

Final Fantasy 1 Pixel Remaster

Strategy Guide, by Sky Knight

There are [3 types of parties](#): Swords, Balanced, and Blaster. A Swords party has no Black Mages, a Balanced party has 1 Black Mage, and a Blaster party has 2 or more Black Mages. Different party types will have different approaches to battles.

A Swords party will mostly be attacking, a Balanced party will do some attacking and some blasting, and a Blaster party will mostly defeat enemies by blasting. If you have enough Warriors, Red Mages, and Black Mages you can kill Garland immediately; otherwise it's better to reach level 2 first.

Cornelia

Go into town, [buy weapons](#), buy Chain Mail for Warriors and Red Mages, buy Leather Armor for Thieves, and [buy spells](#) for your mages. Talk to everyone in the town and the castle, then go outside.

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
1	Goblin	—	8	4	6	16	4	2	1	1	6	6	—	—
2	Goblin Guard	—	16	6	9	23	8	4	1	1	18	18	—	—
3	Wolf	B	20	0	36	28	8	5	1	1	24	6	—	—
4	Crazy Horse	B	64	2	22	40	10	16	2	1	63	15	—	—
5	Skeleton	U	10	0	12	17	10	2	1	1	9	3	F	I
6	Black Widow	—	28	0	30	28	10	7	1	1	30	8	—	—
7	Gigas Worm	—	56	8	24	40	17	14	1	1	63	15	F	—
8	Warg Wolf	B	72	0	54	46	14	18	1	1	93	22	—	—
9	Werewolf	BMR	68	6	42	45	14 p	17	1	1	135	67	—	—
10	Zombie	U	20	0	6	25	10	5	1	1	24	12	F	I

11	Ghoul	U	48	6	12	36	8z	12	3	1	93	50	F	I
12	Garland	—	21 2	8	12	64	15	27	1	1	130	250	—	—

- # = The index number in the Bestiary
- Types = Monster types, if any (B = Beast, M = Mage or Magic, R = Regenerative, U = Undead)
- HP = Hit Points
- Def = Defense; subtracts from the damage of your hits
- Ev = Evade; reduces your chance to hit
- MD = Magic Defense; reduces the effectiveness of your debuff spells
- Att = Attack; determines the base damage of each hit
- Acc = Accuracy; determines the chance to hit for each hit roll
- H = Number of hit rolls per attack
- C = Critical Hit chance
- XP = Experience Points you gain for victory
- Gil = Gil you gain for victory
- W = Elemental weaknesses (F = Fire)
- R = Elemental resistances (I = Ice)

Let's start with some basics. The best order of characters in your party, in general, is Warrior, Red Mage, Thief, Monk, White Mage, Black Mage. If you don't have a Warrior, you might put a White Mage in front, because they can take the Defend action while others deal damage, or they can cast Blink, for a strong boost to evasion. Eventually, Thief and Monk will move ahead of all mages. You can buy a Monk Leather Armor at the start, but they will quickly be better without it, so you might not worry about it. Once you get access to Silver Armlets, they will do well with them, as they will with Ruby Armlets, and the Diamond Armlet if someone else isn't wearing it. A Thief with an Armlet in the first spot increases your chance of preemptive strike, and reduces the chance of enemy ambush, so if you like that you can go for it. To me, it never gets old to blast enemies before they can attack. But keep track of the armor your Monk wears, to make sure they aren't better without it.

If you want the easiest grind, stay south of the town, but you can save at any time, and nowhere you can go will be that dangerous. If you face many enemies, you can cast Sleep, which reduces the amount of damage you will take, effectively working as a heal spell. Or you might not worry about it, and just attack. If you face Wolves or Warg Wolves you might prefer to run, because they don't carry much gil, or you might fight them anyway, for xp. If you face Werewolves, I definitely recommend running, because they have Poison. If you face large groups of Skeletons or Zombies it's worth it to cast Dia, because you will prevent more damage by clearing them than you could heal with 1 casting of Cure. If you face any number of Ghouls it's worth it to cast Dia, because their attacks can paralyze you. If you don't have a White Mage it's good to cast Fire, because Ghouls are weak to it. The other monsters it's good to cast Fire against are Gigas Worms, because they are weak to it and they yield decent experience. Crazy

Horses you might run from, because they don't yield high gil and they get 2 hit rolls per attack, or you can fight them, with attacks and damage spells. Black Widows are like Wolves—easy to kill but low gil. Run or fight as you desire. There's no reason to search any of these monsters out, because you'll find them in many places—so if you're going for 100%, just play normally.

In general you want to keep yourself reasonably healed, with spells if you have them, otherwise with Inns, or with items if you're far from town. If you're outside, the best items are [Sleeping Bags and Tents](#), while if you're inside there are Ethers to regain spell charges, or Potions if you don't have healing spells.

If you have a Blaster party, you'll eventually get great value from tents, and you'll never need Ethers because you'll have enough spell charges to blast almost everything before going outside again. You might want some anyway though. Also there are Cottages, which are like super-Tents—not worth buying but you might as well use them.

When you're ready, go fight Garland, in the [Chaos Shrine](#), to the north. If you don't have healing spells, bring a Sleeping Bag. Many players get loot first, in the SW and NW of the Shrine, but the battles are harder, so I prefer to do that later. The SW loot is a Leather Cap, and the NW loot is a Tent and a Potion.

Garland is not tough. Cast damage spells with Black Mages, while everyone else attacks. If you don't have a Warrior, put your White Mage in front, and cast Blink. You will win in 2–3 turns. There's a very strong weapon called [Longsword](#) that Garland can drop, a very small percentage of the time. If you want it, save before fighting, and reload until you get it. Other monsters drop items as follows:

- Goblin Guard: Potion
- Crazy Horse: Potion
- Skeleton: Echo Grass
- Warg Wolf: Antidote
- Zombie: Staff

Once you beat Garland, you will be transported back to the castle, and you will get a Lute. This is a very important Lute. A bridge will be built. Cross the bridge, then go north, to Matoya's Cave, or east, to Pravoka. Matoya's Cave has 2 Potions, 1 Antidote, and story, while Pravoka has gear you can buy. If you would grind anyway, you might as well go to the Cave, while if you have cash, you might shop.

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
13	Cobra	D	56	6	30	46	6p	14	1	1	123	50	—	—

14	Ogre	G	10 0	10	18	65	18	25	1	1	195	195	—	—
15	Ogre Chief	G	13 2	14	30	71	23	33	1	1	282	300	—	—
16	Lizard	D	92	12	24	55	18	23	1	*	153	50	—	—
17	Pirate	—	24	0	12	35	10	2	1	1	40	40	—	—

- D = Dragon, G = Giant
- Lizard has a Critical Hit chance of 10

Run from Cobras, because they have poison. Fight Ogres and Ogre Chiefs, with attacks and damage spells, because they yield high xp and gil. Lizards are somewhat tough and do not yield high gil, so run or fight as you desire. Save often, so if someone dies you can reload, or you can revive them in town.

Pravoka

Pravoka is east. It has [weapons](#), [armor](#), and [spells](#) you can buy. Blizzard is a good option for Black Mages; you can buy other spells later, but if you're rich you might as well get them. Leather Gloves can be worn by anyone, and Leather Shields are available for Warriors, though there's a good chance you'll gain a Leather Shield from your next battle. Also for Warriors there's Iron Armor, which is good but expensive. If you like armor then get it, but it's available in the next town as well, and it's probably better to buy spells there first. Also you can get it for free after you beat the next dungeon, though you're still a good bit away from that.

Your next battle is against the Pirates. Talk to everyone in town and fight. The Pirates are not tough. There are 9 of them, so cast Sleep if you have it, and attack. Another spell you can get value from against Pirates—and against similar large groups with low Magic Defense, such as Wolves, Black Widows, and Sahagins—is Dark, though the value is really marginal. After you win, you might get a Leather Shield, and you get a ship. You can talk to townspeople again and they will thank you.

If you haven't been to Matoya's Cave yet, you can take the ship there, passing under the bridge, either now or after you get Thundara, in Elfheim. You'll have to go again later, though, so if you don't care about story you can wait until then. If you want tough battles, you can explore south of town, though the grind is better near town, because there are Ogres and Gigas Worms. But the important thing is that ship. Especially if you have a Blaster party. Sail west to Cornelia, then south, or follow the coast, south then west, until you see a dock. If you're going for 100%, see the end of the guide for an achievement to get.

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
18	Sahagin	A	28	4	72	28	10	7	1	1	30	30	L	F
19	Sahagin Chief	A	64	8	78	46	15	16	1	1	105	105	L	F
20	Buccaneer	—	50	6	24	37	14	13	1	1	60	120	—	—
21	Shark	A	120	0	72	70	22	30	1	1	267	66	L	F
22	Bigeyes*	—	10	0	84	14	4	2	1	1	42	10	L	F

- A = Aquatic
- L = Lightning
- Bigeyes have a paralyzing effect that they might use instead of attacking
- Sahagin can drop Potion, and Buccaneer can drop Saber

Ship battles are not tough for most parties, and yield good rewards. Mages can cast Thunder against Sahagin Chiefs and Sharks. Others fall to attacks, or maybe some damage spells against Buccaneers. Cast Sleep or Dark against large groups, if you're into experimenting. Hit Bigeyes turn 1 with your weakest attacker. If you have a Blaster party, you'll be back here for grinding.

Elfheim

Elfheim is south of the dock. You'll find some decent [weapon](#) and [armor](#) options, and the most important [spells](#) in the game. If you have a Blaster party, you'll want Thundara; then you can go back to the sea and hang out on the ship near Cornelia, clearing boards and resting at the Inn when necessary. For other parties, you'll probably want Cura and Fira first, and further spells when you can afford them, or when you can cast them, because there are both level-3 and level-4 spells here. For armor, there is the previously mentioned Iron Armor, as well as Helms and Iron Shields, which are worth buying for Warriors, and Leather Caps, which are worth buying for anyone else, except Monks. I often skip them though, because I like to keep moving. There are also Copper Armlets, which are worth buying if you're running a frontline White Mage, and possibly worth buying for others, though you'll find one in not too long. Talk to everyone in town, and in the castle.

You can grind around here but I prefer grinding around Pravoka, because there are a lot of Wolves here, which yield low rewards. And if you're a Blaster party, of course, you'll grind in the sea. If you have a Monk, you don't want to grind too much, because Monk wants to be at a low level for class change, to improve Magic Defense. Other classes aren't as worried about that. I personally don't grind a lot, except with Blaster parties and other parties that have a weak early

game, because I don't think it's necessary. I just move toward the next goal, and go back to town when low on resources.

If there's something you want in the next dungeon, such as the Dagger, the Broadsword, or the Copper Armlet, I recommend going straight there to get it, with frequent saving, and frequent Fleeing to conserve resources. Otherwise you have 3 options:

1. Mount Duergar
2. The Western Keep
3. The Marsh Cave

The Marsh Cave is the dungeon. Before you go on any of these excursions, pick up some Sleeping Bags or Tents, according to your party setup.

To get to Mount Duergar, go across the sea, to the dock northwest of Cornelia, then walk southwest, down the coast, to the mountains. You'll talk to Dwarves, get story, and get loot, specifically 575 gil and 450 gil. A lot of players skip this trip, because you'll have to go back later anyway, so they just do it all at once. But it's fun to do the story order.

