10
HP: 10
Attack: 4
Defense: 0
Mag. Defense: 14
Weakness: Bolt
Resistance: Quake, Fire
Other: Silly looking.

Name: Tarantula
Difficulty: 1/5
EXP: 141
GIL: 50
HP: 64
Attack: 5
Defense: 12
Mag. Defense: 46
Weakness: None
Resistance: None
Other: Can poison.

Name: Ghast
Difficulty: 2/5
EXP: 117
GIL: 117
HP: 56
Attack: 8
Defense: 10
Mag. Defense: 40
Weakness: Fire, Dia spells
Resistance: Ice, Death, Confusion, Paralysis
Other: Comes in hordes

Name: Scorpion
Difficulty: 2/5
EXP: 225

GIL: 70
HP: 84
Attack: 22
Defense: 10
Mag. Defense: 55
Weakness: None
Resistance: None
Other: Can poison

Name: Shadow
Difficulty: 2/5
EXP: 90
GIL: 45
HP: 50
Attack: 10
Defense: 0
Mag. Defense: 37
Weakness: Fire, Dia spells
Resistance: Quake, Ice, Death, Confusion, Paralysis.
Other: Comes in packs.

Name: Green Slime
Difficulty: 3/5
EXP: 84
GIL: 20
HP: 24
Attack: 1
Defense: 255
Mag. Defense: 36
Weakness: Ice, Fire
Resistance: Quake, Bolt, Death, Confusion, Paralysis.
Other: Has super his def. Use magic to kill.

Name: Crawler
Difficulty: 2/5
EXP: 186
GIL: 200
HP: 84
Attack: 1
Defense: 8
Mag. Defense: 51
Weakness: None
Resistance: None
Other: Easy monster.

Name: Gray Ooze
Difficulty: 3/5
EXP: 255
GIL: 70
HP: 76
Attack: 30
Defense: 7
Mag. Defense: 55
Weakness: Bolt
Resistance: Quake, Ice, Fire, Death, Confusion, Paralysis.
Other: Takes a while to kill.

Name: Gargoyle
Difficulty: 2/5

EXP: 132
GIL: 80
HP: 80
Attack: 12
Defense: 8
Mag. Defense: 53
Weakness: None
Resistance: Quake
Other: Can kills you in one hit if lucky.

Name: Bloodbones
Difficulty: 2/5
EXP: 378
GIL: 378
HP: 144
Attack: 26
Defense: 12
Mag. Defense: 76
Weakness: Fire, Dia Spells
Resistance: Ice, Death, Confusion, Paralysis
Other: Hits hard at the beginning of the game.

Name: Piscodemon
Difficulty: 3/5
EXP: 276
GIL: 300
HP: 84
Attack: 30
Defense: 16
Mag. Defense: 98
Weakness: None
Resistance: Ice, Fire, Confusion, Paralysis
Other: Mini-boss

Name: ****Astos****
Difficulty: 3/5
EXP: 2250
GIL: 2000
HP: 168
Attack: 26
Defense: 40
Mag. Defense: 170
Weakness: None
Resistance: None
Other: Can cast repair, and kill a character in one hit.

Name: Mummy
Difficulty: 1/5 (in packs) 3/5
EXP: 300
GIL: 300
HP: 80
Attack: 30
Defense: 20
Mag. Defense: 60
Weakness: Fire, Dia Spells
Resistance: Ice, Death, Confusion, Paralysis
Other: Comes in hordes.

Name: Wraith

Difficulty: 2/5
EXP: 231
GIL: 231
HP: 89
Attack: 22
Defense: 4
Mag. Defense: 52
Weakness: Fire, Dia Spells
Resistance: Quake, Ice, Death, Confusion, Paralysis
Other: Undead

Name: Anaconda
Difficulty: 1/5
EXP: 165
GIL: 50
HP: 80
Attack: 22
Defense: 10
Mag. Defense: 56
Weakness: None
Resistance: None
Other: Comes in hordes.

Name: Hyenadon
Difficulty: 1/5
EXP: 288
GIL: 72
HP: 120
Attack: 22
Defense: 4
Mag. Defense: 76
Weakness: None
Resistance: None
Other: I haven't figured out what it looks like yet.

Name: Lesser Tiger
Difficulty: 2/5
EXP: 428
GIL: 108
HP: 132
Attack: 22
Defense: 8
Mag. Defense: 85
Weakness: None
Resistance: None
Other: Hits hard

Name: Minotaur
Difficulty: 2/5
EXP: 489
GIL: 489
HP: 164
Attack: 22
Defense: 4
Mag. Defense: 95
Weakness: None
Resistance: None
Other: Can hit multiple times

Name: Hill Gigas

Difficulty: 3/5
EXP: 879
GIL: 879
HP: 240
Attack: 38
Defense: 12
Mag. Defense: 120
Weakness: None
Resistance: None
Other: Awesome for Gil early in the game

Name: Gnoma
Difficulty: 4/5
EXP: 1536
GIL: 768
HP: 288
Attack: 66
Defense: 20
Mag. Defense: 130
Weakness: Fire
Resistance: Quake, Bolt, Ice, Death, Consusion, Paralysis
Other: Very tough enemy. Guards most treasure chests in Terra Cavern.

Name: Troll
Difficulty: 2/5
EXP: 621
GIL: 621
HP: 184
Attack: 24
Defense: 12
Mag. Defense: 100
Weakness: Fire
Resistance: None
Other: They look insane

Name: Wight
Difficulty: 1/5 (in packs) 3/5
EXP: 150
GIL: 150
HP: 52
Attack: 20
Defense: 12
Mag. Defense: 45
Weakness: Fire, Dia Spells
Resistance: Ice, Death, Confusion, Paralysis
Other: They're undead.

Name: Ochre Jelly
Difficulty: 1/5
EXP: 252
GIL: 70
HP: 76
Attack: 32
Defense: 6
Mag. Defense: 55
Weakness: Ice, Fire
Resistance: Quake, Bolt, Death, Confusion, Paralysis
Other: Only jelly without high magic/attack defense.

Name: Cockatrice

Difficulty: 2/5 (In Packs)
EXP: 186
GIL: 200
HP: 50
Attack: 1
Defense: 4
Mag. Defense: 47
Weakness: None
Resistance: Quake
Other: Can stone you in one hit

Name: Vampire
Difficulty: 3/5
EXP: 1200
GIL: 2000
HP: 156
Attack: 76
Defense: 24
Mag. Defense: 75
Weakness: Fire, Dia Spells
Resistance: Quake, Ice, Death, Confusion, Paralysis
Other: He's a mini-boss.

Name: Ogre Mage
Difficulty: 2/5
EXP: 723
GIL: 723
HP: 144
Attack: 23
Defense: 10
Mag. Defense: 80
Weakness: None
Resistance: Quake
Other: Good for money

Name: Sphinx
Difficulty: 1/5
EXP: 1160
GIL: 1160
HP: 228
Attack: 23
Defense: 12
Mag. Defense: 115
Weakness: None
Resistance: Quake
Other: Weak version of a manicore

Name: ****Lich****
Difficulty: 3/5
EXP: 2200
GIL: 3000
HP: 800
Attack: 40
Defense: 40
Mag. Defense: 120
Weakness: Fire, Dia Spells
Resistance: Ice, Death, Confusion, Paralysis
Other: First fiend you fight

Name: Centipeded

Difficulty: 2/5
EXP: 1194
GIL: 300
HP: 222
Attack: 29
Defense: 20
Mag. Defense: 116
Weakness: None
Resistance: None
Other: Hits Hard

Name: Piranha
Difficulty: 1/5
EXP: 240
GIL: 20
HP: 92
Attack: 22
Defense: 0
Mag. Defense: 68
Weakness: Bolt
Resistance: Quake, Fire
Other: You fight them in the water only.

Name: Red Piranha
Difficulty: 2/5
EXP: 546
GIL: 46
HP: 172
Attack: 37
Defense: 20
Mag. Defense: 83
Weakness: None
Resistance: None
Other: Only fight them in the water

Name: Crocodile
Difficulty: 3/5
EXP: 816
GIL: 900
HP: 184
Attack: 42
Defense: 16
Mag. Defense: 103
Weakness: Bolt
Resistance: Quake, Fire
Other: Damn things hit really hard.

Name: White Croc
Difficulty: 4/5
EXP: 1890
GIL: 2000
HP: 288
Attack: 56
Defense: 20
Mag. Defense: 143
Weakness: Bolt
Resistance: Quake, Fire
Other: These things hit really, really hard. They can take down 100+ hp a hit

Name: Ochu

Difficulty: 1/5
EXP: 1224
GIL: 102
HP: 208
Attack: 20
Defense: 24
Mag. Defense: 116
Weakness: Bolt
Resistance: Quake, Fire
Other: They look funny.

Name: Neochu
Difficulty: 3/5
EXP: 3189
GIL: 500
HP: 344
Attack: 35
Defense: 32
Mag. Defense: 170
Weakness: None
Resistance: None
Other: Tough to beat at the beginning of the game.

Name: Hydra
Difficulty: 1/5
EXP: 915
GIL: 150
HP: 212
Attack: 30
Defense: 14
Mag. Defense: 116
Weakness: None
Resistance: None
Other: Usually multi-hit

Name: Horned Devil
Difficulty: 1/5
EXP: 387
GIL: 387
HP: 94
Attack: 10
Defense: 32
Mag. Defense: 127
Weakness: None
Resistance: Quake, Ice, Fire
Other: Cast Fire 1 a lot

Name: Pyrolisk
Difficulty: 1/5
EXP: 423
GIL: 500
HP: 44
Attack: 20
Defense: 4
Mag. Defense: 45
Weakness: Ice
Resistance: Quake, Fire
Other: Can kill you in one hit.

Name: Pyros

Difficulty: 4/5

EXP: 1620

GIL: 800

HP: 276

Attack: 50

Defense: 20

Mag. Defense: 130

Weakness: Ice

Resistance: Quake, Fire, Death, Confusion, Paralysis

Other: They hit really, really hard too. Damn game and it's tough monsters.

Name: Fire Hydra

Difficulty: 3/5

EXP: 1215

GIL: 400

HP: 182

Attack: 20

Defense: 14

Mag. Defense: 103

Weakness: Ice

Resistance: Fire

Other: Can cast a fire spell that targets your whole party for high damage

Name: Lava Worm

Difficulty: 2/5

EXP: 1671

GIL: 400

HP: 280

Attack: 50

Defense: 31

Mag. Defense: 143

Weakness: Ice

Resistance: Quake, Fire

Other: Have a lot of HP for what they are.

Name: Hellhound

Difficulty: 2/5

EXP: 1182

GIL: 600

HP: 192

Attack: 30

Defense: 8

Mag. Defense: 103

Weakness: Ice

Resistance: None

Other: Can cast "Blaze" on the whole party.