The Western Keep trip also makes sense for story purposes. If you look at [this map](#), you'll see Elfheim in the south, between 2 docks. Go west, through the shaded region, then north as soon as possible, because that shaded region has tougher encounters than the bright region. Continue north until you hit mountains, then go west through the forest, turning north before you would go between more mountains. North is the Western Keep, and west is the Marsh Cave. You'll explore and talk in the keep, then go back to town to replenish, or straight to the Marsh Cave. As with Matoya's Cave and Mount Duergar, you'll have to come back here, so some players skip this first trip, and just do the later trip.

The Marsh Cave

In addition to your usual supplies, you'll want 5–20 Antidotes. Take the path toward the Keep, and go west, through the mountains, instead of north, by the water. Then go south, to the end of the continent, where you'll see [a hole](#). That's the Marsh Cave.

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
23	Tarantula	—	64	12	24	46	5p	16	1	1	141	50	—	—
24	Ghast	U	56	10	46	40	8z	14	3	1	117	117	F	I
25	Scorpion	—	84	10	54	55	22 p	21	2	1	225	70	—	—

26	Shadow	MU	50	0	36	37	10 d	13	1	1	90	45	F	I
27	Green Slime	—	24	25 5	0	36	1p	1	1	1	84	20	2	L
28	Crawler	—	84	8	42	51	1z	21	8	1	186	200	—	—
29	Gray Ooze	—	76	7	4	55	30	19	1	1	255	70	L	2
30	Gargoyle	M	80	8	45	53	12	20	4	1	132	80	—	—
31	Bloodbones	U	14 4	12	42	76	26	36	1	1	378	378	F	I
32	Piscodemon	AM	84	16	66	98	30	21	2	1	276	300	—	2
33	Astos*	—	42 0	18	78	17 0	30	42	1	1	225 0	200 0	—	—

- Green Slime is weak to Fire and Ice, while Gray Ooze and Piscodemon resist those 2 elements
- Astos rarely attacks, instead casts multiple strong spells
- Green Slime can drop [Hi-Potion](#), and Astos can drop Mythril Sword

The Marsh Cave has a lot of poison, which you want to avoid as much as possible, because poison wastes resources. In general you want to blast with your mages, while you Flee with your other characters. Or you can Flee with everyone, because these battles yield low xp and low gil. Werewolves, Cobras, and Tarantulas are very similar, and fall to Fira or Thundara from Black Mages, and Blizzara from Red Mages. Scorpions are the toughest enemies you've faced yet, because they get 2 hit rolls per attack, for high damage. Black Mages can kill them with Blizzara—or just Flee. Green Slimes are funny, because they are very difficult to kill with attacks, and very easy to kill with fire or ice. So don't attack them; just cast Fire, Blizzard, Fira, or Blizzara, and Flee. It's ok to Flee from low xp and low gil.

Ghasts are a better deal; they're basically slightly stronger Ghouls; you can clear them with Dia or Fira, for good yields. Shadows are weak; you can cast Dia/Fira, or just attack.

Crawlers are dangerous, because they get 8 hit rolls per attack, and they can paralyze. So make sure to kill them on turn 1. Gray Oozes have strong attacks, but you can clear them easily with attacks or Lightning. Gargoyles are somewhat tough because they get 4 hit rolls per attack, but most parties will defeat them without trouble. If for some reason you have Slow, you can get value from it here. Bloodbones have high hit points, strong attacks, high xp, and high gil. I recommend Diara/Fira, and focused attacks.

If a monster with poison is alone, or in a group with monsters without poison, then it's good to attack them. And your mages still want to blast, to make sure. Or they can Flee. Poison isn't as much of a problem if you have Poisons. But you still don't want long battles against it.

You'll get a sense for which monsters to target with which attacks, and when to use single-target or multi-target damage spells as you go. I like to do the Marsh Cave in 2 trips. First I'll do the north part, then I'll do the south part. In-between, I'll go back to town, or rest outside. If it takes more trips than that, though, that's fine. Or maybe you can do it in 1 trip. Fleeing makes that easier.

[Here is a map.](#) The loot is different, because it's from a previous version. Here is the update:

- A = Dagger
- B = 1,180 gil
- C = Potion
- D = 1,120 gil
- E = Potion
- F = Broadsword
- G = Potion
- H = [Phoenix Down](#)
- I = 1,045 gil
- J = Cottage
- K = Potion
- L = Copper Armlet
- M = 1,135 gil
- N = Potion

The other items are not accessible at the moment. When you've gotten all the loot you want, it's time to face the Piscodemons. Make sure you're in good health, with spell charges.

Piscodemons get 2 hit rolls per attack, for high damage, so you want to clear them as soon as possible. Since they resist Fire and Ice, the best option is Lightning, which means Thundara. Everyone else can attack, or maybe cast Cura. If you have a White Mage in the first spot, of course, cast Blink. That is a very rare strategy but I like it, so I talk about it. When you beat the Piscodemons, you get the Crown. Don't try to Flee, because you can't.

Now it's time to go back to the Keep, or go there for the first time. Go outside and use a Sleeping Bag or Tent, or go back to town if you need to. Then go to the Keep and fight Astos. He casts a lot of spells but he is not hard to beat, and if your Red or White Mage can land Silence it gets even easier. It has a low success chance so spam it. Or skip it and just use conventional means. Temper and Haste can help.

The Mystic Key

When you beat Astos, he might drop a [Mythril Sword](#), which is a very good weapon if you can use it, so if you want it you can do the save and reload thing to get it. He also drops the Crystal Eye, which you can take to Matoya for the Jolt Tonic, which you can give to the Elf Prince for the Mystic Key, which gives you access to 6 awesome treasure hoards:

1. Elfheim Castle: Mythril Hammer, 800 gil, 700 gil, Bronze Gloves
2. Cornelia Castle: Iron Armor, Tent, Nitro Powder, Cottage, Saber, Mythril Knife
3. The Chaos Shrine: Rune Blade, Werebuster, Gold Needle
4. Mount Duergar: Tent, Great Helm, Wyrmlkiller, Ether, Potion, Mythril Mail, 575 gil, Cottage
5. The Western Keep: Power Staff, Falchion, Steel Gloves
6. The Marsh Cave: Silver Armlet, Antidote, 1,020 gil

Ok, not all of those are awesome. But they're at least pretty good. I like to get them in the order listed, but you can do any order. When you go to the Chaos Shrine, first go to the southeast corner, for the Rune Blade, then go to the northeast corner, for Werebuster. If you haven't gone to the other corners yet, do that; otherwise, you can leave. You are now well-set up in the [weapons](#) department.

Mount Duergar also has good stuff. The Great Helm is good [armor](#) for a Warrior, and Mythril Mail is excellent for a Red Mage. While you're there, you can give the Nitro Powder to Nerrick, which allows you to go to Melmond. In fact, you might as well go now if you have cash, for armor and level-5 spells. You can even go to Crescent Lake, but you probably aren't that rich yet.

You can skip the last 2 hoards altogether, if you want, because you don't need the loot. But I think it's fun to go. And the loot isn't bad. You get useful armor, and the Power Staff sells for 6,172 gil.

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
34	Mummy	U	80	20	24	60	30s	20	1	1	300	300	F	I
35	Wraith	MU	86	4	90	52	22z	22	1	1	231	231	F	I
36	Anaconda	D	80	10	36	56	22	20	1	*	165	50	—	—

- Anaconda has a Critical Hit chance of 31
- Wraith can drop [Crosier](#)

Check this out: Those new swords that you found have bonuses against specific monster types, so the monster types we've been listing have meaning now! Specifically, Werebuster has a bonus against type B, for Beast, Wyrmkiller has a bonus against type D, for Dragon, and the Rune Blade has a bonus against type M, which is actually 2 types in the game: Mage and Magic—we've merged them because the Blade works on both of them. So now you can equip weapons based on enemies you expect. For example, on the walk to the Western Keep, you can equip Werebuster, because of the various wolves.

For the loot in the Western Keep, you have to fight 2 groups of Mummies, and 1 group of Wraiths. Mummies have pretty good defense, and they hit somewhat hard, with a sleep effect, so you want to kill them quickly. Your best option is Dia, followed by Fira, or Thundara from a Black Mage. If you have multiple mages, have them all cast, in case one of them gets put to sleep. Everyone else can attack.

Wraiths have worse defense than Mummies, but better attacks, because they can paralyze you. So again you want to kill them quickly. Dia will probably work, or you can cast Diara to be sure. Other mages can cast Fira. An attacker who is not a Monk can use the Rune Blade, because Wraiths have type M. Undead are easy to beat with magic, and a lot tougher without it.

When you've cleared the Western Keep, go to the Marsh Cave. You can use the Rune Blade to fight Gargoyles on levels 2 and 3. And it also works on Werewolves. You can use Wyrmkiller to get the Silver Armlet, from [Chest O](#), because it's guarded by Anacondas. Have mages cast Fira, Thundara, or Blizzara (if Red Mage), while others Defend, or if you don't have those spells just attack.

The hoodie offers a battle with Piscodemons, as do the next 2 rooms, if you open the chests from the west. It's probably best to avoid these fights—opening chests from the east—but some of you want that smoke. Note that the Rune Blade gets a bonus against them, if you fight. [Chest P has an Antidote, and Chest Q has 1,020 gil.](#)

Melmond

You can't buy consumables here, but you can buy Silver Armlets, which are fantastic for everyone except Warriors, or Red Mages who have Mythril Mail. Monk's unarmored body defense increases with Stamina, but it won't surpass Silver Armlet until after the class change, unless you grind a ton.

For Warriors, you can buy [Knight's Armor](#), which is good but very expensive, Great Helms, which are good but you'll find something better in not too long, and Steel gloves, which are good, but there are better Helms and Gloves—and other things—at Crescent Lake, so go there if you're into shopping. Finally, there are [Longswords](#) here, which you almost certainly don't want at this point.

You can also buy [spells](#). This is the second-best place for magic, after Elfheim. The best Black Mage option is Firaga, and all of the White Mage spells are good. I usually skip Life, because with careful planning, you will rarely die, and if you do you can reload anyway. When your Black Mage becomes a Wizard, you can come back and get Teleport. Or Red Mage; we don't want to forget about Red Mage.

This is the last place Red Mage can buy spells before class change. But the good thing is Red Mage has been very useful in getting there. They also get access to Life at that point, if you prefer it over Teleport.

Why are we talking about class change so much? Because the next dungeon is the most important hurdle to it, and we like getting to class change, especially for a Monk. Other classes can benefit too, with better equipment, better spells, and faster max Magic Defense. So class change is good. Talk to everyone in town, get supplies in Cornelia if you need them, then go southwest, down the coast.

The Cavern of Earth

If you're interested in story, stop at the Giant's Cave, to the west, through the mountains. Otherwise just go straight to the [Cavern of Earth](#). Make sure you have some Gold Needles.

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
37	Hyenadon	B	120	4	48	76	22	30	1	1	288	72	—	—
38	Lesser Tiger	B	132	8	48	85	22	33	2	*	438	108	—	—
39	Minotaur	—	164	4	48	95	22	41	2	1	489	489	—	—
40	Hill Gigas	G	240	12	48	120	38	60	1	1	879	879	—	—
41	Earth Elemental	M	288	20	18	130	66	72	1	1	1536	768	F	2
42	Troll	R	184	12	48	100	24	46	3	1	621	621	F	—
43	Wight	U	52	12	42	45	20z	13	1	1	150	150	F	I
44	Ochre Jelly	—	76	6	6	55	32	19	1	1	252	70	2	L

45	Cockatrice	—	50	4	72	47	1t	10	1	1	186	200	—	—
46	Vampire*	MRU	28 0	26	72	75	76	39	1	1	120 0	200 0	F	I

- Lesser Tiger has a Critical Hit chance of 25
- Earth Elemental resists Ice and Lightning, while Ochre Jelly is weak to Fire and Ice
- Lesser Tiger can drop [X-Potion](#), Minotaur: Knife, Hill Gigas: Tent, Earth Elemental: Remedy, Cockatrice: Gold Needle

Hyenadons are very similar to Ogre Chiefs, with less gil. Lesser Tigers are somewhat tough, with 2 hit rolls per attack, and frequent crits, so lean towards blasting. Later, you might farm them for X-Potions. These monsters make Werebuster the best bonus sword for the trip to the Cavern, with the Rune Blade at second-best. Overall, the Mythril Sword is probably better, if you have it.

In the [Cavern, level 1](#), the best bonus sword is Wyrmslayer, and second-best is the Rune Blade. Minotaurs are like Lesser Tigers with more HP and more gil. Their Defense is low, so attacks work well, but you want to kill them quickly, so hit them with what you got. Hill Gigas are quite tough, with high HP and strong attacks, but also high rewards. You can talk to a hoodie in the west of the level to fight 2 of them, along with 3 Lizards. It's a pretty good grind spot after class change, if you're looking for that.

4 of the 5 chests on level 1 will bring a fight with an Earth Elemental. Make sure the Rune Blade is equipped before fighting. There is only 1 of them per battle, so you might get value from Fire, which they are weak to, or you might cast Fira or Firaga, depending on the power of your attacks.

The loot on level 1 is correctly listed on the [map](#). On level 2, your best bonus sword is the Rune Blade. The loot on these levels is pretty well-located, with respect to the exit, so it's easy to go out and rest when you need to. Trolls are weak to Fire, Fira, and Firaga, and get 3 hit rolls per attack, so blast them as necessary. The loot is also correct on level 2. I see a lot of players fail to equip things on their Thief, for whatever reasons, so I would like to take this opportunity to say equip things on your Thief! Especially Armlets, and various weapons.

The Coral Sword can be useful on level 3, because of Piscodemons, but they are also weak to the Rune Blade, and it targets Wraiths, Werewolves, and the boss as well. Wights are like Wraiths, with fewer hit points; hit them with Dia or Fira. Ochre Jellies are almost identical to Gray Oozes, with weaknesses and resistances reversed. Cockatrices are very dangerous, because they can turn you to stone, which is why you want to have Gold Needles. End the battle as soon as possible, with Fleeing and blast spells as necessary. The loot on this level is correct, except [M has a Gold Needle](#).

Most of the chests on this level bring a fight with an Earth Elemental. At the end of the level, you fight the Vampire, who is very beatable. 2 or more castings of Diaga/Firaga will win, as will strong attacks, though he has a strong attack of his own, so hit him hard, to take him down as fast as possible. He also has a Gaze effect, which paralyzes. When you win, you get cash, and the chest has the Star Ruby.

If you like story, go back to Melmond. If you don't, go to the Giant's Cave. Equip Werebuster, give the Star Ruby to the giant, and go around to the south. You'll get a [Mythril Helm](#), 450 gil, 620 gil, and a [Great Axe](#). This is the best helm you've found, and the Axe can be worth using, if you get as many attacks with it as with other weapons, though even then its value is marginal, with its lack of bonuses and low crit rate. Anyway, go out to the northwest, and find the Sage's Cave. Get the Earth Rod and go back to the Cavern of Earth. Or to Cornelia, if you need supplies. This can get tough.

Go through the Vampire room and use the stone plate. [There's more Cavern!](#) The loot on this level is correct, and you get [your first good shield](#). The best bonus sword for this level is the Rune Blade, and most of the chests have monsters.

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
47	Ogre Mage*	GMR	144	10	54	80	23	36	1	1	723	723	—	—
48	Sphinx	B	228	12	120	115	23	57	3	1	1160	1160	—	—
49	Lich*	MU	1k2	40	24	120	40z	49	1	1	2200	3000	—	—

- Ogre Mage can cast spells, but most of them aren't scary
- Lich sometimes attacks, with a paralyzing effect, but mostly casts spells, many of which are scary
- Ogre Mage can drop [Eye Drops](#), while Lich can drop [Dry Ether](#)

[Chests D–H](#) each have 2 Hyenadons, 1 Ogre Chief, and 1 Ogre Mage. I recommend blasting. These are very similar monsters, with decent hit points and mediocre attacks. If blasting will be enough, choose Defend with other party members. Maybe attack the Ogre Mage, to make sure.

[Chests A & B](#) each have 2 Sphinxes. They have pretty good hit points and 3 hit rolls per attack, with high rewards. Hit them hard with attacks and spells. Use Werebane.

The best bonus sword for level 5 is the Rune Blade, again. And you can use it at the end of the level, against Lich. Lich is the most challenging fight in the game, if you want early class change, because you don't have the items that you'll find later. There are 2 main approaches:

1. Cast Temper, and maybe Haste, on your attacker with the most hit rolls
2. Blast with Diaga and Firaga

If you don't have a mage, you're in trouble. You'll probably need to grind and save-scum. You aren't in that much trouble, really—you just aren't likely to get early class change.

If you only have 1 mage, the battle will probably take 4–5 turns. Red Mage can cast Temper, then Haste, then Temper, then start blasting. Black Mage can cast Temper, then Haste, then start Blasting. White Mage can start with Diaga, and move on to Diara if necessary. Note that Temper stacks, so you can cast it multiple times on the same target. An attacker who is not buffed will deal low damage, because of Lich's Defense. Therefore they can administer Hi-Potions, if necessary.

If you have 2 mages, the battle will probably take 3 turns. Red Mage can cast Temper, then Haste, then start blasting. Black Mage can cast Temper, then start Blasting. Note that Haste does not stack, so if you have 2 buffers for a single attacker, they can cast Temper and Haste on turn 1, then Temper on turn 2. White Mage, of course, will blast.

If you have 3 mages, there's a good chance you'll end it in 2—so buff only on turn 1, if at all. When you win the battle, you can exit the Cavern through the portal, and the Melmondians will finally thank you.

Crescent Lake

Sail around the [Earth Cave peninsula](#) then straight west, across the sea. The map will wrap around and you will see the other side of the continent, with a dock just to your south. If you need supplies you can sail north, into the bay, then dock and walk north, into the mountains, and west to Pravoka. Otherwise dock here and walk southwest, then west, and around the lake to the town. This is [Crescent Lake](#).

There are good [weapons](#) and [armor](#) here, though you probably don't need them, and good [spells](#), including Thundaga and some options for White Mage, but the real reason to come here—if you've defeated Lich—is to talk to the sages. They're in a glade, reached by [the northeast path](#). When you talk to them, you'll get information and a canoe, which allows you to go to more places. Always talk to everyone everywhere, and after momentous battles you can come back and talk to the sages again, for more story.

The armor here is 4 Mythril pieces (Mail, Shield, Helm, and Gloves) and Buckler. You already have 3 of these pieces, but you might buy Gloves for a Warrior, and if you have a second

Warrior, you might buy a Shield and Helm for them. You'll find more of these things soon, though, or better.

The best armor to buy here is a [Buckler](#), for each of your Red Mages and Thieves. Especially for a Red Mage, it'll be a while before you can get something better. If you're wondering about Mail, it isn't really better than a Silver Armlet, so even if you have 2 Red Mages you don't need it.

When you've gotten the canoe, you have 3 main options:

1. The Cavern of Ice
2. The Citadel of Trials
3. Mount Gulg

The Cavern of Ice gets you the Levystone, and is required for the class change. The Citadel of Trials gets you 2 very strong items, and is also required for the class change. A lot of guides recommend Mount Gulg first, but we like early class change, so we'll do the Cavern of Ice first, then the Citadel, for story reasons. If you don't care about story, do the Citadel first, because it's easier, with better rewards.

The Cavern of Ice

Sail north into the bay with the dock to Pravoka, but instead of docking [go west, into the river](#), and canoe up the river. Or dock and go to Pravoka if you need to. But you probably don't. This river is the path to the Cavern of Ice.

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
50	Ankheg	—	22 2	20	48	116	39 p	56	1	1	114 4	300	—	—
51	Piranha	A	92	0	72	68	22	23	1	1	240	20	L	F
52	Red Piranha	A	17 2	20	72	83	37	43	1	1	546	46	—	—
53	Crocodile	A	18 4	16	48	10 3	42	46	2	1	900	816	L	F
54	White Croc	A	28 8	20	48	14 3	56	72	2	1	189 0	200 0	L	F
55	Ochu	—	20 8	24	24	116	20 p	42	3	1	122 4	102	L	F

56	Neochu	—	34 4	32	24	17 0	35 p	86	3	1	318 9	500	—	—
57	Hydra	D	21 2	14	36	116	30	53	3	1	915	150	—	—

- Crocodile can drop Cottage, while White Croc can drop Hi-Potion

This area is not a problem if you have Thundaga. If you don't, though, it will be tough. Make sure you have camping gear, and If you have trouble getting through, go back and rest, or resupply in Pravoka, then start again. Note that you can't camp on the river, so if you only have 1 Black Mage, bring Ethers.

Ankhegs do not appear here; instead you might have seen them near Crescent Lake, and you will see them in the future. They are somewhat tough, with strong attacks that apply poison, and low gil. If you only see 1, you can kill them pretty easily, maybe with Temper to overcome their strong Defense. Or maybe with level-1 damage spells, in combination with attacks. If you see 2 or more, it's probably best to run, because the rewards aren't there.

The rest of these monsters appear in various combinations, or alone, on the river. The path on the river is as follows:

1. Go west, with a jog south in the middle
2. Take your first north
3. Go north, with a tiny jog east, then a bigger jog east
4. Follow the river, turning west, then straight west
5. Follow the river, turning south, then take your first west
6. Follow the river to the land

You can see it on the [world map](#), in the southwest, starting in the bay north of Crescent Lake. You'll continue down the land corridor, turning north, to the Cavern. But first, we have to talk about the monsters. Your best weapon here is the Coral Sword.

Piranhas are not tough, but they appear with tougher monsters. Generally you will be blasting the whole group with Thundaga, and the Piranhas will die in the process. If you have a Swords party, they are your lowest priority. They have low hit points, weak attacks, and low gil.

Red Piranhas, on the other hand, are much tougher, with medium hit points, medium attacks, and low gil. Again, you'll probably cast Thundaga, but it probably won't take them down, so you'll either blast again or take them down with attacks, after taking down the other monsters first.