Name: Fire Lizard

Difficulty: 1/5

EXP: 2472

GIL: 1200

HP: 296

Attack: 31

Defense: 18

Mag. Defense: 143

Weakness: Ice

Resistance: Fire

Other: Hits hard

Name: Fire Gigas

Difficulty: 4/5
EXP: 1506
GIL: 1506
HP: 300
Attack: 73
Defense: 20
Mag. Defense: 135
Weakness: Ice
Resistance: Fire
Other: Can kick your ass in a hurry. Attack power is super high.

Name: Red Dragon
Difficulty: 5/5
EXP: 2904
GIL: 4000
HP: 248
Attack: 75
Defense: 30
Mag. Defense: 200
Weakness: None
Resistance: Quake, Fire
Other: His blaze attack can kill your whole party in two turns.

Name: Marilith
Difficulty: 4/5
EXP: 2475
GIL: 3000
HP: 1200
Attack: 40
Defense: 50
Mag. Defense: 183
Weakness: Paralysis
Resistance: Bolt, Ice, Fire.
Other: Can hit you for a lot of damage. Use stun to beat her.

Name: White Dragon
Difficulty: 4/5
EXP: 1701
GIL: 2000
HP: 200
Attack: 53
Defense: 8
Mag. Defense: 196
Weakness: Bolt, Fire
Resistance: Quake, Ice
Other: His icestorm attack can level your party in about 3 turns

Name: Winter Wolf
Difficulty: 2/5
EXP: 402
GIL: 42
HP: 92
Attack: 25
Defense: 0
Mag. Defense: 55
Weakness: Fire
Resistance: Ice
Other: Caste "Icestorm" on whole party

Name: Mindflayer

Difficulty: 3/5
EXP: 822
GIL: 999
HP: 112
Attack: 1
Defense: 12
Mag. Defense: 187
Weakness: None
Resistance: None
Other: Can kill you in one hit. Can immobilize whole party.

Name: Ice Gigas
Difficulty: 3/5
EXP: 1752
GIL: 1752
HP: 336
Attack: 60
Defense: 16
Mag. Defense: 150
Weakness: Fire
Resistance: Ice
Other: All gigas' hit you hard

Name: Specter
Difficulty: 1/5
EXP: 432
GIL: 432
HP: 114
Attack: 40
Defense: 12
Mag. Defense: 67
Weakness: Fire, Dia Spells
Resistance: Quake, Ice, Death, Confusion, Paralysis
Other: They come in packs.

Name: Remora
Difficulty: 3/5
EXP: 2244
GIL: 1000
HP: 320
Attack: 73
Defense: 24
Mag. Defense: 185
Weakness: None
Resistance: Ice, Fire
Other: Hits hard

Name: Dark Wizard
Difficulty: 5/5
EXP: 1095
GIL: 1095
HP: 405
Attack: 26
Defense: 40
Mag. Defense: 170
Weakness: None
Resistance: None
Other: Can cast "Fire 3" and kill everyone

Name: Evil Eye

Difficulty: 2/5
EXP: 3225
GIL: 3225
HP: 162
Attack: 30
Defense: 30
Mag. Defense: 92
Weakness: None
Resistance: Quake
Other: Only fight one in the game :(

Name: Desert Baretta
Difficulty: 3/5
EXP: 2610
GIL: 1
HP: 352
Attack: 98
Defense: 48
Mag. Defense: 156
Weakness: None
Resistance: None
Other: They'll kill you if you don't watch it. Have high defense

Name: Sabertooth
Difficulty: 2/5
EXP: 843
GIL: 500
HP: 200
Attack: 24
Defense: 8
Mag. Defense: 106
Weakness: None
Resistance: None
Other: They are easy

Name: Wyvern
Difficulty: 1/5
EXP: 1173
GIL: 50
HP: 212
Attack: 30
Defense: 12
Mag. Defense: 115
Weakness: None
Resistance: Quake
Other: Pretty simple monster that you just have to fight

Name: Wyrn
Difficulty: 2/5
EXP: 1218
GIL: 502
HP: 260
Attack: 40
Defense: 22
Mag. Defense: 131
Weakness: None
Resistance: Quake
Other: Wyvern's big brother.

Name: Manticore

Difficulty: 1/5
EXP: 1317
GIL: 650
HP: 164
Attack: 22
Defense: 8
Mag. Defense: 95
Weakness: None
Resistance: Quake
Other: Comes in packs

Name: Baretta
Difficulty: 3/5
EXP: 1428
GIL: 300
HP: 256
Attack: 60
Defense: 38
Mag. Defense: 130
Weakness: None
Resistance: None
Other: Hits hard for what it is.

Name: Basilisk
Difficulty: 2/5
EXP: 1977
GIL: 658
HP: 196
Attack: 30
Defense: 20
Mag. Defense: 91
Weakness: None
Resistance: None
Other: He's hard to find.

Name: Allosaurus
Difficulty: 3/5
EXP: 3387
GIL: 502
HP: 480
Attack: 65
Defense: 10
Mag. Defense: 200
Weakness: None
Resistance: None
Other: T-rex's smaller brother

Name: Weretiger
Difficulty: 1/5
EXP: 780
GIL: 780
HP: 160
Attack: 30
Defense: 16
Mag. Defense: 93
Weakness: None
Resistance: None
Other: Can stone your guys.

Name: Sand Worm

Difficulty: 3/5
EXP: 2683
GIL: 900
HP: 200
Attack: 46
Defense: 14
Mag. Defense: 103
Weakness: None
Resistance: Quake
Other: Can cast quake on you.

Name: Necrotaur
Difficulty: 2/5
EXP: 1050
GIL: 1050
HP: 224
Attack: 40
Defense: 14
Mag. Defense: 116
Weakness: Fire, Dia Spells
Resistance: Ice, Death, Confusion , Paralysis
Other: Was known as "Zom. Troll" in Final fantasy one

Name: King Mummy
Difficulty: 1/5
EXP: 984
GIL: 1000
HP: 188
Attack: 43
Defense: 24
Mag. Defense: 95
Weakness: Fire, Dia Spells
Resistance: Ice, Death, Confusion , Paralysis
Other: He's the king of mummies..so yeah.

Name: Medusa
Difficulty: 1/5
EXP: 699
GIL: 699
HP: 68
Attack: 20
Defense: 10
Mag. Defense: 55
Weakness: None
Resistance: None
Other: Comes in hordes. Great for level gain.

Name: Rakshasa
Difficulty: 1/5
EXP: 603
GIL: 800
HP: 110
Attack: 20
Defense: 30
Mag. Defense: 62
Weakness: None
Resistance: All
Other: Comes in packs.

Name: Clay Golem

Difficulty: 2/5
EXP: 1257
GIL: 800
HP: 176
Attack: 64
Defense: 7
Mag. Defense: 93
Weakness: None
Resistance: All
Other: He hits hard

Name: Nightmare
Difficulty: 3/5
EXP: 1272
GIL: 700
HP: 200
Attack: 30
Defense: 24
Mag. Defense: 100
Weakness: Ice
Resistance: Quake, Fire, Death, Confusion, Paralysis
Other: Hits multiple times

Name: Dragon Zombie
Difficulty: 2/5
EXP: 2331
GIL: 999
HP: 268
Attack: 56
Defense: 30
Mag. Defense: 135
Weakness: Fire, Dia Spells
Resistance: Quake, Ice, Death, Confusoin, Paralysis.
Other: Some kind of psuedo-boss

Name: Sahagin Prince
Difficulty: 4/5
EXP: 882
GIL: 882
HP: 204
Attack: 47
Defense: 20
Mag. Defense: 101
Weakness: Bolt
Resistance: Quake, Fire
Other: Comes in hordes.

Name: White Shark
Difficulty: 3/5
EXP: 2361
GIL: 600
HP: 344
Attack: 50
Defense: 8
Mag. Defense: 170
Weakness: Bolt
Resistance: Quake, Fire
Other:

Name: Deepeyes

Difficulty: 2/5
EXP: 3591
GIL: 3591
HP: 304
Attack: 30
Defense: 16
Mag. Defense: 156
Weakness: Bolt
Resistance: Quake, Fire
Other: Pretty hard guy to find.

Name: Sea Snake
Difficulty: 1/5
EXP: 957
GIL: 600
HP: 224
Attack: 35
Defense: 12
Mag. Defense: 116
Weakness: Bolt
Resistance: Quake, Fire
Other: Comes in packs

Name: Sea Scorpion
Difficulty: 3/5
EXP: 639
GIL: 300
HP: 148
Attack: 35
Defense: 18
Mag. Defense: 85
Weakness: Bolt
Resistance: Quake, Fire
Other: Comes in groups, can poison and hit multiple times.

Name: Sea Troll
Difficulty: 2/5
EXP: 852
GIL: 852
HP: 216
Attack: 40
Defense: 20
Mag. Defense: 110
Weakness: Bolt
Resistance: Quake
Other: He always looks angry

Name: Ghost
Difficulty: 1/5
EXP: 990
GIL: 990
HP: 180
Attack: 93
Defense: 30
Mag. Defense: 85
Weakness: Fire, Dia spells
Resistance: Fire, Dia Spells
Other: Quake, Ice, Death, Confusion, Paralysis

Name: Aquos

Difficulty: 3/5
EXP: 1962
GIL: 800
HP: 300
Attack: 69
Defense: 20
Mag. Defense: 130
Weakness: Ice
Resistance: Quake, Fire, Death, Confusion, Paralysis
Other: Hit hard

Name: Water Naga
Difficulty: 3/5
EXP: 2355
GIL: 2355
HP: 356
Attack: 9
Defense: 8
Mag. Defense: 116
Weakness: Bolt
Resistance: Quake, Fire
Other: Umm...I don't know what to say about water nagas..

Name: Kraken
Difficulty: 5/5
EXP: 4245
GIL: 5000
HP: 1600
Attack: 50
Defense: 60
Mag. Defense: 160
Weakness: Bolt
Resistance: Quake, Fire
Other: One of the fiends

Name: Tyrannosaur
Difficulty: 2/5
EXP: 7200
GIL: 600
HP: 600
Attack: 115
Defense: 10
Mag. Defense: 200
Weakness: None
Resistance: None
Other: Hardest Monster to find in the game

Name: Black Knight
Difficulty: 3/5
EXP: 1263
GIL: 1800
HP: 260
Attack: 44
Defense: 38
Mag. Defense: 135
Weakness: None
Resistance: None
Other: Hits hard

Name: Chimera

Difficulty: 2/5
EXP: 2064
GIL: 2500
HP: 300
Attack: 30
Defense: 20
Mag. Defense: 130
Weakness: Ice
Resistance: Quake, Fire
Other: Gives a lot of gold

Name: Guardian
Difficulty: 1/5
EXP: 1224
GIL: 400
HP: 200
Attack: 25
Defense: 10
Mag. Defense: 110
Weakness: Bolt
Resistance: Death, Confusion, Paralysis
Other: A total pushover for a monsters

Name: Blue Dragon
Difficulty: 3/5
EXP: 3274
GIL: 2000
HP: 454
Attack: 92
Defense: 20
Mag. Defense: 200
Weakness: None
Resistance: Quake, Bolt
Other: Only found in one spot in the whole game.