It gets tougher. Crocodiles have medium hit points, and 2 hit rolls per attack. They generally appear with tougher monsters, and Piranhas. They'll probably die to Thundaga, or you can attack them, after attacking more dangerous monsters first. They yield almost as much gil as xp.

White Crocs yield even more gil than xp, and are the second-toughest monsters you'll face on the river. They generally appear with Red Piranhas, and you'll want to blast them with Thundaga, then prioritize them with attacks, or blast again. They have high hit points and strong attacks, with 2 hit rolls per attack.

Ochu generally appear with Crocodiles, and have similar hit points, with 3 hit rolls per attack, and low gil. They inflict poison, but that is not a problem for you at this point. They will probably die to Thundaga, and are a slightly higher priority than Crocodiles. If you have a Red Mage, you might get value from Slow in these battles, because most river enemies get multiple hit rolls per attack.

A Black Mage can cast Slow as well, but they'll generally do better with Lightning. All of these monsters except Piranhas have strong defense, which is part of why it's difficult to take them down without magic. But you gotta do what you gotta do.

Neochu are random mini-bosses, with high hit points, high Defense, and 3 hit rolls per attack that inflict poison. They have high Defense, so blasting has value, or maybe cast Temper. Possibly you can use some single-target damage spells, like Blizzard. They yield low gil. They're kind of like tougher Ankhegs.

Hydras have medium hit points, 3 hit rolls per attack, and low gil. They generally appear with Crocodiles, as the highest-priority targets of the group. They are not weak to Lightning, so they are usually the last enemies standing after Thundaga, and you can take them down with attacks. Or blast them again. Or you might get cute and cast double Blizzard, which will take them down and all the other enemies in the group, saving you a use of Thundaga, while your frontliners Defend. Have fun with it. A similar approach can work with White Crocs, and double Thundara.

When you exit the river, switch out the Coral Sword for a Mythril weapon, or Werebuster, and you'll probably want to camp before you enter the Cavern. The best bonus sword for level 1 is the Rune Blade, and the Coral Sword does ok because of Piscodemons. Or you might wield Wyrmkiller, for the Dragons.

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
68	White Dragon*	D	200	8	120	196	53	50	1	1	1701	2000	2	1

69	Winter Wolf*	B	92	0	54	55	25	23	1	1	402	200	F	I
70	Mindflayer*	—	112	12	48	18 7	1*	28	3	1	822	999	—	—
71	Ice Gigas	G	33 6	16	48	15 0	60	78	1	1	175 2	175 2	F	I
72	Specter	MU	114	12	10 8	67	40z	29	1	1	432	432	F	I
73	Remorazz	—	32 0	24	48	18 5	73	80	1	1	224 4	100 0	—	2
74	Dark Wizard*	M	10 5	40	78	17 0	26	27	1	1	109 5	109 5	—	—
75	Evil Eye*	M	16 2	30	12	92	30	42	1	1	322 5	322 5	—	—

- White Dragon is weak to Fire and Lightning, while Remorazz resists Fire and Ice
- White Dragon sometimes breathes Ice, for high damage to all party members
- Winter Wolf sometimes breathes Ice, for low damage to all party members
- Mindflayer's attacks can inflict death, and they sometimes attempt to paralyze all party members
- Dark Wizard sometimes attacks, but mostly casts spells, some of which are scary
- Evil Eye casts some scary spells, has some scary effects, and sometimes attacks
- Winter Wolf can drop Ice Shield, while Mindflayer can drop Phoenix Down

We're skipping enemies 58–67, because they're found in Mount Gulg. White Dragons are dangerous because they can breathe Ice on you, so you want to kill them quickly, with elements they are weak to, and attacks. They have medium hit points, strong attacks, and high gil. If you have a White Mage, you might as well cast NulFrost. Specters are more Undead, who die to Diaga/Fira. They're basically slightly stronger Wraiths.

The first thing you do in the [Cavern](#) is straightforward: just go around the bend, and down the stairs. The best bonus sword for level 2 is the Rune Blade, or you might prefer Wyrmslayer.

Winter Wolves have low hit points, weak attacks, and low gil. Attack or blast as you desire, and cast NulFrost against large groups. Mindflayers are very dangerous, so every party member should either clear the board or Flee. Blizzara should work, or Firaga for Red Mages. Ice Gigas have high hit points, strong attacks, and high gil. Hit them with Fire spells and attacks. Dark Wizards are very dangerous to Swords parties, but others can usually clear them, with Blizzara/Firaga and attacks.

On level 2, you can walk in either direction, around to the far corner, and down the stairs. You'll then quickly walk to another set of stairs, and go up to another part of level 2.

On 2B, walk around to the door, then carefully enter the room. Avoid the cracked ice, and walk around to the west, to get the [Flame Sword](#). Equip it. It deals extra damage to most of the monsters in here. The other chest has 4 Dark Wizards and Clothes, so open it if you want to fight the Wizards and get the Clothes. Silence might work if you have trouble. The Levystone is in the middle of the room, but you can't get it yet. Step on any cracked ice tile, and fall to a part of level 3 you haven't seen before.

On 3B there is danger and good loot. Talk to the hoodie to face 3 Specters, 2 Wraiths, 2 Wights, and 2 Ghosts. Blast with Diara/Fira obviously. Go through the door and west, through the ice, to find [2 chests](#):

- D = Mythril Gloves
- E = 2 White Dragons and [Ice Armor](#)

Ice Armor is awesome, with high Defense, low weight, and Fire resistance. It can be worn by a Warrior, or a Thief after class change.

There's a chance you'll face a Remorazz on this level. They have high hit points and deal high damage. You might cast Temper, to overcome their high Defense, or you might hit them with Thunder spells, because Lightning is the only element they don't resist. You'll only fight 1 at a time, so you'll be ok.

Go all the way south. There's a room with 6 chests, all of which have gil, and 2 of which have Winter Wolves. There's a decent chance you'll get an [Ice Shield](#) as a drop, and you can make sure of it by saving and reloading, if you want to. You'll get another one in a chest in a second, though, so there's no need to reload for one if you only have one character who can use it.

Here are the contents of [the chests](#):

- F = 7,900 gil
- G = 5,454 gil
- H = 7 Winter Wolves and 1,180 gil
- I = 9,900 gil
- J = 5,000 gil
- K = 7 Winter Wolves and 12,350 gil

Blast the Winter Wolves with Fira, if you have it, and a White Mage can cast NulFrost. Much like Ice Armor, an Ice Shield has high defense, resists Fire, and can be used by a Warrior, or a Thief after class change. Put the armor and shield on different characters if possible, so both can get resistance.

Go to the stairs in the east and go up. You are now on [level 1](#). Here are the contents of the chests:

- L = Ether
- M = 10,000 gil
- N = 9,500 gil
- O = Sleeping Bag
- P = Ice Shield

This is the Ice Shield we were talking about, in the room with 3 chests. Be careful when you go in that room, because there's a cracked ice tile. Once you've opened the chests, step on the tile to fall to the room with the Levystone, on level 2.

Without moving, get ready for battle. Save as usual. I save after every battle and before every fixed battle, personally. I admit, that's excessive, but it works for me. You gotta do what works for you. When you're ready, talk to the Levystone. You will fight the Evil Eye.

The Evil Eye is dangerous, but weak. Just attack and blast. There is a very small chance that something bad will happen to you, but you will probably win easily. When you win, you get the Levystone.

Step on a cracked tile to fall to [level 3](#), walk to the stairs and go up to level 1, then walk to the exit in the northeast, and leave.

Camp and go back to the ship. If you like story, sail south, [follow the coast to the dock south of Elfheim](#), then go into town and talk to the prophet in the southwest, who didn't have a prophecy before. If you don't like story, go to [the river next to the desert](#), turn into a canoe, then walk into the desert. You'll get an airship.

Take the airship over the sea, directly south, until you hit land again. You'll see a town in the mountains. That's [Gaia](#). Land next to it and go in.

Gaia

Gaia is where you can spend all your gil. It has the majority of the high-level [spells](#), and 2 [armor pieces](#) that are both incredible. It also has a ridiculously expensive weapon for Black Wizards that you don't need, but you want it, don't you, you degenerate? I'm just asking questions. Here are the spells:

- White: Curaja, Diaja, Holy, NulAll, Dispel
- Black: Blizzaga, Break, Stop, Warp, Kill

Of these, I usually buy Curaja, Diaja, Holy, and Blizzaga, and if I don't have a Warrior I buy NulAll for the final battle. The other level-7 spells are in Onrac, and the level-8 spells are in Lufenia.

The only spell you can buy at this point is Blizzaga, for a Black Mage, because you must be a Wizard for the others. And you likely aren't high-enough level to cast it anyway, so you can wait. The shiny things now are the armor:

- Ruby Armlet: 40,000
- Protect Ring: 16,000

Ruby Armlet is a strong upgrade from Silver Armlet, so anyone who is not a Warrior would benefit from it. You'll find one in the next dungeon, though, and you'll find other good pieces later, so you don't need to go broke on these things. I usually buy 1, maybe 2 if I don't have a Warrior.

Protect Rings are the strongest hand protection in the game, tied with certain Warrior gloves in the Defense department, but with less weight and with resistance to instant death, which is not that common but it happens. You will eventually find 3 in dungeons, but it will take a while, so it makes sense to buy a few here, unless you really like saving money, or you really want things to be meaningful when you find them. This is the only hand protection that is good on a Monk.

When you've made your decisions, it's time to get back in that super-cool airship, and fly to the Cardian Islands.

The Dragon Isles

The Cardian Islands are where dragons live, which sounds scary, but it's fine because the dragons are friendly. They're in the north of [the map](#), between the two northern continents. When you fly over them, you'll easily recognize them, because they have holes in them. The holes are the caves of the dragons, where you can explore, talk to dragons, and get loot:

- Tent, Dry Ether, Gold Needle
- [Elixir](#), Cottage, 1,000 gil
- 1,455 gil, 2,000 gil, 2,750 gil, X-Potion, 9,500 gil, 2,750 gil, 1,520 gil

3 of the 6 caves have loot. The others have fun conversations, including a meeting with Bahamut, the king of the dragons. He gives you the quest for the class change. If you've already done it, he'll give you the class change.

For more precise locating, the caves are between Onrac and the Citadel of Trials, AKA the Castle of Ordeals. To get there, I would probably fly east of Gaia, over the seas and across the mountains of the next continent, then south. But you can easily find them to the west.

To the east of the Isles is the Citadel of Trials, but there's no place to land nearby with the airship, so we're going to go there by boat. Get supplies if you need them.