Name: Green Dragon
Difficulty: 3/5
EXP: 4068
GIL: 5000
HP: 352
Attack: 72
Defense: 16
Mag. Defense: 200
Weakness: Ice
Resistance: Quake
Other: Does "Gas" that targets all members. Gives a **** load of gold

Name: Stone Golem
Difficulty: 2/5
EXP: 2358
GIL: 1000
HP: 200
Attack: 70
Defense: 16
Mag. Defense: 110
Weakness: None
Resistance: All
Other: Is a big pushover

Name: Aeros

Difficulty: 3/5
EXP: 1614
GIL: 807
HP: 358
Attack: 53
Defense: 4
Mag. Defense: 130
Weakness: None
Resistance: All
Other: Hits hard

Name: Spirit Naga
Difficulty: 1/5
EXP: 3489
GIL: 4000
HP: 420 (hehe)
Attack: 7
Defense: 16
Mag. Defense: 143
Weakness: None
Resistance: None
Other: Another pushover

Name: Doom Knight
Difficulty: 4/5
EXP: 2700
GIL: 3000
HP: 190
Attack: 55
Defense: 32
Mag. Defense: 173
Weakness: None
Resistance: Death, Confusion, Paralysis
Other: These guys, if in a group, can kick your ass.

Name: Earth Medusa
Difficulty: 2/5
EXP: 1218
GIL: 1218
HP: 96
Attack: 11
Defense: 12
Mag. Defense: 70
Weakness: Fire
Resistance: Quake, Ice
Other: Can stone you.

Name: Dark Flan
Difficulty: 1/5
EXP: 1101
GIL: 900
HP: 156
Attack: 49
Defense: 255
Mag. Defense: 85
Weakness: Fire
Resistance: Quake, Bolt, Ice, Death, Confusion, Paralysis
Other: High defense, use magic.

Name: Soilder

Difficulty: 5/5
EXP: 4000
GIL: 2000
HP: 400
Attack: 102
Defense: 48
Mag. Defense: 160
Weakness: Bolt
Resistance: Quake, Ice, Fire, Death, Confusion, Paralysis
Other: This guys hits MEGA HARD! 100+ damage to even a fighter. 200+ to others

Name: Vampire Lord
Difficulty: 3/5
EXP: 2385
GIL: 3000
HP: 300
Attack: 90
Defense: 28
Mag. Defense: 84
Weakness: Fire, Dia Spells
Resistance: Quake, Ice, Death, Confusion, Paralysis
Other: BIG GOLD!

Name: Dark Warrior
Difficulty: 2/5
EXP: 3420
GIL: 3420
HP: 200
Attack: 40
Defense: 38
Mag. Defense: 186
Weakness: None
Resistance: None
Other: Totally weak compared to Dark mage

Name: Warmech
Difficulty: 10/5
EXP: 32000
GIL: 32000
HP: 2000
Attack: 128
Defense: 80
Mag. Defense: 200
Weakness: None
Resistance: All
Other: Toughest Monster in the Game

Name: Tiamat
Difficulty: 1/5
EXP: 5496
GIL: 6000
HP: 2000
Attack: 49
Defense: 80
Mag. Defense: 200
Weakness: Stone
Resistance: Quake, Bolt, Ice, Fire
Other: You can kill him one hit with break.

Name: Rhyos

Difficulty: 1/5
EXP: 4584
GIL: 5000
HP: 350
Attack: 40
Defense: 18
Mag. Defense: 143
Weakness: Ice
Resistance: Quake, Fire
Other: LOT OF GOLD

Name: Death Eye
Difficulty: 3/5
EXP: 1
GIL: 1
HP: 360
Attack: 120
Defense: 60
Mag. Defense: 120
Weakness: Fire, Dia Spells
Resistance: Quake, Ice, Death, Confusion, Paralysis
Other: He's here only to annoy you. That's it. He can kill your characters in a hit as well

Name: Purple Worm
Difficulty: 2/5
EXP: 4344
GIL: 1000
HP: 448
Attack: 65
Defense: 10
Mag. Defense: 200
Weakness: None
Resistance: Quake
Other: He's just another worm

Name: Iron Golem
Difficulty: 4/5
EXP: 6717
GIL: 3000
HP: 304
Attack: 93
Defense: 100
Mag. Defense: 143
Weakness: None
Resistance: All
Other: He hits super hard and gives A LOT of Exp.

Name: Lich (Past)
Difficulty: 2/5
EXP: 2000
GIL: 1
HP: 1000
Attack: 50
Defense: 50
Mag. Defense: 140
Weakness: Dia Spells
Resistance: Ice, Death, Confusion, Paralysis
Other: HE WILL CAST FLARE!

Name: Marilith (PAST)
Difficulty: 2/5
EXP: 2000
GIL: 1
HP: 1400
Attack: 60
Defense: 60
Mag. Defense: 183
Weakness: None
Resistance: Bolt, Ice, Fire
Other: She's just like you fought in the volcano

Name: Kraken (past)
Difficulty: 3/5
EXP: 2000
GIL: 1
HP: 1800
Attack: 70
Defense: 70
Mag. Defense: 200
Weakness: None
Resistance: Quake, Fire
Other: Same kraken you fought before hand

Name: Tiamat (Past)
Difficulty: 1/5
EXP: 2000
GIL: 1
HP: 2200
Attack: 75
Defense: 90
Mag. Defense: 200
Weakness: None
Resistance: Quake, Bolt, Ice, Fire
Other: You'll have to kill this one by hand

Name: Chaos
Difficulty: 10/5
EXP: 0
GIL: 0
HP: 4000
Attack: ?
Defense: ?
Mag. Defense: ?
Weakness: None
Resistance: None
Other: Main boss

0=====0
| I. Weapons/Armor |
0=====0
-Coming Soon-

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| I. Secrets |
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Rare monsters:

Deepeyes - 4th floor of Sunken Shrine, probably about 1/30 chance. You have

a higher encounter rate in the Temple of Chaos.

T-rex - When you land to go to Lufenia, walk around the top of the lake.
NE part of the desert where the mirage tower is. 1/62 chance of a battle.

Red Dragon- Treasure chest in Mt. Gulg where you get the Flame Mail.

Sphinx - Infront of treasure chest on the 4th floor in Terra Cave.

War Mech (Death Machine) - If you walk around on the 5th floor of the Flying Fortress you'll have a 1/64 chance of fighting Warmech.
Take 5 steps from the middle of the bridge (where the pillars are) up.
You'll either encounter a warmech, 4 fire hydras, or 3 aeros.
War mech is the strongest enemy in the game.

Iron Golem - Only able to be found on the 4F basement in the Temple of Chaos.
You can fight him a lot more often between the two "zig-zag" areas on your way to get the masamune. Around the touch that sets on the wall. I've fought about 8 here.

Mini Game: While in the ship, press and hold "X". Then press "O" till the screen fades away, and a puzzle appears. You can win prizes this time too, yeah!
Here's how to beat it.

```
0=====0  
|J. Ship Jigsaw Puzzle Solution |  
0=====0
```

1	2	3	4	

5	6	7	8	

9	10	11	12	

13	14	15	X	

One of the most tedious aspects of Final Fantasy is saving up enough money to buy good equipment and spells. Fortunately the programers of Final Fantasy Origins modified the ship mini-game found in the original version of FF to include massive cash prizes.

How do you get to the jigsaw puzzle?
Press and hold X. Then just press circle about 55+ time to access it.

--

For setting new record times you earn:

1st place: 10000Gil - 100Gil/Gold Needle/Potion/Antidote
2nd place: 5000Gil - 100Gil/Gold Needle/Potion/Antidote
3rd place: 2000Gil - 100Gil/Gold Needle/Potion/Antidote
4th place or lower: - 100Gil/Gold Needle/Potion/Antidote

--

The beginning time records are 2, 4, and 6 minutes. Using the strategy outlined below I typically earn times in the 40-45 second range. With a little practice you'll be breaking the 2 minute record with ease.

There is a variation of this technique which I suspect is slightly faster than this one. Unfortunately explaining it and it's possible problems would require at lot more space than this technique does. What I expect people will like most about this strategy is that you (almost) never have to worry about more than one tile at a time and you also position all the tiles in a very natural order.

So here is the order we'll do things in:

- 1st: tile 1
- 2nd: tile 2
- 3rd: tiles 3 and 4
- 4th: tile 5
- 5th: tile 6
- 6th: tiles 7 and 8
- 7th: tiles 9 and 13
- 8th: tiles 10 and 14
- 9th: tiles 11, 12, and 15

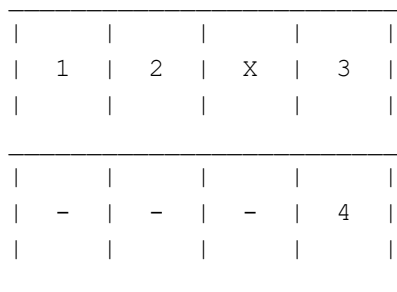
Enough exposition Math; on to the strategy!

General Tip: Pressing Start pauses the timer but you can still see the screen. So, if you want some time to think just hit pause and resume when your ready.

Phase I: Tiles 1, 2, 3, and 4.

- Step 1: Slide tile 1 into its position.
 - Step 2: Slide tile 2 into its position.
 - Step 3: Get tile 4 out of the way put it somewhere at the bottom of the board (This step isn't always necessary but it will insure that some nasty things don't happen.)
 - Step 4: Put tile 3 into tile 4's position (the top right corner).
 - Step 5: Position tile 4 directly below tile 3.
 - Step 6: Position the blank spot where 3 belongs.
- The board now looks like this.

Diag. 1



Key: # = tile with that number on it
X = empty square
- = tiles we don't care about yet

	-		-	

	-		-	

Step 7: Now slide 3 to the left and 4 up.

Phase I is complete.

Phase II: Tiles 5, 6, 7, and 8 will be done in the same way as the first 4.

Step 1: Slide tile 5 into its position.

Step 2: Slide tile 6 into its position.

Step 3: Get tile 8 out of the way put it somewhere towards the bottom left of the board. (This step isn't always necessary but it will insure that some nasty things don't happen.)

Step 4: Put tile 7 into tile 8's position.

Step 5: Position tile 8 directly below tile 7.

Step 6: Position the blank spot where 7 belongs.

The board now looks like this.