The Citadel of Trials

Take the airship back to the ship, board the ship, and sail west, til you are even with or just a bit past Elfheim. Then turn south. Sail across the sea, until you hit a peninsula, then sail southwest, around the end of the peninsula, and turn east, into the bay. If you don't want to read these directions just look at [the map](#) and go to the river near the Castle of Ordeals, which is what they call the Citadel of Trials in that version. [Stop at the river and turn into a canoe](#). Walk west, around the mountains, and southeast to the Citadel. On the walk, you may face these enemies:

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
76	Desert Baretta	—	35 2	48	48	15 6	98	88	1	1	261 0	1	—	—
77	Sabertooth	B	20 0	8	42	10 6	24	50	2	*	843	500	—	—
78	Wyvern	D	21 2	12	96	115	30 p	53	1	1	116 3	50	—	—
79	Wyrn	D	26 0	22	60	13 1	40	65	1	1	121 8	502	—	—
80	Manticore*	B	16 4	8	72	95	22	41	2	1	131 7	650	—	—
81	Baretta	—	25 6	38	56	13 0	60	64	3	1	142 8	300	—	—

82	Basilisk*	D	19 6	20	24	91	30	54	1	1	197 7	658	—	—
83	Allosaurus	D	48 0	10	60	20 0	65	13 3	1	1	338 7	502	—	—
84	Weretiger	BMR	16 0	16	48	93	30 p	40	2	1	780	780	—	—
85	Sand Worm*	—	20 0	14	62	10 3	46 p	50	1	1	268 3	900	—	—

- Sabertooth has a Critical Hit chance of 70
- Basilisk can petrify 1 party member
- Manticore can inflict poison and Sand Worm can inflict death, both on all party members
- Manticore: Tent, Basilisk: Gold Needle, Allosaurus: Strength Tonic, Weretiger: Sleeping Bag

Actually these monsters are all over the map, and only 4 of them can appear here: Sabertooth, Wyrm, Basilisk, Weretiger. But it's convenient to list them here. Desert Baretas have high hit points, high Defense, and strong attacks. It's best to run from them, but try Temper + attacks, then blasts, if you must.

Sabertooths, Wyverns, Manticores, and Weretigers are all very similar, with medium hit points and weak attacks. Attack or blast as you desire. Poison is not really a problem at this point. Wyrms are slightly tougher and stronger versions of these enemies.

Baretas are similar to Desert Baretas, with lower stats and 3 hit rolls per attack. Hit them hard with blasts and attacks. Basilisks are dangerous, because they can petrify, so kill them quickly or Flee. Allosauruses have lots of hit points, but you can just cut them down, with Haste or blasts as necessary. Sand Worms are very dangerous, because they can kill the whole party instantly, so take them down on turn 1, or Flee.

The Flame Sword is the best weapon you have in general, and it's strong in [this dungeon](#), because of the Undead. There are no encounters on Floor 1. Talk to the old man, go northwest, and sit on the throne to go to Floor 2. Levels are floors because this is a castle.

The monsters inside the Citadel are less tough:

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
86	Minotaur Zombie	U	22 4	14	36	116	40	56	1	1	105 0	105 0	F	I

87	King Mummy	U	18 8	24	24	95	43s	47	1	1	984	100 0	F	I
88	Medusa*	—	68	10	36	55	20 p	17	1	1	699	699	—	—
89	Rakshasa*	B	110	30	60	62	20	28	3	1	603	800	—	3
90	Clay Golem*	M	17 6	7	28	93	64 p	44	1	1	125 7	800	—	3
91	Nightmare*	M	20 0	24	13 2	10 0	30	50	3	1	127 2	700	I	F
92	Dragon Zombie	DU	26 8	30	24	13 5	56z	67	1	1	233 1	999	F	I

- Rakshasa and Clay Golem both resist Fire, Ice, and Lightning
- Medusa has a Gaze effect that can petrify 1 target
- Rakshasa rarely attacks, instead casts various spells, most of which are not scary
- Clay Golem can cast Haste on themselves
- Nightmare has a Snort effect that inflicts darkness on 1 target
- Minotaur Zombie can drop Great Axe, while Clay Golem can drop Potion

Minotaur Zombies and King Mummies are essentially identical, with medium hit points, medium attacks, and high gil, though King Mummy attacks inflict sleep. Chop single Minotaur Zombies with attacks; blast multiples with Diaga/Firaga, or use Dia/Diara/Fira + attacks. King Mummies appear with Mummies; cast Dia/Fira and attack the King Mummy.

Medusas are dangerous, because they can petrify, so kill them quickly, with Fira/Thundara and attacks. White Mage should probably choose Flee. Rakshasas are weak, though they have high Defense, and they resist all elements. Blast them anyway, and attack, or maybe try Temper.

Dragon Zombies have medium-high hit points, high Defense, and strong attacks that can paralyze. Blast them with Diaga/Firaga, or lesser versions, and attack. Dragon Zombies are the boss of this dungeon.

Horned Devils are listed in the next section. To get through this floor, you can look at [the map](#), or follow these steps:

1. Go through the door and hit the teleporter
2. Hit the teleporter
3. Hit the south teleporter
4. Hit the teleporter
5. Hit the south teleporter
6. Go down the hall and hit the teleporter
7. Hit the east teleporter
8. Go east and through the door

[Chest A](#) has a Potion. Hit the teleporter at 10A. Then go up the stairs. Equip the Rune Sword, then talk to the hoodie to fight 2 Nightmares.

Nightmares have medium hit points and 3 hit rolls per attack. But half the time they attempt to inflict Darkness, which essentially does nothing. If it causes problems you can remove it with Blindna. But blast the horses with Blizzara. Or just attack.

Re-equip the Flame Sword, if necessary. Your next-best weapon would be a Mythril Sword or Axe, if you have one; otherwise the Rune Sword for Horned Devils, Werebuster for Rakshasas, or Wyrmslayer for Dragon Zombies. Follow the hallway and get the chests.

[Chests B–E are correct on the map](#). The Healing Staff means you no longer have to cast healing spells, for the most part. Just clear all but 1 enemy and have 1 character use the Staff—while everyone else Defends. Don't do that in this dungeon, though, because all enemies apply dangerous effects. Healing is based on INT, so the character with the highest INT will provide the most healing.

When you get to the northwest, you'll get that Ruby Armlet we mentioned, and you'll get an Ice Brand, which is your new best sword, though you might prefer the Flame Sword for the remainder of this dungeon, because of the Undead.

[Chest F](#) has 3 Clay Golems, and [Gauntlets](#). Sword Priority is Ice Brand, then Rune Blade, in this battle. Clay Golems have medium hit points and strong attacks, so you want to cast blast spells, to get them down quickly. But the problem is they resist all 3 elemental damage types! I say blast them anyway, and if you have a blaster party, blast them twice, as you do almost every time you fight. An alternative to consider is Haste.

The Gauntlets are another game-changer, because they allow you to cast Thundara for free every turn in combat, if you want to. Keep them unequipped, so anyone can use them. The most effective users will be those with highest INT, i.e. Mages, but Luck is also a factor, so Thief is 4th-best.

[Chests G–J are correct on the map](#). Talk to the hoodie to fight the boss, as described above. Then sit on the throne to go back to the entrance. Take the Rat Tail to Bahamut, and get your class change.

You can heal anytime you want now by finding an easy battle and using the Healing Staff. Get whatever supplies you need, and buy [spells](#) for your Knight, Ninja, and Wizards. The Citadel is not required for victory, so speedrunners skip it, but look at all this good stuff you get! Everyone but Master gets spells, and Master gets much better Magic Defense. Ninja gets better equipment options—in fact in general you want them wielding your best weapons, because they get more hit rolls per attack than your Knight.

The most valuable spells to get now are Teleport, in Melmond, and Exit, in Crescent Lake. And Red Wizard has access to Life, Protera, Invisira, and Thundaga. You can get level-7 spells in Gaia and Onrac. And level-8 spells are in Gaia and Lufenia.

When you're all powered up, take the airship to Mt. Gulg, [the volcano south of the Ice Cave](#).

Mount Gulg

If you go here before the Cavern of Ice, you'll need to canoe up the river, facing the same monsters as detailed in that section. With the airship now, the trip is much easier.

The dungeon is also not difficult at this point, with enemies weak to Ice, though there are a few things to bear in mind:

1. There are many lava tiles, which deal 1 damage to each party member when you touch them
2. There are no encounters possible when you're on lava tiles
3. Most enemies resist Fire, and many of them breathe Fire, or cast Fire spells

With the Ice Armor and 1 or more Ice Shields that you got, you will be well-positioned to deal with Fire damage. Put them on different characters, if possible. You might also have NulBlaze, but it is probably only worth casting against Red Dragons, and the boss.

The tiles and the Fire damage are even less of a problem now than they would have been, because you have the Healing Staff.

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
58	Horned Devil*	M	94	32	72	12 7	10	24	4	1	387	387	—	2
59	Pyrolisk*	—	44	4	72	45	20	11	1	1	423	500	I	F
60	Fire Elemental	M	27 6	20	42	13 0	50	69	1	1	162 0	800	I	F
61	Fire Hydra*	D	18 2	14	36	10 3	20	46	3	1	121 5	400	I	F
62	Lava Worm	—	28 0	31	4	14 3	50	70	1	1	167 1	400	I	F
63	Hellhound*	B	19 2	8	48	10 3	30	48	1	1	118 2	600	I	F
64	Fire Lizard*	D	29 6	18	36	14 3	31	74	2	1	247 2	120 0	I	F
65	Fire Gigas	G	30 0	20	48	13 5	73	83	1	1	150 6	150 6	I	F
66	Red Dragon*	D	24 8	30	96	20 0	75	62	1	1	290 4	400 0	I	F
67	Marilith*	M	1k4	50	48	18 3	40	63	6	1	247 5	300 0	—	2

- Horned Devil resists Fire and Ice, while Marilith resists Fire and Lightning
- Horned Devil mostly casts Fire spells
- Pyrolisk has a Gaze effect that can inflict death on 1 party member
- Fire Hydra, Hellhound, Fire Lizard, and Red Dragon breathe Fire
- Marilith has 1,440 hit points, 6 hit rolls per attack, and Fire spells
- Pyrolisk can drop Gold Needle

The best weapon for this dungeon is the Ice Brand, by far. After that it's the Flame Sword, followed by Mythril weapons, followed by Werebuster on level 1, then the Rune Blade on levels 2 & 3 and maybe after that, or Wyrmlkiller on those levels. Also, remember to use the Gauntlets, if you have them.

On [level 1](#), just run through the lava, and go down the stairs. Horned Devils are dangerous because of their Fire spells, and they have high defense, so blast them with Lightning, which is the only element they aren't resistant to.

On [level 2](#), you'll want to go through the door and get loot. Pyrolisks are dangerous because of their instant death effect, so blast them and Flee. They're weak to Ice but they'll die to anything, so you might as well cast Thundara. Or you can just chop them, and reload upon death. Or cast Life.

Fire Elementals have high hit points and strong attacks, so blast them with Blizzard and attack. Against only 1 of them, you can get value from Blizzard. Fire Hydras are somewhat dangerous, because of their Fire breath, so blast them with Blizzard/Blizzara and attack, and maybe cast NulBlaze. Lava Worms are almost identical to Fire Elementals, except for their monster type.

If you want to fight fewer enemies, you can walk over lava to go through the second door, instead of the first door, getting Chest R before Chest A. Otherwise, you'll get A before R:

- A = 2 Fire Elementals and Mythril Helm
- R = 2 Fire Elementals and 1,520 gil
- C = 2 Fire Elementals and Great Sword
- B = 4,150 gil
- E = 1,250 gil
- D = 2 Fire Elementals and 1,295 gil

The [Great Sword](#) is strong against Giants, which makes it better than the Rune Blade in this dungeon, except in fixed battles against elementals, or the boss. If you're low on resources, this is a good time to go back, then you can return through door #3. But you're probably fine.