Diag. 2

	1		2	
			3	
				4

	5		6	
			X	
				7

	-		-	
			-	
				8

	-		-	

Step 7: Now slide 7 to the left and 8 up.

Phase II is complete.

Phase III: Tiles 9 and 13. We have to change our strategy slightly because space is beginning to get cramped.

Step 1: Get tile 9 out of your way, put it somewhere to the right.
 (This step isn't always necessary but it will insure that some nasty things don't happen.)

Step 2: Slide tile 13 into tile 9's position.

Step 3: Position tile 9 directly to the right of 13.

Step 4: Position the blank spot where 13 belongs.

The board now looks like this.

Diag. 3

1	2	3	4	

5	6	7	8	

13	9	-	-	

X	-	-	-	

Step 5: Now slide 13 down and 9 to the left.

Phase III is complete.

Phase IV: Tiles 10 and 14 will be done in the same way as 9 and 13.

Step 1: Get tile 10 out of your way, put it somewhere to the right.
 (This step isn't always necessary but it will insure that some nasty things don't happen.)

Step 2: Slide tile 14 into tile 10's position.

Step 3: Position tile 10 directly to the right of 14.

Step 4: Position the blank spot where 14 belongs.

The board now looks like this.

Diag. 4

1	2	3	4	

5	6	7	8	


```
| 9 | 14 | 10 | - |
|   |   |   |   |
```

```
-----
|   |   |   |   |
| 13 | X | - | - |
|   |   |   |   |
-----
```

Step 5: Now slide 14 down and 10 to the left.

Phase IV is complete.

Phase V: The last 3 tiles.

By virtue of the mathematics underlying the 15-puzzle you get the last 3 tiles for free. Just rotate them until they are in the correct position.

Phase V is complete.

```
/+++++\\
|                               |
|           Final Fantasy 2           |
|+++++\\
| A. Character Bios |
0=====0
```

=====
Note: Taken from the Instruction Manual
=====

Firion

He is adopted by Leon's parents as a child and grows up with Leon and Maria as part of their family. They lose their parents when the imperial army of Palmecea attacks the kingdom of Fynn. Firion decides to avenge their deaths by joining the rebel movement against the empire.

Maria

She worries constantly about her brother Leon when he disappears. Even so, she remains steadfast in her fight against the empire.

Gus

He possesses enormous discipline and physical strength. Despite appearances, he is very gentle and occasionally naive. He is also capable of communicating with animals.

Leon

He is Maria's brother, and Firion's adopted brother and best friend. Leon loses his parents when the empire attacks Fynn. He escapes with Firion, Maria, and Gus, but imperial soldiers soon catch up to them and attack. He has been

missing ever since.

```
0=====0
| B. Basics of the Basics |
0=====0
```

X-Confirmation

Circle-Cancellation

Square-Magics Menu

Triangle-Whole Main Menu

Start-Whole Main Menu

L1-Item Menu

L2-Equipments Menu

R1-Stats/Current Statuses Menu

R2-Formation

NOTE: MORE DETAIL WILL BE ADDED TO THIS SECTION AT A LATER DATE!

```
0=====0
| C. Game Walkthrough |
0=====0
```


CHAPTER #1 -> ROYAL'S ORDERS

After all of the starting preliminary things, watch the newly added CG cinema for the 1&2 anthology. Now, after the scene's finished, you start running in a forest, fight four soldiers, and become destroyed. Now, we are in the next area of the game.

=====
Area 1 -> Hideout
=====

Once everything is done, you overhear a small conversation about what your physical condition is currently like. After it's done, you get up. Now, you are reunited Gus and Maria, then, you have to go to Princess Hilda and literally thank her, which ends up in a much bigger conversation than just that. Here, you request to be able to team up with the rebellion. She says no, and tells you to return to where you came from. After you explain that you have no home or family since the beginning of the game, she allows you to stay. Now, you can walk around a little bit here, or in the castle. But, you have to go back to Hilda and get the secret password which is "Wild Rose". Ok, talk again and you even get to know a bit about Leon and his current whereabouts. Leave the room, go to left and get the Potion, then leave.

=====
Area 2 -> Altair

=====

Now, once you're done with everything in town, you'll want to leave it to be out on the World Map. But, before any of that, there's stuff to be done in town, mainly purchasing items, weapons/armor, or magics. Right now, you have a good bit of items already that may last you only a short period of time, so, you may want to go to the item shop in town and purchase a few curative items from there. There's even an Inn in town which you can use if you have low HP or you're hurt (really recommended if you've been on the World Map, trained, and lost HP and you want to gain it back quickly without wasting up one of your items). You also have the Magic Shop, which is extremely useful, since it contains curing magic, as well as damaging black magic there. I really can't make any recommendations here, so you make a choice on what you think would be the most useful. You also have a weapons shop and an armor shop. If you are not happy or satisfied with the weapons or armor you have for the time being, you can go here and buy others. Not that you have too much Gil to start with, either: 400 only. So, spend wisely here. Note that once you are on the World Map, you'll be able to pick up some items and weapons/armor when they're dead. Not necessarily the same ones, but still. Anyway, leave out of the town.

=====

The World Map -> Near Altair

=====

All right, once you have left from Altair, you'll want to go on up (North), and first landmark you'll see to tell you you're going the right way is a bridge that'll be there; go across it. Now, there will be a forest next, and behind it is Gatera.

=====

Area 3 -> Gatera

=====

This area is sort of just like a pit-stop in your adventure, since there isn't anything to do here that has any impact on the game directly, but may prevent you from dying afterwards since you can heal up here at an Inn. Nothing else really to do here. You can always also take a break here, kick back, relax, talk to the towns people, et cetera. Now, when you're all done being in Gatera, go out through the West exit and you're then again back on the World Map you were just on, but in a different area.

=====

The World Map -> Near Gatera/To Fynn

=====

Now, go up to the lake and you follow it around. Once you have gone enough, you'll be in a clearing, and there will be Fynn. Go there.

=====

Area 4 -> Fynn

=====

Here, there will be some soldiers near the beginning. I strongly suggest not speaking with them, because they will completely decimate you currently, and your ass will be grass, and they're the lawnmowers. Anyway, just move around, and if you wish, do some pointless exploring around everywhere. You can't get anything from places, though, so too bad... Now, go to the area where the left gate is of Fynn, and only go one step past it, and then head right (otherwise you'll be back on the World Map). Now, from there, go to the strange looking person standing over there in the corner all by his lonesome. When you speak,

give him the secret Password Wild Rose. Now, he tells you that he's now right in front of a passage, and lets you through by moving out of the way. Now go on through it. Now in here pilfer all three chests containing Potion items. Now go to the person that's in the bed and tell him Wild Rose. He gives a lot of information, as long as handing over the Ring key item. Now, get back out of here. Now, leave from Fynn, and get back on the World Map. Head back to Altair from this point.

=====
Area 5 -> Altair
=====

Once you've reached your main starting place of the game again, Altair, you are to enter the center place. Now, this looks familiar, does it not? Yep, it darn well should: it's the first place you "really" were ever in after you got your asses owned by those starting guards who ambushed you and your party. Now, you should go up to the top floor and enter Hilda's room, where you once were and received the Wild Rose password. You must, in here, let her see the Ring that you recently received, and she then has a sad moment for a bit. Ahhh. Anyway, during the rest of the scene, she now grants you the permission to join forces with the rebellion. Now, you are forced to remember a password which is Mythril and that's really just what you have to find next, the Mythril, which is quite a special item. Speak with Mindu who's right by side Hilda and he the becomes one of your own party members. You can get Canoe by getting him in the group. Now you hear about Dreadnought which is an airship made by Cid (he's in a lot of Final Fantasies to come, too, but not the same Cid, though). Now leave from Altair once again to journey to Paloom.

=====
The World Map -> Near Altair/To Paloom
=====

This place is easy to get to, since you have the Canoe transportation. All you have to do is go up from Altair, and then use the Canoe to just navigate to the East, and you shall finally arrive at Paloom. Yay.

=====
Area 5 -> Paloom
=====

Shops aplenty, but they're not much. First, go to the guy near the front area, then pay the 32 Gil for boat trip to Poft. Now go outside, and board the boat nearby to be taken to Poft.

=====
Area 6 -> Poft
=====

This place is just as simple as Paloom was. There's not much exploring to do here, but you know, you could always just talk to the local inhabitants of Poft for a nice little conversation with them. Alright, now, if you have a big chunk of cash, you could make your way into the Pub and then speak with Cid. He'll allow you to ride the airship to either Salamand or Bafsk, but for a fee, that is. Anyway, that should only be if you have assloads of money, but, otherwise, you should just walk (that's what I did, so that is how this walkthrough shall go, since with the airship, it'd literally be no difference almost).

=====
The World Map -> Near Poft/To Salamand
=====

This is easy to find, just like pretty much all of the past locations you've been to in this game thus far. In fact, it's probably the easiest to find so far, too. Anyway, how to find your way over to Salamand is simple: all you have to do is go North for a small while until you arrive at some mountains. Then, at this point, go West for another short bit of time, and then you will arrive in Salamand (strange name for it, huh?).

=====
Area 7 -> Salamand
=====

The first thing to do is some shopping, so go and blow some money on that to make your characters better (I say this in pretty much every town, since most have at least decent stuff). Now, you should first (well, second if you want to be technical with the shopping and buying, and not including main things to do) go into the right house and speak with the person standing right next to the bed there. He says he knows a bit of the Mythril. Yay. But, he won't hand over any information unless you free slaves from Semitt Falls. Now leave Salamand next and onto World Map. Onward to Semitt Falls!

=====
The World Map -> Near Salamand/To Semitt Falls
=====

Just a tad more complicating to navigate your way to than the last places of this game, but, still not too hard at all. First, head on West, past all of the mountains and follow them West, as well. Now, get in your Canoe in the river and go right for a while, and then get out once in a lake. Now, get out and keep going up (North), and you'll eventually come to Semitt Falls.

=====
Area 8 -> Semitt Falls
=====

Let's cut straight to the point in this area...

- Basement#1 -

From the very beginning, not much to do then but to just move forward and keep on going until you reach a junction. Go left first, get the 10 Gil chest. Now, return and go the other way. Now, next junction, go to the right for 200 Gil, then go the other way to get to next area.

- Basement#2 -

From the very beginning of the first area, simply go down first to the bottom-right area of the room and there you are able to pick up a Potion that is sitting there in a chest for you. Not much easier than that, right? Also, from that place, you can directly diagonally upwards from there (top-left corner) to that small area and pilfer an Eye Drops from a chest that is there. Now, just head up (North) from here, and get Potion from right behind a small waterfall-like thing, and then head up more. You will eventually come across four doors side-by-side. Hmm.. which to pick...? Well, go through the one to the very left and you're in the next Basement, or, otherwise, the others are just stupid empty rooms, really.

- Basement#3 -

First off, this is an easy Basement to get through, so no worries. Two chests in here, both containing 50 Gil and 1 Gil. Next thing to do is pick which is the correct door to go on through. It's the very left door, so go through it. The slaves are in there; talk to Pavel (he looks like a true fighter, unlike

the other ones). Now, continue to Basement#4 then.

- Basement#4 -

Make your way over the path first, then get the Fire Scroll. Now continue your way forward in the same direction you're going in and then to the junction, where you are to go upwards. Cross the bridge, and then in a bit, you're at the next basement.

- Basement#5 -

First, go across the big bridge that is there, and then make your way all the way around, and open the chest there. Defeat the enemy that appears, then, and you will get the Warp Scroll. The enemy is a Spiketoise, so, refer to the enemy information section for information on it and all. Now, cross the big bridge again to head back to beginning, and then, take the door on the left (you know, why does it always have to be the left door? :P)

- Basement#6 -

Now, you see a big monster. Go fight that boss.

1. Sargeant (The Rebellion's New Hope)

HP: 140

MP: 5

Gold Received: 200

Item/Equipment Dropped: Mithril Helm, Mithril Bow, Mithril Axe, Mithril
Armor

Abilities: Attack- Does physical damage to one character

Bow3- Uses Bow to attack

Susceptibilities: None

Strategic Tactics:

- This is the first boss that you encounter in Final Fantasy II, and he is one pathetic boss also. Have Maria use up her turns to use Ice spell, but once, someone suggested to me that you can also execute Fire spell for equal damage. This is important. For Frioniel's turns he should attack physically attack to amplify his goes to the very fullest. Let's see... what to do with Guy, well, he has nothing much to contribute to this fight other than emulating Frioniel's tactics by attacking also. Ming-Wu has a few things on to-do list:

- Cast the spell Safe just so you can raise the Defense stat of your party.

- Have him Cure when HP is below half of its normal level. Keep doing this over again and that should have him beat in a matter of no time at all.

Now, you get Mythril in the chest right after the fight. Now, we go back to the town of Altair.

CHAPTER #2 -> THE DREADNOUGHT

=====
Area 9 -> From Poft to Altair
=====

Alright, this is simple once again to get to Altair, but a bit long, but not unless you use the boat ride I'm about to mention to you. Ok, first you have to make your way back over to the town of Poft. From there, you must pay the boat man you used earlier and pay him more 32 Gil to hitch a ride over to Paloom from there. From here, you have to go through the water there with your trust, handy Canoe to get there once more. Now, go into the Hideout again, then go up to the main room and once again have a conversation with princess Hilda, and she gets to see the Mythril which you have collected from the Semitt Falls. Now you have a medium-long talk, and at the end she tells you to go to weapons shop

here in Altair and see Tobul. He can make good use of the Mythril. Now, once you're inside, speak with the man near the counter. Now, there is Mythril Equipment! Cool. Now, go back to Hilda and ask about Dreadnought, and when you do, she tells you that one of your information agents has discovered how to salvage the airship. Now time to leave.

=====
The World Map -> Near Altair/To Bafsk
=====

First, pay 32 Gil to get over to Poft. From there, just leave, and then go around the mountains that are there to the right, and you can easily and also simply enter Bafsk like that.

=====
Area 10 -> Bafsk
=====

First off, don't fret over maybe accidentally speaking with imperial soldiers, since they'll be nicer and won't decimate your party this time around. Nice. Now, this is very simple to do in the main, outside area of Bafsk: you must find the rebellion member here so that you can enter through to the Bafsk Cave. You can find and locate him to the bottom-left of the Bafsk area. Here, you will speak about the Dreadnought airship for a very small while, and then he allows you to proceed into the cave

Cave at Bafsk

- Basement#1 -

Well, thank goodness this is a very short and easy basement to get through, with no complications of any sort. From the beginning area of where you first enter the Bafsk Cave, just head forward in the same exact direction until you reach the very first junction, take the more upwards pathway, and there, you will receive a Longsword inside of a treasure chest there. Now, keep making your way around, and to the next junction, and take the more downwards direction this time around. Then, keep proceeding, and at the following junction, go the bottom way again. While you're moving along steadily, you will nab a Longbow as well. Yay. Anyhow, as you make it just a bit more forward in the correct direction, you get to stairs up to the next floor.

- Floor#1 -

Specific directions and numbers ahoy!

- a) - Go right to the end.
- b) - Go up, then to the path up and right.
- c) - Visible Knight enemy in your way.
- d) - Now we learn that they have prepared the Dreadnought completely. &#!#@ !!!
- e) - Enter cave once more to go through one more door to the right.
- f) - Obtain the Pass from the treasure chest.
- e) - Go in the right direction for a Warp back to Bafsk, outside.

Now that you're back in Bafsk, go to an Inn and stay the night, why don't you. Anyway, the next day, go to Altair once again. Oh my God, is this not getting tiresome like hell!?

=====
The World Map -> Near Bafsk/To Altair
=====

Now, you want to first go to Poft, which first off is on the way, so that's a plus, but it also has some information that you need (or more correctly putting it, some in Poft has that information). You'll now want to go to pub that is in Poft and then speak to Cid that is in there. If you retell him the previous word he'd given you (Airship), he'll tell you yet another one, and that one is Sunfire (cool one, huh? Like Wild Rose). Now, use the same way you've always used to get from Poft to Altair. Simple, ya?

=====
Area 11 -> Altair
=====

Well, when you first get here, the place is pretty much destroyed. But, there's always your hideout for housing. Fooly Cooly! (don't ask, I'm just a big fan of that crazy-as-hell anime) Anyhow, go up to 'ol Hildie and then Mindu says he's gonna stay and help out around here. Damn it. Now, mention Sunfire to Hilda and she tells you it's in Kai'son. Next, she says to go there and take it away from your oppositions. Gosh, how cool... NOT! Well, now go to the king area and talk to Mindu again (that backstabbing bastard... not really, just felt like saying that since he left your party and as kind of a big help). He doesn't say much, but you'll want to more talk to the king instead. He then tells you about the Goddess' Bell, which is what you use to get the Sunfire. Now, go to Hilda, ask her about the Goddess' Bell and she tells you just where it is: fields full of snow (located mainly to the North of Altair). Now, go to Salamand to meet Josef for his assistance in those fields of snow.

=====
Area 12 -> Salamand
=====

If right when you start out here, you enter the the house over on the right, you can talk to Josef inside of it. Now, they speak about the Goddess' Bell, and he says to get it is by Snowcraft (no, not like witchcraft...). Go back to Semitt Falls, and he's now a party member of yours. Cool, now get going!

=====
The World Map -> Near Salamand/To Semitt Falls
=====

Just a tad more complicating to navigate your way to than the last places of this game, but, still not too hard at all. First, head on West, past all of the mountains and follow them West, aswell. Now, get in your Canoe in the river and go right for a while, and then get out once in a lake. Now, get out and keep going up (North), and you'll eventually come to Semitt Falls.

=====
Area 13 -> Semitt Falls
=====

In here, go to the top right corner of the area then click on the X button. From there, Josef does all the activating and such. Now, this opens up a hidden path, and in there, you can get the Snowcraft from in there finally, so now you are able to obtain the Goddess' Bell, but not *just* yet...

=====
Area 14 -> Snow Fields and Snow Cavern
=====

- Basement#1 -
Simple and straight-forward this one is. There's only set paths, and none of

them deviate from the main road. Just walk along them and get the chests with 150 Gil and 100 Gil. Once you finally see a set of steps (maybe I'm a bit exaggerating this, and shouldn't say finally since you've probably only been walking this about three minutes or so, right?), go through them and you're in the next area of the Snow Cavern.

- Basement#2 -

Arguably perhaps the most simple level in a dungeon thus far in the game, and maybe even out of the whole game. You can't access any of the outstanding items on this Basement just yet (be patient, you can later on in the game, trust me). So, simply continue forward past the door (it's trapped!), and go down the stairs there.

THE REST OF THE WALKTHROUGH IS COMING SOON!!!

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0=====0
| D. Armor Listing |
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```

```
-----
The Shield Type
-----
```

1. Aegis Shield
2. Bronze Shield
3. Buckler
4. Diamond Shield
5. Dragon Shield
6. Flame Shield
7. Gold Shield
8. Ice Shield
9. Mythril Shield

```
-----
The Hand Type
-----
```

1. Bronze Gloves
2. Diamond Gloves
3. Genji Gloves
4. Ice Gloves
5. Leather Glove
6. Mythril Gloves
7. Power Armlet
8. Protect Ring
9. Thief's Gloves
10. Titan's Gloves

```
-----
The Body Type
-----
```

1. Black Robe
2. Bronze Mail
3. Copper Plate
4. Diamond Mail
5. Diamond Plate
6. Dragon Mail
7. Flame Mail

8. Genji Armor
9. Gold Plate
10. Golden Mail
11. Ice Mail
12. Knight's Armor
13. Leather Armor
14. Mythril Mail
15. Ninja Suit
16. Power Sash
17. Ruby Plate
18. Silver Plate
19. Shirt
20. White Robe

The Head Type

1. Bronze Helm
2. Diamond Helm
3. Flame Helm
4. Genji Helm
5. Gold Hairpin
6. Headband
7. Mythril Helm
8. Ribbon
9. Titan's Helm

0=====0
| E. Weapon Listing |
0=====0

Sword Type

1. Ancient Sword
2. Blood Sword
3. Broad Sword
4. Defender
5. Excalibur
6. Flame Sword
7. Ice Brand
8. Long Sword
9. Masamune
10. Mythril Sword
11. Sunblade
12. Terra Sword
13. Wing Blade

Bow Type

1. Bow
2. Flame Bow
3. Ice Bow
4. Longbow
5. Mythril Bow

6. Shade Bow
7. Yoichi's Bow

Spear Type

1. Demon Spear
2. Flame Lance
3. Holy Lance
4. Ice Lance
5. Javelin
6. Mythril Spear
7. Spear
8. Thunder Spear
9. Trident

Axe Type

1. Axe
2. Battle Axe
3. Demon Axe
4. Mythril Axe
5. OGREKILLER
6. Rune Axe
7. Venom Axe

Knife Type

1. Cat Claws
2. Dagger
3. Knife
4. Main Gauche
5. Mythril Knife
6. Orichaldagger
7. Ripper

Staff/Mace Type(s)

1. Diamond Mace
2. Healing Staff
3. Mace
4. Mage's Staff
5. Mythril Mace
6. Power Staff
7. Spellbinder
8. Staff
9. Werebane

Here in this section I'll be listing all items in the game, and everything about them.