- F = Mythril Gloves
- G = 1,760 gil
- H = Mythril Helm
- I = 1 Lava Worm and 1,520 gil
- J = Mythril Shield
- K = 1 Lava Worm and 1,455 gil
- L = Mythril Axe
- M = Hi-Potion
- N = Tent
- O = 1,975 gil
- P = 1 Lava Worm and Antidote

- Q = Phoenix Down

Talk to the hoodie to fight 2 Fire Elementals. Speedrunners skip all this stuff and just run through the lava. The loot isn't anything special at this point, but the fights are fun, and you get xp. Go back to the lava and go down the stairs.

[On level 3](#), you just want to go to the east, and go down. Hellhounds have medium hit points, weak attacks, and low gil. Blast or chop as desired. They breathe fire, but it is very weak, so don't waste spell charges on NulBlaze.

[On level 4](#), there is lava, and you want to get to the southeast stairs, to go back up to level 3. Fire Lizards have high hit points but they aren't dangerous, despite 2 hit rolls per attack and Fire breath. Just attack them, and maybe cast Blizzard. Fire Gigas have high hit points and strong attacks, so you probably want to blast them. Red Dragons have medium hit points, strong attacks, and dangerous Fire, so you'll want to blast and attack, and cast NulBlaze if possible.

[On level 3B](#), you can go west twice, then south, or south, then west. Then you want to go south and all the way west to the stairs. And down.

[On level 4B](#), there is a lot of loot. Here are the contents of the chests:

- A = 1 Fire Lizard and 2,750 gil
- B = 1 Lava Worm and Gold Needle
- C = 1,760 gil
- D = 1 Lava Worm and 7,340 gil
- E = 1 Lava Worm and Flame Shield
- F = Ice Brand
- G = Antidote
- H = 1,380 gil
- I = 1,150 gil
- J = 1,155 gil
- K = Cottage
- L = 2,000 gil
- M = Potion
- N = 1 Fire Lizard and Staff
- O = 1 Fire Lizard and 1,250 gil

The room with chests I and J has a fight with a Lava Worm. The 2 value items here are the [Flame Shield](#) and the Ice Brand. The Flame Shield is like a reverse Ice Shield, with strong Defense and resistance to Ice. The Ice Brand gives you a strong weapon upgrade if you have 2 sword-wielders, or if you haven't been to the Citadel yet.

When you get to the end of the level, you go down to level 5. There is more loot, and a boss.

- P = Potion
- Q = Potion
- R = Potion
- S = 1 Red Dragon and Flame Mail

To get to Chest S, you have to talk to a hoodie, and fight a Fire Lizard. [Flame Mail](#) is like reverse Ice Armor, with strong Defense and resistance to Ice. Now 2 characters can resist both Fire and Ice, by wearing Ice Armor and a Flame Shield, or Flame Mail and an Ice Shield.

The boss is Marilith, who is tougher than Lich, but you're stronger since then, so she won't be as challenging to defeat. The key is to get Temper and Haste on your most prolific attacker, or on 2 attackers, if your party rolls like that. It's also good to cast NulBlaze, if you have it, and Protera. Or instead of Protera you can cast Blink, with your character in the first spot, or Invisira. Marilith's strongest feature is her 6 hit rolls per attack, but you should be able to handle it.

Note that Ninja can cast Temper, and remember that Temper stacks, as do Blink, Invisira, and Protera. Keep up with healing by casting spells, using the Healing Staff, or administering Hi-Potions. On later turns, you might cast Ice spells, which are the only element Marilith does not have resistance to. It is very likely that you will win without problems. Then you can enter the portal to get out of the dungeon.

Onrac

Land your airship at [the southeast corner of the desert, where the forest meets the mountains](#), and canoe up the river. If you care about story, stop in at Onrac, and talk to everyone. You can also buy [spells](#) there, though the only good one is Healaga.

The Waterfall Cavern

Canoe north to the waterfall, and [enter](#). You've been able to go here since the Cavern of Ice, and it's a quick run, with good loot. But it's a bit out of the way, and the Ice Brands do well in Mount Gulg, so there's no need to hurry. The only enemy here you haven't seen is Green Dragon:

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
108	Green Dragon*	D	352	16	96	200	72	68	1	1	4068	5000	I	—

- Green Dragons can breathe Poison Gas, for high damage and poison to all party members

Hit them with attacks and Ice spells. If you have a White Mage, they can use the Gauntlets. The Gauntlets are great for a White Mage, because it turns them into a blaster, whenever you need them to be. Poison isn't something you're worried about at this point, but damage is.

The other battles in this [Cavern](#) are not difficult, even those that were a problem before, because your Magic Defense is higher and you have items. When you get to the end, talk to the hoodie to face 2 Mummies, 1 King Mummy, 3 Pyrolisks, and 3 Cockatrices. The Gauntlets will probably kill all but the King Mummy, though you'll probably want to add Dia or Fira, or something stronger, to be safe.

Talk to the robot to get the Warp Cube, and [the chests are all correct on the map](#), except Spellbinder is now called [Wizard's Staff](#). The Wizard's Staff is interesting because it reduces the number of enemy attacks you face, while you're farming them for healing and therefore don't want all of them to die. The [Ribbon](#) is fantastic because it gives you resistance to everything. Put it on your most vulnerable character—e.g. Black Mage—now.

[Defender](#) is one of my favorite items because if you don't have a Warrior it allows your character in the first spot to cast Blink, and turn into an Evasion tank. Even if I have a Warrior I often switch my Thief into the first spot, to get Preemptive Strikes, though that probably isn't overall worth doing. You can cast Exit to get out, or you can walk through and fight more.

Return to the airship and fly [across the desert, to the coast, where again the forest meets the mountains](#). Land and walk east, to the little mini-desert, then buy a Faerie. If you talk to the merchant again you can buy other things there, which are very useful in the final battle, and are discussed in that section. Return to the airship, bring the Faerie to Gaia, and meet her at [the lake](#). She'll give you Oxyale.

Lufenia

You've probably got level-8 spell charges by now, or will soon get them, so it's a good time to go to Lufenia. You also get a very small bit of story. To get there, [fly south of Gaia](#), and park at the bit of land between the mountains and the forest, near the lake. Then walk southeast and south. It's a trek.

[The magic shop is in the northeast](#), with 2 [spells](#): Full-Life, for White Mages, and Flare, for Black Mages. Full-Life is a good insurance policy, and Flare is a powerful blast spell. You don't need to talk to everyone at this point, because they all say the same thing. For reference, you get level-8 spell charges at level 25.

You'll come back here after you visit the Sunken Shrine, so you might skip this trip, and do everything at once. The spells are strong, but you can do without them, and the story bit is fun, but minor.

The Sunken Shrine

As with the Waterfall Cavern, you've been able to access this dungeon since the Cavern of Ice. All you need is the airship, to get the Faerie, to get the Oxyale. So again you can do things in multiple orders. [This dungeon](#) is a lot more involved than the previous one, though. In fact, it's [the most extensive one yet](#).

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
93	Sahagin Prince	A	204	20	96	101	47	51	1	1	882	882	L	F
94	White Shark	A	344	8	72	170	50	86	1	1	2361	600	L	F
95	Deepeyes*	A	304	16	24	156	30	76	2	1	3591	3591	L	F
96	Sea Snake	AD	224	12	48	116	35	56	1	0	957	600	L	F
97	Sea Scorpion	A	148	18	60	85	35p	37	3	1	639	300	L	F
98	Sea Troll	AR	216	20	48	110	40	54	1	1	852	852	L	—
99	Ghost	MU	180	30	36	85	93z	45	1	1	990	990	F	I
100	Water Elemental	M	300	20	72	130	69	68	1	1	1962	800	I	F
101	Water Naga*	AM	356	8	72	116	9p	71	1	1	2355	2355	L	F
102	Kraken*	A	1k8	60	84	160	60	90	8	1	4245	5000	L	F

- Deepeyes can paralyze 1 target, or inflict Darkness on all party members
- Water Naga casts a lot of spells, only 1 of which is dangerous
- Kraken has an Ink effect, which can inflict Darkness on all party members
- White Shark can drop Wyrmlkiller

Go to Onrac, and talk to the woman at the dock. You'll take the barrel to [Floor 3 of the Shrine](#). From there, you can go up, and get loot, or down, and [fight the boss](#). I recommend loot first.

The Gauntlets will be very useful here. Sahagin Princes have medium hit points and medium attacks. You can take them down with Gauntlets + attack, or if there are bigger monsters with them you might throw another Lightning spell. White Sharks have high hit points and medium attacks. Again, attacks + Lightning. These monsters are good for Heal-farming.

Sea Snakes have medium hit points and weak attacks. Farm them for healing. Sea Scorpions have low hit points and 3 hit rolls per attack that cause poison—which is mostly a nuisance at this point—but you probably want to target them first in a group. Sea Trolls have medium hit points and medium attacks, so you can farm them. All of these monsters so far are weak to Lightning.

Water Elementals have high hit points and strong attacks, and are weak to Ice, not Lightning, though you might still use Lightning on them if they're with enemies that are weak to it, or if you're saving spell charges. If there are multiple of them, you probably want to cast Blizzaga, or at least Blizzara, though if you have strong attacks you can chop them.

Water Nagas have high hit points, weak attacks, and nonthreatening magic, so you can easily take them down with Gauntlets and attacks, or you can cast Thundaga if you want to. Or if they're with Water Elementals, you might go Gauntlets + Blizzara/Blizzaga + attacks.

[Chest A](#) has 2,000 gil, and Chest B has 9,900 gil. The stairs up are in the northeast.

Floor 4 has some really good loot. Deepeyes have high hit points, and 2 hit rolls per attack, but they are not dangerous, because their attacks are weak, and they use effects that are less scary than their attacks. Still, you don't want them to paralyze you, and they appear with White Sharks, so you might as well blast them.

Ghosts have low hit points but are very dangerous, because their attacks are strong, and they can paralyze. Clear them as quickly as possible, with Diaga/Firaga if necessary. It's better to use spell charges than to let them attack while you try to combine items.

Open [the chests](#) in reverse alphabetical order:

- G = Diamond Armor
- F = 1,300 gil
- E = Light Axe
- D = Mage's Staff
- C = 12,350 gil

[Diamond Armor](#) is for Knights, and has the highest Defense in the game, tied with another armor you'll find later that's better because it has more resistances. [Light Axe](#) casts Diara, which is great against Undead, and Mage's Staff casts Fira which is also great against Undead, and many other enemies.

Now you can use the Gauntlets and the Mage's Staff and wreck just about anything, or the Light Axe and the Mage's Staff against Undead. The stairs up are in the southeast of the floor.

[Floor 5](#) has more great loot, and no enemies. Also you can talk to mermaids.