Items for Normal Usage

I. When in Battle-Only Items:

- a) Acid Bottle: This item, when used, can cast Poison of a strong level to your opponents.
- b) Bacchus' Wine: When this item is utilized in battle, it will increase the desired target's Str statistic.
- c) Backstabber: This is a semi-useful item. It uses the Muddle status when it's used.
- d) Gaia Drum: Casts Quake. Not low level, not high level.
- e) Garlic: Extremely useful item indeed. When you're in battle, and you're fighting undeads, per se; this damages them when it's used on them...
- f) HellFire: Uses Fire spell of a low level. This item can be useful when it is used on lower-class Ice enemies.
- g) Hermes: Good item if you're not in the mood to cast Haste spell (???) That's what it does.
- h) Hourglass: Heh, pretty much the opposite of Hermes, in the sense that it casts Stop.
- i) MagicConch: This item casts the Shell spell. Which, like the exact Shell spell, reduces the damage amount by magic.
- j) Mute Bell: This item casts the Silence stat. Which, like the exact Silence status, which prevents magic usage.
- k) Mythril Mirror: It uses Wall.
- l) Notus: This is good item to use against any Fire enemies. It's because it casts larger scale Ice magic.
- m) Sage's Wisdom: This item increases your Int (intelligence) statistical attribute.
- n) Saint's Spirit: This item increases your Spr (Spirit/Spiritual) statistical attribute. A good item indeed.
- o) Silk Web: Pretty useful item sometimes, and what it does is use Slow effect.
- p) Slumber Stalk: This item uses the Sleep negative status effect.
- q) Thanatos: I always liked this item a lot for no apparent reason (perhaps the name, I thought, was pretty awesome). Anyway, what it does is it casts Fear on an enemy.
- r) Unicorn Horn: This uses the Basuna move.
- s) Zephyr's Flute: This uses the Cyclone move.

II. Out-of-Battle Only Items (some can be used in battle)

- a) Antidote: When you are in or out of a battle, if you use this item, it will relieve you of Poison status effect.
- b) Cottage: This item can be only used when you are out on the World Map. When you use it there, it fully restores any lost HPs.
- c) Cross: When you are in or out of a battle, if you use this item, it will relieve you of Curse status effect.
- d) Elixir: This item restores all MP and HP.
- e) Ether: This is a useful item, but not nearly as useful as Elixir is. This only cures 30 MPs back.
- f) Eye Drops: When you are in or out of a battle, if you use this item, it will relieve you of Dark status effect.
- g) Gold Needle: When you are in or out of a battle, if you use this item, it will relieve you of the Stone status effect.
- h) Hi-Potion: Restores 150 HP back to any character that's lost that much.
- i) Maiden's Kiss: When you are in or out of a battle, if you use this item, it

will relieve you of the Toad(Frog) status effect.

- j) Mallet: When you are in or out of a battle, if you use this item, it will relieve you of Amnesia status effect.
- k) Phoenix Down: Brings back someone from the dead.
- l) Potion: Restores 150 HP back to any character that's lost that much.

The Key Items

- a) Black Mask
- b) Canoe
- c) Crystal Rod
- d) Dragon Egg
- e) Egil's Torch
- f) Goddess' Bell
- g) Mythril
- h) Pass
- i) Pendant
- j) Ring
- k) Snowcraft
- l) Sunfire
- m) White Mask
- n) Wind Drake

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| G. The Game's Abilities |
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Black Magic

- a) Aura: A useful spell, and what it does is it increases your characters attacking power.
- b) Banish: First use I'll mention is that, in a dungeon or cave or something of the sort, it will allow you to warp on down to the previous floor, if any. Also, in battle, it will let you make an enemy vanish away. Sexiness!
- c) Berserk: A useful spell, and what it does is it increases your characters attacking power, like Aura.
- d) Blind: This will inflict the Blind status on target and will, ultimately, cause them to have lower Acc%.
- e) Bolt: Casts Bolt. Electricity (lightning) damage is dealt.
- f) Break: This will inflict the Break status on target and will, ultimately, cause them to turn to stone statues.
- g) Curse: A lot like Blind, but it also reduces the hit rate of magics, as well as physical attacks.
- h) Doom: This casts automatic Death status. Very good ability, but with low hitting rate.
- i) Drain: This is a cool, and useful attack to utilize in battle. What it does is drain away some of the enemy's HP and whatever's taken is added to yours.
- j) Fire: Casts Fire. Fire damage is done.
- k) Flare: A hugely, incredibly power Black Magic spell that does humongous damage to its opponent.
- l) Haste: Increases battle turn rate of the target character/enemy (why would you do it on an enemy???)
- m) Ice: Casts Ice. Ice (blizzard) damage is dealt.
- n) Muddle: This will inflict the Confuse status on target and will, ultimately, cause them to turn to go under confusion.

- o) Osmose: This is a cool, and useful attack to utilize in battle. What it does is drain away some of the enemy's MP and whatever's taken is added to yours.
- p) Poison: This will inflict the Poison status on target and will, ultimately, cause them to turn to lose HP every turn that is taken.
- q) Sleep: This will inflict the "Sleep" status on target and will, ultimately, cause them to turn to go fall to sleep and not take any actions whatsoever.
- r) Stop: Stops the opponent from acting.
- s) Stun: Paralyzes the opponent.
- t) Toad: Weird and strange one. It does what its name implies: turns target to frog.

 White Magic

Note: This will be more short and to the point.

- a) Barrier: Raises Acc/Provides protection from some moves.
- b) Basuna: Takes away some status ailments that you may have on.
- c) Blink: Raises Eva%.
- d) Cure: Cures some HP.
- e) Dispel: Takes off any positive enemy's status effects.
- f) Esuna: Takes away any status effects that remain on you.
- g) Faze: Makes enemy MP decrease gradually.
- h) Fear: Induces fear in the enemy and then they flee.
- i) Fog: Puts on Amnesia on enemies.
- j) Holy: Major damage done, and is almost as good as Flare - if not better.
- k) Life: Brings a character back from the KO.
- l) Mini: Reduces strength by shrinking the character.
- m) Shell: Raises your Mdef statistic.
- n) Shield: Raises your Def statistic.
- o) Silence: Prevents victim from any magic usage.
- p) Slow: Opposite of Haste; target's battle turn rate lessens.
- q) Swap: Exchanges your current HP and MP for the enemy's HP and MP.
- r) Ultima: Strongest attack in the game; MAJOR damage is done.
- s) Wall: Raises your Mdef statistic sort of like Shell does.
- t) Warp: Disappear out of caves and dungeons of the like.

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 | H. Boss Listing |
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Lets get started, but first let me show you how I will format and layout this area...

Note: The names herein are for the original Nintendo (NES) release of the game, and were translated from the Japanese version, so some of the names/locations might be slightly different. Same order, though, so you'll still know which boss is which.

Note: There might be more info as time progresses, this is just what I have found out thus far (I've spent more time on Final Fantasy because personally I think this game sucks the ass).

Name: (Chapter) This displays the monsters' name and which chapter it's in
 - HP: Displays the amount of Hit Points (or life) the monster has
 - MP: Displays the amount of Magic Points the monster has.
 then look here
 - Gold Received: Here is what gives info on how much gold you recieve after the battle

- Items/Equipment Dropped: This will show all of the weapons, armors, items that the boss will drop once beaten
- Abilities: Find out what abilities the monster possesses
- Susceptibilities: Will display just exactly what the certain monster receives extra damage to or is weaker to
- Strategic Tactics: Of course this says the best route to defeating the monster in battle

All right, now that you have that in mind...let us begin...

1. Sargeant (The Rebellion's New Hope)

HP: 140

MP: 5

Gold Received: 200

Item/Equipment Dropped: Mithril Helm, Mithril Bow, Mithril Axe, Mithril Armor

Abilities: Attack- Does physical damage to one character

Bow3- Uses Bow to attack

Susceptibilities: None

Strategic Tactics:

- This is the first boss that you encounter in Final Fantasy II, and he is one pathetic boss also. Have Maria use up her turns to use Ice spell, but once, someone suggested to me that you can also execute Fire spell for equal damage. This is important. For Frioniel's turns he should attack physically attack to amplify his goes to the very fullest. Let's see... what to do with Guy, well, he has nothing much to contribute to this fight other than emulating Frioniel's tactics by attacking also. Ming-Wu has a few things on to-do list:
 - Cast the spell Safe just so you can raise the Defense stat of your party.
 - Have him Cure when HP is below half of its normal level. Keep doing this over again and that should have him beat in a matter of no time at all.

2. Adamanti (The Warship)

HP: 450

MP: 0

Gold Received: 500

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage to one character

Susceptibilities: Ice

Strategic Tactics:

- Adamanti does not have any real attacks other than its physical attack that doesn't really do much, so after each and every one I mightly suggest the you use Cure spell on targeted character. So noe that I have mentioned that, let's strategize the fight!:

Maria's roll in the battle is to keep on casting the Ice spells on Adamanti to utilize attacks to fullest.

My friend Arkbeetlel has sent in a tip for what Josef should do: "Have him use IceWind spell." is what he said. I've found that works better than my original method of just attacking physically with Josef.

Here is what Guy should do: keep on casting the Ice spells on Adamanti to utilize attacks to fullest which is alot like Maria's roll.

3. Borgan (The Warship)

HP: 240

MP: 20

Gold Received: 400

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage to one character

Susceptibilities: None

Strategic Tactics:

- This guy is so simple that it's not even funny. What you're going to want to do is just physically attack the guy a good 1 to 3 times (depending on your strength) and that should send the wannabe Imperial General down the potty and will reign the victory. If you need to heal, than do so...
It will not take long.:)

4. R. Soul (The Warship)

HP: 540

MP: 35

Gold Received: 100

Item/Equipment Dropped: None

Abilities: Ice8- Ice damage

Attack- Does physical damage to one character

Fire8- Fire damage

Aero8- Aero spell

Bolt8- Lightning damage

Susceptibilities: None

Strategic Tactics:

- This boss is a very formidable foe. Here are a few general advices on boss that I think you should know about before fighting:
- Don't ever use elemental magic spells on it because they'll restorate it.
- Heal after every level 8 spell (yes it has level 8 spells this damn early in the game)!

Now that you know let's begin actual battle info: First off I recommend just attacking and then healing for four straight turns so that its MP goes away and cannot use those nasty ol' level 8 spells on you, just, its mediocre physical attack that does exactly that (physical damage). Now is when you can start to capitalize if you know how. You also have another advantage here, the boss has very low accuracy so its physical attacks will miss on a consistant basis... yes! Now you can start attacking more frequently without worrying about healing up your HP as often (about every 2 or 3 turns). This can take a good 4 to 6 turns to defeat R. Soul.

5. 3 Chimeras (Rebel Flame)

HP: 640

MP: 80

Gold Received: 600

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage on one character

Fire7- Fire damage

Susceptibilities: None

Strategic Tactics:

- With high MP and high HP and a small but powerful repertoire of attacks and no weaknesses, this boss can prove to be a pretty good challenge, but with this strategy, you'll have alot less trouble with 3 Chimeras. Have your Ice Shields on to protect against their level 7 Fire spells. There are three seperate Chimeras to take out (duh), so you should have one character attack one Chimera at a time (your choice with that). When attacking I either recommend that you are using Ice spells and/or physical attacks on them. With this strategy you will have them gone in almost certain four turns of attacks.

6. Q. Lamia (Rebel Flame)

HP: 1290

MP: 370

Gold Received: 10000

Item/Equipment Dropped: Ribbon (occasionally)

Abilities: Blnk16- Raises Evasion

Attack- Does physical damage to one character

Wink9- Confuse status on characters

Susceptibilities: None

Strategic Tactics:

- I found this guy to be sorta hard (alot of people say he is hard as heck), maybe because I was so darn prepared...;P Have Maria physically attack the whole time. Guy is to do the same--attack physically. Frioniel should back them up by doing the exact same to Q. Lamia, this should be having the thing with low HP. Try to take it out before it uses Blnk16 or Wink9 because those will give Q. Lamia alot of an advantage over your party (now you wouldn't want that, would you)? On top of beating up on Q. Lamia with Guy, Maria, and Frioniel with their physical attacks, you also should have Raila use Bolt over and over again for some super damage. Heal when needed. Good 5 hits and it's over! ^_^

7. Behemoth (Rebel Flame)

HP: 1620

MP: 0

Gold Received: 0

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage to one character

Susceptibilities: None

Strategic Tactics:

- You'd think this boss would be super difficult first for how much later in the game it comes, and then for its name (hehe). But, guess what, its not! The only thing intimidating about Behemoth is its 'behemoth' amount of HP. Its only attack will do about 170 damage to you at one time, which when you think about it, is pretty damn pathetic. Your attacks probably do twice that damage (mine did).:) Well anyway, since magic is rendered virtually obsolete here, you only have one real alternative is physical attacks which can have it finished in about 7 hits (that is, not even taking into account that you heal). When you finish, do your victory dance, and then move on...

8. Gotus (Rebel Flame)

HP: 2000

MP: 80

Gold Received: 2000

Item/Equipment Dropped: None

Abilities: Drink Bacchus Wine- Increases attacking power

Hast6- Raises the number of attacks that a person can get

Attack- Does physical damage to one character

Susceptibilities: None

Strategic Tactics:

- Now, you're going to get mad if it uses Bacchus Wine to increase attack for obvious reasons. That is why this fight can easily be the most challenging boss thus far. To top it all of it can also Hast6 itself to increase number of hits with that newly found attack power and can obliterate your party if you aren't prepared adequetly for that onslaught. Here is representation of how attack will change with Drink Bacchus Wine:

- Normally do about 230 damage to a character with its physical attack.
- With Drink it'll get to do about 460-500... which sucks.

Now if you double amount of turns almost, your party can be annihilated in like 3 turns or less. This is if you do not heal in between each and every single attack it makes in these status(s).
If it doesn't get to put itself under all of these statuses (if not just 1), than you don't have to bother with healing except for every 2-3 turns (depending on where your HP is). Make sure that when you heal that you're healing up that it be with most agile character you possess. Enough with notes and cautions and let's start the actual startegy for battle:
Gotus can pose big threat because of its semi-high HP, it can take anywhere from 4-8 hits to cream the guy. The best way to drop it is to have Maria, Guy, and Frioniel to physically attack, and anybody else to heal the party if needed.

9. BigHorn (The Sealed Power)

HP: 1140

MP: 0

Gold Received: 1000

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage to one character

Susceptibilities: None

Strategic Tactics:

- This guy is a big down-grade from a few of the more recent bosses we've faced (at least in terms of HP and MP). This fight does not really require any healing whatsoever, but you will be needing to physically attack it on as many turns as possible that you don't need to heal on because of HP that is to low for comfort. About 3 turns will do the trick!!!

10. Worm (The Sealed Power)

HP: 2000

MP: 0

Gold Received: 2000

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage to one character

Susceptibilities: None

Strategic Tactics:

- Well, well, this guy had improved a little from the last boss to bring the FF2 bosses' name back up to its former glory (but still 0 HP)?:(Sad, sad... Oh yeah!, gotta start up with the strategy don't I!? Boss does nearly 250 damage for each of its physical attacks--not that much. At least not compared to your nearly 300 damage you can do with your attacks. No, not even close! If you use every single character you have to just attack you'll have it done in about 4 turns of attacks. Heal if the need arises.

11. Fire Gigas (The Sealed Power)

HP: 1800

MP: 240

Gold Received: None

Item/Equipment Dropped: Flame Armor, Flame Sword

Abilities: Attack- Does physical damage to one character

Rock9- Rock damage

Fire12- High Fire damage

Susceptibilities: Ice

Strategic Tactics:

- This guy is very simple, in fact, he is very laughable. Well, at least for coming along later in the game. His level 12 Fire spell I have experienced it

to do up to 400+ damage. The normal attack it has only does 310 damage or so. Since you can be doing up to about 650-750 damage to your opponents, it may only take up to 2 or 3 turns to eliminate him. Again, heal if necessary. You can also use Ice spells to take it out.

12. Ice Gigas (The Sealed Power)

HP: 2000

MP: 240

Gold Received: 1000

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage to one character

Rock9- Rock damage

Ice12- High Fire damage

Susceptibilities: Fire

Strategic Tactics:

- This guy is very simple, in fact, he is very laughable. Well, at least for coming along later in the game. His level 12 Ice spell I have experienced it to do up to 350+ damage. The normal attack it has only does 310 damage or so. Since you can be doing up to about 650-750 damage to your opponents, it may only take up to 2 or 3 turns to eliminate him. Again, heal if necessary. You can also use Fire spells to take it out. It is alot like the previous Fire Gigas, just... with Ice!

13. Thunder Gigas (The Sealed Power)

HP: 2500

MP: 370

Gold Received: 1000

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage to one character

Rock9- Rock damage

Bolt12- High Lightning damage

Susceptibilities: Aero

Strategic Tactics:

- Guy's roll in this fight is to heal the whole time just in case of your HP getting to low to hang in the fight. Maria and Frioniel should both act advantageous on Thunder Gigas' susceptibility by casting level 5 or higher Aero spells. You can do about 320 damage each time by using that method and like that it will take approximately 8 turns (without healing). But then we have the one and only Richard's turns to take up. We'll do that by having the guy use Evil Cane for effect of Aero12 which can do up to 720 damage and with this addition the most turns it can take is about 5 (not much), but it could take less.

14. Dragon (The Sealed Power)

HP: 2500

MP: 140

Gold Received: 10000

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage to one character.

Ice16- High Ice damage

Susceptibilities: Fire

Strategic Tactics:

- This SOB can be really hard to a newtimer (sometimes even for a long-time player). But no more chit-chat, let's get to the "toppling-Dragon-with-ease

Strategy." Now for a brief little history on Dragon: well, gonna be a quicky: it's first Dragon of the four treasure guardians (the rest are tougher though). Dragon's regular attack can do up to (I've seen) 400 damage, and the level 16 Ice move can do about half of that on occasions. This fight is really a no-brainer when it comes down to strategy and all. All that you have to do to get this fight over and done with in a reasonable amount of time and with the party mostly unscathed is use your highest level of Fire attacks at Dragon. If the need is there to heal up character(s), then by all means, do so quickly.

15. General (The Fall of an Empire)

HP: 1800

MP: 0

Gold Received: 2000

Item/Equipment Dropped: Rune Axe, Diamond Gauntlet

Abilities: Attack- Does physical damage to one character

Susceptibilities: None

Strategic Tactics:

- This guy is a pathetic, and a shame of a boss, especially for this late in the game. His attacks do a very reasonable amount of damage though (about 500+) Your strategy here should look a little something like this...:
 - Whenever General uses his physical attack heal up right away.
 - On other turns, use everyone to attack since he has no weaknesses.
- Fight over in about 2 turns (at most 4).
-

16. G. Dragon (The Fall of an Empire)

HP: 3000

MP: 190

Gold Received: 10000

Item/Equipment Dropped: Fang

Abilities: Attack- Does physical damage to one character

Mist16- Does Mist damage to the whole entire party

Susceptibilities: Bolt

Strategic Tactics:

- Few couple notes before starting:
His physical attack does between 450 and 500 damage to one character so make sure you heal each one.
Mist16 usually does nearly 160 damage or so to the party entirely so after each about 2 or 3 turns (determined by HP).
 - With more HP coupled with almost twice Defense statistic attribute, the whole amount of turns taken to say goodbye to G. Dragon (which sucks really bad), because it can wipe you out in those extra turns it take to defeat G. Dragon. Your main tactical procedure(s) here is to capitalize on its susceptibilitie which is Bolt. So, if your characters have level 5 or even higher Bolt spells, use them! You may want to throw in an additional physical attacks in there as well. Remember... HEAL!
-

17. Emperor/Corpse/Corpse/Golem (The Fall of an Empire)

HP: 1290

MP: 190

Gold Received: None

Item/Equipment Gained: None

Abilities: Bolt10- Bolt damage

Slow9- Slows down target

Attack- Does physical damage to one character

Blk8- Raises Evasion

Barr8- Puts up a Barrier

Susceptibilities: None

Strategic Tactics:

- Very humorous amount of HP, yah? Well, he does balance that out with that huge and decimating repertoire of attacks which can make things rather interesting, but not too bad still. I recommend that you proceed to use physical attacks to take out the first Corpse before anything. Then do the same thing to the other Corpse. Now it's just Golem and Emperor... Well, not for very long though, have your party annihilate Golem with more barrages of attacks of the same magnitude and heal if needed while destroying the Golem. Now you reach your primary concern in this battle, and that is to take out Emperor. Do so by following the following strategy (won't be long):

- Have Maria, Frioniel, and Guy simply attack with full-force attacks for a little bit of time.

- You can have Richard stay really out of the way and just heal when it is required (won't be too often).

Now it is time for a representation of its attacks!:

- Bolt10 can do nearly 400-500 damage I have witnessed (even though I had moderately high Defense).

- Physically attacking will do about 300 or so (not bad)...

That is all that does damage, the rest you can find in boss' info located to the above. Within a matter of 3 hits you should have Emperor down. Hahaha!