- I = 9,000 gil
- J = 1,760 gil
- K = Diamond Armlet
- R = Diamond Helm
- S = Diamond Gloves
- T = Rosetta Stone
- H = 2,750 gil
- L = 4,150 gil
- P = 10,000 gil
- Q = 1,150 gil
- O = 5,000 gil
- N = Diamond Shield
- M = Antidote

[Diamond Armlet](#) is the best armor in the game for anyone who is not a Knight. It's great on a Ninja in the first spot, because its low weight increases your chance for Preemptive Strike, and reduces the enemy chance for Ambush. And it's a strong upgrade over Ruby Armor, for any other character. Diamond Helm is the best helm in the game, from a Defense perspective. Diamond Gloves have the highest Defense for your hands, tied with Protect Ring, which is more valuable overall. The Rosetta Stone is an important item. Diamond Shield has the best Defense you can find on a shield, tied with another shield you'll find later that has better resistances.

All of the Diamond items except the Armlet are Knight-only. If you have 2 Knights, they can now both get resistance to Lightning, one wearing the Armor and the other with the Shield. You can cast Exit to get out of the dungeon, or cast Teleport twice, or walk down the stairs to Floor 3 or below.

The stairs to [Floor 2](#) are in the northwest. There's nothing to do on Floor 2 except go to the stairs in the north. Go up the stairs, then up another set of stairs, then around the corner and down. You'll be on Floor 3. The chests have 1,110 gil and 1,450 gil. Then go down the stairs to Floor 2, and more chests:

- A = 3 Water Elementals and 7,690 gil
- B = 8,135 gil
- C = 5,450 gil
- D = 3 Water Elementals and 1,385 gil
- E = 2 Mummies, 1 King Mummy, 3 Pyrolisks, 3 Cockatrices, and Giant's Gloves

The group of 9 monsters can be cleared by the Gauntlets, Mage's Staff, and Light Axe. The Giant's Gloves are the most important item in the game for boss battles, because they improve the user's Attack and Accuracy. If 1 Light Axe was not enough, now you have 2:

- F = 3 Sea Snakes, 3 Scorpions, 3 Sea Trolls, and Light Axe
- G = Ribbon
- H = 9,900 gil
- I (northeast chest) = 2,750 gil
- J (southeast chest) = 7,340 gil

Talk to the hoodie to fight 2 White Sharks and a Sahagin Prince. You now have your second Ribbon, which is fantastic. [Go down the stairs in the northwest](#), and fight the boss.

Kraken has 8 hit rolls per attack, which are dangerous, but he's not a problem because half the time he uses Ink, which is not dangerous. There are 2 keys to this battle:

1. Giant's Gloves and Haste
2. Thundaga

On turn 1, have an attacker use the Giant's Gloves, and cast Haste on that attacker. If you have a Black Mage who is not casting Haste, they can use Thundaga, while others might cast Temper, Invisira, or Protera. Your tank might use Defender to cast Blink, which stacks with Invisira.

If you have a Swords party, you might do the Giant's Gloves/Haste thing with a second attacker on turn 2, but otherwise you are going full blast with attacks, Thundaga, Gauntlets, and whatever other damage you can apply. A Ninja might cast Thundara, while a White Mage uses the Gauntlets. Who knows what will happen. Actually these are good options on turn 1 as well, because Kraken is weak to Lightning.

The battle will end quickly. 3 Black Mages can end it on turn 1. Otherwise, you will win on turn 2 or 3. Use the portal to exit the dungeon.

Go to Melmond, talk to Dr. Unne, then go to Lufenia. Get the Chime. Take the airship, fly just a bit south, and [land between the desert and the mountains](#). Walk west, to the Mirage Tower, and get excellent loot.

The Mirage Tower

You can do this dungeon before Mt. Gulg if you want, though it's tougher. You can also do it before the Waterfall Cavern, but then you won't be able to continue when you get to the top, so you'll have to exit.

You might fight a Tyrannosaur on the way here, and you might have fought one before on the way to Lufenia. They have high hit points, strong attacks, and a high Critical Hit chance. You can take them down quickly with strong attacks, otherwise use Holy and Flare. If you don't have level-8 spells then use Blizzaga or whatever. But this is a battle where Swords parties shine.

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
10 3	Tyrannosaur	D	60 0	10	60	20 0	115	14 4	1	*	720 0	600	—	—
10 4	Black Knight	—	26 0	38	36	13 5	44	65	2	1	126 3	180 0	—	—
10 5	Chimera*	BD	30 0	20	72	13 0	30	60	4	1	206 4	250 0	I	F
10 6	Guardian	—	20 0	40	72	110	25z	50	2	1	122 4	400	L	—
10 7	Blue Dragon*	D	45 4	20	96	20 0	92	86	1	1	327 4	200 0	—	L

- Tyrannosaur has a Critical Hit chance of 30
- Chimera can breathe Fire, for low damage to all party members
- Blue Dragon can breathe Lightning, for high damage to all party members
- Tyrannosaur can drop Giant's Tonic

From the entrance, you can [go through the door](#) and start opening chests. Black Knights have medium hit points, high Defense, and 2 hit rolls per attack. You can take them down and the horse they rode in on with Gauntlets and attacks; maybe add an Ice spell if you feel blasty.

Chimeras have medium hit points, 4 hit rolls per attack, and Fire breath, which makes them sound dangerous, but they aren't. Blast or chop as desired; note that they are weak to Ice and resist Fire. Guardians have low hit points, high Defense, and 2 hit rolls per attack that can paralyze. Hit them with Gauntlets, and the Mage's Staff if necessary. Here are the contents of the chests:

- A = Tent
- B = Healing Helm
- C = 1,300 gil
- D = Aegis Shield
- E = 2,750 gil
- F = 3,400 gil
- G = 18,010 gil

- H = Vorpall Sword

I'd get the [Healing Helm](#) first, because it doubles your Heal-farming capabilities, being functionally identical to the Healing Staff. The Aegis Shield is also awesome, with Defense equal to the Diamond Shield, and different resistances, so you can mix and match with your armor options. The [Vorpall Sword](#) is trash. It was probably interesting in original concept, but the [Critical Hit bug](#) ruined it.

Often you'll get value here running Gauntlets and Mage's Staff, or Mage's Staff and Light Axes vs. Undead. If you feel like using spell charges though—for example for Ice spells against Hellhounds, or Diaga/Diaja/Firaga against Vampires—go for it. When you've gotten your loot, go out through the door that you didn't come in through, and go up to Floor 2.

[Here there be dragons.](#) Or there can be. Blue Dragons have high hit points, strong attacks, and a dangerous breath weapon. You can cast NulShock, but it's possible your characters all have resistance already. You would have to have 2 Warriors for that, though. So you might still cast it. This is really a battle for Swords parties—because strong attacks will take this Dragon down—but if you need to, don't hesitate to cast Holy or Flare. You don't want to see a second turn. Also, the boss is a Blue Dragon.

Follow the path on the map to the loot:

- I = 13,000 gil
- J = 12,350 gil
- K = Thor's Hammer
- L = 7,900 gil
- M = 8,135 gil
- N = Cottage
- O = 7,600 gil
- P = Sun Blade
- Q = 10,000 gil
- R = Dragon Mail

[Thor's Hammer](#) is the best weapon that can be wielded by White Wizard, and it also casts Thundara. If I have a White Wizard, I usually equip it, then they can cast Thundara whenever they want, and others who want to cast it can use the Gauntlets, or spell charges. The Sun Blade is also awesome, as is Dragon Mail, because it is Diamond Armor with more resistances. You have a lot of powerful items now.

The stairs are around to the north, and you can go up and talk to the hoodie to fight the boss, who as mentioned is a Blue Dragon. When you win, you can warp to the next dungeon, with the Warp Cube.

The Flying Fortress

[The Flying Fortress](#) also has a lot of great loot:

- A = 9,900 gil
- B = Potion
- C = 4,150 gil
- D = 7,900 gil
- E = Razer
- F = 5,000 gil
- G = Protect Ring
- H = 6,720 gil
- I = Healing Helm
- J = 1,180 gil

I'd get the [Healing Helm](#) first. You now have full Heal-farming power.

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
109	Stone Golem*	M	200	16	24	110	70	50	1	1	2385	1000	—	3
110	Air Elemental	M	358	4	144	130	53	62	1	1	1614	807	—	—
111	Spirit Naga*	M	420	16	48	143	7p	88	1	1	3489	4000	—	—
112	Death Knight*	M	190	32	42	173	55	48	1	1	2700	3000	—	—
113	Earth Medusa*	M	96	12	72	70	11z	24	*	1	1218	1218	F	I
114	Black Flan	—	156	255	24	85	49p	39	1	1	1101	900	F	2
115	Soldier	—	400	48	96	160	102	90	1	1	4000	2000	L	2
116	Vampire Lord*	MRU	300	28	72	84	90	42	1	1	2385	3000	F	I
117	Dark Fighter*	M	200	38	90	186	40	45	1	1	3420	3420	—	—

11 8	Warmech*	R	2k	80	96	20 0	12 8	20 0	2	1	32k	32k	—	3
11 9	Tiamat*	D	2k4	80	72	20 0	53	80	4	1	549 6	600 0	—	3

- Stone Golem, Warmech, and Tiamat resist Fire, Ice, and Lightning
- Black Flan resists Ice and Lightning, while Soldier resists Fire and Ice
- Stone Golem can cast Slow
- Spirit Naga rarely attacks, instead casts many spells that are not scary
- Death Knight can cast scary spells
- Earth Medusa has 10 hit rolls per attack that can paralyze, and a Gaze effect that can petrify
- Vampire Lord mostly casts spells, some of which are somewhat scary
- Dark Fighter mostly uses high-level White Magic, which is not scary
- Warmech has a Nuke effect, for high damage to all party members
- Tiamat has all the breath weapons of Blue, Green, White, and Red Dragons
- Air Elemental can drop Ether, and Soldier can drop Phoenix Down

Air Elementals have medium hit points, medium attacks, and low gil. Chop them down, or blast if there are many. Spirit Nagas have high hit points, weak attacks, and high gil. Chop or blast. Our advice is getting redundant here. But if you have a Swords party, you're almost always chopping, and if you have a Blaster party, you're almost always blasting. So the decision is for Balanced parties.

Other parties have other decisions, such as how to distribute attacks, or which blast spells to use. Or whether to blast and Defend, blast and Flee, or blast and Attack. A Blaster party is really good at Heal-farming, because they cast the best Heal spells.

What are we talking about? Death Knights have low hit points, and scary spells. Blast them and attack them, so they stop casting spells. Earth Medusas are ridiculously dangerous, because they get 10 hit rolls per attack, all of which can paralyze. So blast them and attack them, until they are dead. They also can petrify. Note that I said blast and attack, not blast or attack. It's different.

Black Flans are like Green Slimes, with max Defense and attacks that can poison. Use the Mage's Staff, and whatever other spells you desire. You might as well use the Gauntlets and Thor's Hammer, despite the Lightning resistance, because they're better than attacks. When you've gotten your loot, go to Floor 2.

[More loot:](#)

- K = Mythril Helm
- L = Cottage

- M = 1,380 gil
- N = 13,000 gil
- O = Adamantite
- P = White Robe
- Q = Black Robe
- R = Ribbon
- S = Diamond Shield
- T = Diamond Gloves

The best item here is the [White Robe](#), because it improves your Heal farms, and it is very strong in the final battle. The key is that you can cast Invisira multiple times, to make yourself unhittable. Then you can outpace damage with your healing items, and against the boss you can set up your attacks. It's good armor for a White Mage, but I usually don't equip it, so that anyone can use it.