18. Shade (The Fall of an Empire)

HP: 3000

MP: 240

Gold Received: None

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage and Curse status to one character

Curs8- Inflicts Curse status

Deth8- Instant KO (death) status

Susceptibilities: Cure

Strategic Tactics:

- As you can plainly see just by looking at its attacks that this guy is a big meanie and that you're going to have some trouble with it. Then you look at HP and MP part and you see that they're rather high up there. But then, you look at Susceptibilities is has and you realise, "Aha, I will use Cure spell on it to oblivion!!!" Well that is partially it. Anyway, Shade has pretty high Def stat that makes it longer time period for you to kill it, so battle plans are looking like this: Maria should primarily be focusing her efforts on Curing the boss (ha! never thought you'd be saying that, did you)? This should do about 270 damage each time with high enough spell of Cure. Meanwhile, Richard should be attacking as well as be followed with that by Frioniel. Now is where Guy comes in with the most imperative role in the fight; you use Rune Axe obtained from boss General for some odd high end damage of about 800 or to even the distant reaches of 900! This should go on 8 turns or so before you have reigned the victor in this boss battle. If you get hit with Deth8, let's just say you're pretty much screwed, and you must purify any Curse statuses.

19. Bolt Dragon (Revenge)

HP: 3500

MP: 240

Gold Received: 10000

Item/Equipment Dropped: Holy Javelin, Fang, Dragon Armor

Abilities: Attack- Does physical damage to one character

Bolt16- High Bolt damage

Susceptibilities: Poison (Aero)

Strategic Tactics:

- This guy is very simple as long as you follow these steps (it'll be quick):
 - When attacking it most of the time you should usually use Aero Lv.8 or more.
 - Maria should use high leveled black magic spells.
 - Occasionally she should also Cure spell after power Bolt16 attack.
 - Guy should attack physically mainly.
 - So should Frioniel and Leonheart.
 - Bolt16 does about 450+ damage (last time I experienced it).
 - I received following tip from a fellow FF2er: Use Tnad13 from Windflut.
- You should win about 3, or at most 4 go arounds.
-

20. King Behemoth (Revenge)

HP: 5000

MP: 0

Gold Received: 0

Item/Equipment Dropped: Power Armor, Spiral Helmet, Yoichi Bow, Power Gauntlet

Abilities: Attack- Does physical damage to one character

Susceptibilities: None

Strategic Tactics:

- You would think that this boss is the hardest SOB to beat thus far, but contrary to what you may believe (and what I used to), it's not! Nope, puny Defense that it has means major damage to it in one hit. I mightily advise you not to send magically based attacks at this boss because of its higher than average level. So keep attacking the guy with weapons. About 2 to 3 hits should get the job done quite nicely.
-

21. Red Dragon (Revenge)

HP: 5000

MP: 450

Gold Received: 10000

Item/Equipment Dropped: Holy Javelin, Dragon Armor, Shoes, Dragon Shield

Abilities: Attack- Does physical damage to one character

Susceptibilities: Ice

Strategic Tactics:

- Here is my strategy for beating this foe:
If you do things absolutely right here you'll have no problem whatsoever killing this boss within 5-7 turns easily. Since it's quite evident of the boss' susceptibility, I suggest you work on that by using level 8 and higher Ice spells. IceWind works great here also but is recommended to be used with weakest character you have. Others should attack and heal when necessary. Not that hard, right?
-

22. Z. Borgan (Revenge)

HP: 2500

MP: 370

Gold Received: 2000

Item/Equipment Dropped: None

Abilities: Attack- Does physical damage plus Paralyzes one character

Flar16- High Flare damage

Susceptibilities: Cure, Fire

Strategic Tactics:

- This fight is not all that tough at all. Now, (with your newly acquired Masmune I might add) use the Masmune to Hastll the whole entire group and then proceed to attack with Frioniel and of course Leonheart for some big damage. Three goes should end it. Hope you don't get Paralysed. ;) Use Cure and Fire here too. Good luck...

23. Tiamat (Revenge)

HP: 5000

MP: 450

Gold Received: 10000

Item/Equipment Dropped: None

Abilities: Ice16- High Ice damage

Attack- Does physical damage plus Poisons one character

Bolt16- High Bolt damage

Fire16- High Fire damage

Mist16- Does Mist damage to the whole entire party

Susceptibilities: None

Strategic Tactics:

- Ahhhh... The legendary Tiamat. You remember him from the last game, don't you? Well this time he's different looking, *plus*, I think he's harder. >_< Here are some technical rules and advices to remember when fighting Tiamat:

-> Never, ever use Ice; it heals him.

-> Never, ever use Mist; it heals him.

-> Never, ever use Aero; it heals him.

-> Never, ever use Bolt; it heals him.

-> Never, ever use Fire; it heals him.

And with all of that, no weaknesses, huh? Well no matter because I have a 100% sure-fire strategy to beat him. What you're going to want to do before anything else is to have Frioniel use Masmune to Hastll everyone and then when needed have Maria heal up the party after his magic attacks that do near 700+ (that's the lowest I've experienced). More good ways to go are to have your characters use the Ultima spell for some decent damage. You may also want to use Flare spells as back-ups too. I'd hate to be you if you got Poisoned here!

24. Satan (Revenge)

HP: 5000

MP: 450

Gold Received: 10000

Item/Equipment Dropped: None

Abilities: Blk16- Raises Evasion

Attack- Does physical damage plus Poison to one character

Flar16- High Flare damage

Ston16- Stone on party

Chrml6- Confuses the party

Dspl16- Dispels status effects

Fire16- High Fire damage

Susceptibilities: None

Strategic Tactics:

- Well, well, well... very peculiar name, huh?

Don't let the name intimidate you one it, because this boss can be a real pushover. Sure, he has tons of party-annihilating attacks at his disposal, and if he does get some of them off, you *can* be in major trouble. Time for a representation of damaging attack's damages done (wierd):

- Flar16 I have experienced to do higher than 1000 damage!

- Fire16 will sometimes on occasion do up to 800 damage.

- And of course physical attack has really random damages, but, I will list

average of the highest and lowest I've seen: 650 (700 + 600 / 2), plus Poison.

Time to strategize!!!

First, for starters, Masmune is rendered totally obsolete here because of Beelzebub, so as an alternative, use Flares and Ultima spells for latter part of the battle (mainly because of no susceptibilities).:(If need be, have Maria Cure the party when desperate. It should be about 6+ turns of this for the fight to end. A funny sidenote is that one time his physical attack did 666 damage to me. Straaaaangggge... o_0

25. Asteroth (Revenge)

HP: 7000

MP: 540

Gold Received: 10000

Item/Equipment Dropped: None

Abilities: Blnd16- Lowers your Accuracy

Attack- Does physical damage to one character

Dran16- Drains alot of HP

Aerol6- High Aero damage

Fire16- High Fire damage

Susceptibilities: None

Strategic Tactics:

- This can be frustrating if you have bad luck. Maria will always (unless she happens to be healing) use Ultima. Have Guy heal when needed, if not needed at a particular moment, have him physically attack. Same goes with Leonheart. Now it comes to Frioniel's turn(s). Have him first use Masmune for Hast11 on party (you know, just to speed things up). Other than that Frioniel is to attack physically. Only some of Asteroth's attacks are dangerous - they are: Blnd16 and attack which does nearly 900 damage.

26. Emperor (Revenge)

HP: 10000

MP: 540

Gold Received: None

Item/Equipment Dropped: None

Abilities: Curs16- Lowers attack power (Strength)

Meteo- Non-elemental magic damage with Meteor spell

Flar16- High Flare damage

Blnd16- Lowers your Accuracy

Slow16- Slows you down

Attack- Does physical damage to one character

Dspl16- Dispels status effects

Susceptibilities: None

Strategic Tactics:

- You're finally here, after those tons and tons of stupid boss henchmen, you have finally reached your final destination, the final fight with Emperor. This guy is *extremely* hard, as you can see with HP, attacks, probable MP, and no weaknesses at all. Heh, I have a 100% "kick-Emperor's-ass strategy" that you're going to love me for after dying the first 10 attempts or so. You're going to have to bow for it though, ha, j/k... let's begin:

--> First Half Rolls <--

- Maria's Roll: For the most part in this final battle she will be Curing the party when they are in dire situations and you feel like running around and screaming like a little school girl because of low HP. But for the first move she gets in the fight is to Bsrk3 the entire gang by using Yoichi Bow. And then you keep doing what is mentioned above for her (attacking also).

- Leon's Roll: He has a pretty significant roll if you really think

about it. What he will be doing on a consistant basis is attacking, and sometimes backing up Maria with Curing detail of the party. But for very first move, he uses a Bacchus.

- Frioniel's Roll: Starts off very orthodox by having him Hastll with Masmune. The rest of his turns will be occupied by just attacking the boss to heck and back.

- Gus' Roll: This guy sorta has the least important roll in the battle, but still one that is needed ultimately. What he does is just physically attack Emperor also, and if need arises, use Cure spells to help any other healers when it is needed and HP is too low.

--> Second Half Rolls <--

- Maria's Roll: When Meteo is used, she will have to Cure entire party, no question. Her main job throughout though is to use Ultima16 maybe a little lower on Emperor for best damage. She might need to heal after other attacks that are dished out too. That'll be Maria's rolls for now.

- Leon's Roll: For this time around he will be healing alot, mainly with items and not Cure. But other than that, he will mostly be attacking the boss with full-force.

- Frioniel's Roll: The rest of his turns will be occupied by just attacking the boss to heck and back. But what to do even before any attacking takes place is to make sure that those attacks do more than normal damage, this can be done by of course using a Bacchus just like Leonheart did earlier on in the battle to increase his.

- Gus' Roll: He will just again attack and Cure if necessary.

--> Third Half Rolls <--

- Maria's Roll: When Meteo is used, she will have to Cure entire party, no question. Her main job throughout though is to use Ultima16 maybe a little lower on Emperor for best damage. She might need to heal after other attacks that are dished out too. That'll be Maria's rolls for now.

- Leon's Roll: For this time around he will be healing alot, mainly with items and not Cure. But other than that, he will mostly be attacking the boss with full-force.

- Frioniel's Roll: Really only one that is different this time around. What he does is heal when needed (someone on the boards once told me to do it with an Elixir), and then just pummel the boss into oblivion.

- Gus' Roll: He will just again attack and Cure if necessary.

Pretty much the same this half with exception of Frioniel, huh?

--> Here's a tip sent in by shdwswrn:

The way to start off the fight is pretty much the same. But this strategy is alot easier than any other that you'll find anywhere else. The Bloodsword does crazy amounts of damage vs. the Emperor resulting in an easy win. That is what he sent me in a mail, which in fact is a very great tip to keep in mind when fighting Emperor.

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IV. Legal Disclaimer

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V. Thanks (through the eyes of FFM)

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- Math deity, for the Ship Puzzle section.
- My keyboard
- Other inanimate objects that helped in the writing of this FAQ.
- Myself, for figuring everything out.
- SinirothX for picking up the rest of the project with me.
- SinirothX for just using the Boss FAQ of his :D
- Masters, for being the sole influence on my review writing.
- The Mandatory CjayC Thanks - For hosting my FAQ on his site.

- End Of FAQ-

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