Other heavy hitters are the Adamantite, the Black Robe, and the Ribbon. The Adamantite gets you a strong Knight weapon, the Black Robe is your strongest damage item, and the Ribbon completes your party's resistances, provided you have a Knight. If you don't have a Knight, you can cast NulAll on whoever doesn't wear a Ribbon, but you won't need to do that until the final battle.

Stone Golems have low hit points, but resist all elemental damage types, so your best approach is to chop them, but if blasting is what you do, then blast. Spells can be effective even when resisted. Slow can be countered with Haste, but you probably don't need to worry about it.

If you have a Knight, it isn't a bad idea to get the Ribbon, Robes, and Adamantite, then Exit out of the dungeon, to get [Excalibur](#). You'll have to come back through the Mirage Tower, but it's an easy trip, and Excalibur is very useful against the boss. It certainly isn't necessary, but it's something to think about. If you have a Ninja, you might grab Sasuke's Blade on Floor 3, before you go.

Continuing to Floor 3, you'll find Soldiers, who have medium hit points, high Defense, and strong attacks. They're weak to Lightning, so you can blast them with the Gauntlets and Thor's Hammer, or you might go for Thundaga if you feel it. Gotta use those level-6 charges somehow.

Vampire Lords have medium hit points and strong attacks, but they more commonly cast spells, which are mitigated to some extent by your Ribbons. You can clear them with your Mage's Staff and Light Axes, or you might throw a Diaja for the fun of it. Dark Fighters have low hit points, weak attacks, and nonthreatening spells, so chop or blast with your various items as necessary.

[Here's the loot:](#)

- U = 9,000 gil
- V = Protect Ring

- W = Potion
- X = 5,450 gil
- Y = Gold Needle
- Z = 4,150 gil
- a = 3,400 gil
- b = Sasuke's Blade
- c = 6,400 gil
- d = Gold Needle
- e = Clothes
- f = 9,500 gil
- g = Protect Cloak
- h = 8,135 gil

If you didn't buy [Protect Rings](#), it's good to find them in this dungeon. [Sasuke's Blade](#) is the 3rd-strongest weapon in the game, usable only by Ninjas. Protect Cloaks are fantastic because they're shields that can be used by mages.

The other thing to do on this level is talk to the globe, for story. The stairs up are in the west.

[Floor 4](#) is a bit of a puzzle, but you can solve it by going 2 intersections in any direction, then turning either way and going 2 intersections in that direction.

On Floor 5, you might face Warmech. The encounter is very rare, so if you're looking for it it might take a long time, and you are advised to Heal-farm every battle. Warmech has high hit points, high Defense, strong attacks, 2 hit rolls per attack, resistance to all elemental damage types, and a very dangerous Nuke effect. To win, use the Giant's Gloves, Haste, Temper, and healing as necessary. White Mage can cast Holy when not healing, and Black Mage can cast Flare on the final turn or 2. The fight will be tough, but you have a good chance. The other way to do it is to spam Invisira, then get attacks going, but it will take longer.

Then you fight Tiamat. Tiamat is similar to Warmech, with weaker attacks and weaker effects. And you can resist the effects with your Ribbons, etc. The victory plan is the same—buff up your attacker or attackers with Giant's Gloves, Haste, and Temper. The fight won't take long.

You can stack the Giant's Gloves, if necessary. When you win, you can get out through the portal, then go to Mount Duergar to get Excalibur, if you haven't done that yet. Also you can go to Crystal Lake, for story. You can't use Excalibur if you don't have a Knight, but there's a [better weapon](#) in the next dungeon that anyone can use.

The Chaos Shrine

You know where it is. And you can talk to the bats now. Talk to the orb to go to the past.

#	Enemy	Type s	HP	Def	Ev	MD	Att	Ac c	H	C	XP	Gil	W	R
120	Rhyos*	BD	350	18	60	143	40	70	4	1	4584	5000	I	F
121	Death Eye*	MRU	360	60	24	160	*z	150	1	*	1	1	F	I
122	Purple Worm	—	448	10	36	200	65	112	1	*	4344	1000	—	—
123	Iron Golem*	M	304	100	24	143	93	76	1	1	6717	3000	—	2
124	Lich 2*	MU	2k8	80	48	140	50z	64	1	1	2000	1	—	I
125	Marilith 2*	M	3k2	80	60	183	60	63	6	1	2000	1	—	3
126	Kraken 2*	A	3k6	80	98	200	60	114	8	1	2000	1	—	F
127	Tiamat 2*	DM	5k5	90	90	200	75	86	4	1	2000	1	—	3
128	Chaos*	—	20k	100	100	200	170	200	2	1	0	0	—	3

- Iron Golem resists Fire and Ice; Marilith 2, Tiamat 2, and Chaos resist Fire, Ice, and Lightning
- Rhyos breathes fire, for weak damage to all party members, and can petrify all party members
- Death Eye has Attack 120, Crit chance 40, and various spells that are mostly not scary
- Purple Worm has a Critical Hit chance of 10
- Iron Golem often uses a Deadly Gas effect, that can kill all party members
- Lich 2 can cast Flare, for high damage, among other spells
- Marilith 2 can cast Firaga and a few other things
- Kraken 2 has an Ink effect, and can cast Thundara
- Tiamat 2 has the same powerful breath weapons as before, and has added less powerful spells
- Chaos casts many spells, some of which do high damage to all party members
- Rhyos can drop Power Staff, Death Eye can drop Elixir, and Kraken 2 can drop Eye Drops

You can beat this dungeon without Ethers, but you probably want them, unless you're doing a challenge. At this point in the game you can Heal-farm every battle, though it takes a long time,

so you might just blast. If you're high-enough level, you can auto-battle, with 2 attacks, Heal Staff, and Black Robe, or maybe 2 Heals instead of 2 attacks, or Mage's Staff. You get the idea.

Here is my Heal-farm protocol: On turn 1, the tank will use Defender to cast Blink, and another character will use the White Robe to cast Invisira. Strong attackers will attack, to cut down numbers, and a mage might use the Wizard's Staff, if the group is large; a damage item, if the enemies are tough; or a healing item, if the team is not fully healed. On following turns, someone will use the White Robe, until enemies no longer hit with their attacks, a strong attacker will attack, until 1 enemy remains, and others will use healing items. Repeat until everyone is healed, then clear the last enemy. When attacking, take out the most-dangerous enemies first, and the least-dangerous enemy last. An enemy with spells or effects is more dangerous than one who only attacks.

For conventional battles, Purple Worms have high hit points and medium attacks. They are best taken down with attacks, though it's worth using a damage item to reduce them a bit. Or if blasting is what you do, of course, then blast.

On [Floor 1](#), go south, then to the southeast corner, and up the stairs. Then go east and up the stairs, to Floor 3.

Rhyoses sound dangerous, with medium hit points, 4 hit rolls per attack, Fire breath, and petrification effects. Their attacks are weak, though, and you have resistances, so there's nothing to worry about. They're weak to Ice, or you can just take them down with attacks.

On [Floor 3](#), go south, then around to the center, and through the door. Talk to the hoodie to face the Death Eye, who is the boss of this section.

The Death Eye is easy to take down. They have medium hit points and high Defense, but they are weak to Dia/Fire etc. They have strong attacks that can paralyze, but they more often cast spells, which are not generally a problem. Hit them hard with spells and attacks. The Sun Blade is your second-best weapon here. When you win, do not talk to the tablet. Get the chests first.

Chest A has Dry Ether, and Chest B has Elixir. Then talk to the tablet, to go to Floor 2.

[On Floor 2](#), go south, then west, around the corner, and north, to the stairs. Go down to Floor 1, then west, to the northwest corner, and down to the basement.

On Level 1, go north, to the northwest corner, then east, to the northeast corner, then south, to the southeast corner. Talk to the orb to fight Lich 2, the boss of this level.

This Lich is much tougher than the previous Lich, especially in hit points, Defense, and spells. Also they are no longer weak to Fire, though Dia spells still work. Spam those spells with your White Mage, while an attacker uses the Giant's Gloves once or twice, and your other characters buff with Haste and Temper. Then start attacking, and keep buffing, or a second attacker can

use the Gloves, but they probably won't get many hits in, because the battle will soon be over. Heal when necessary, and a Black Mage might throw a Flare. When you win, go down the stairs to [Level 2](#).

[Go west, then north, through the door](#), then east and around to another door, and south. Go towards the next boss but don't fight yet; instead get the loot, to the south. Here are the chests:

- A = Protect Ring
- B = Sasuke's Blade
- C = Protect Cloak
- D = Elixir

It's great to get a [Protect Cloak](#), if you have a 2nd mage. And the [Elixir](#) will be very valuable in the final battle. Now go back north and talk to the orb to fight Marilith 2. As with Lich 2, she has much improved hit points, Defense, and spells. Specifically Firaga. But you don't need to cast NulBlaze now, because you have Ribbons and other items. Also she has resistance to Ice now, but you probably weren't casting those spells anyway.

The keys to this battle, as with most boss battles, are the Giant's Gloves, Haste, and Temper. You want to get them on 1 or 2 attackers, and attack. The other thing to think about is whether you want to go for defense or offense.

To go for defense, you'll want to load up on Invisira, to make those 6 hit rolls per attack miss. You probably also want your tank to use Defender. Then you can put buffs on your attacker, while the only damage you take is from Firaga, to which you have resistance. 4 castings of Invisira, some from the White Robe, some from spell charges, is enough.

To go for offense, you just lay down your buffs from the start, and keep casting them. The main one is Temper. You might throw a Protera or 2 down to begin with, for damage mitigation, but the goal is to take out your enemy before they take you out.

Whichever way you go, your main attacker will start with the Giant's Gloves, then attack once buffed, and your mages might cast Holy or Flare, when they've finished with buffs and aren't healing.

When you win, go down the stairs to [Level 3](#). Follow the map to the southwest, then around to the center, then south and east to the corner. Talk to the orb to fight Kraken 2, who is no longer weak to Lightning.

This boss is very similar to the previous boss, with 8 hit rolls per attack, and Thundara instead of Firaga. Therefore the plan is exactly the same. Choose defense or offense, use the Giant's Gloves on an attacker, and go. If you choose defense, you'll want 5 castings of Invisira. So the plan isn't exactly the same. I apologize for lying.

I'm funny. When you win, go down the stairs, and get [the best weapon in the game](#).

Masamune is in [the southeast corner of the map](#). Then go back around—or cast Teleport—and fight the boss. Tiamat 2 has multiple dangerous breath weapons, so your best approach is the offensive version of the previous approaches. Giant's Gloves, Haste, Temper. Buff and attack. It shouldn't take too long. Really it won't be a problem. None of these battles are as dangerous as the last battle.

Chaos

Go down to [Level 5](#). Actually on level 4 you might have fought Iron Golems. They have medium hit points, high Defense, and strong attacks. You might just blast them with Holy or Flare, or you could use all your damage items, even though they resist 2 of them. Or you could just hack them down. This is kind of a “do what you do best” situation. Maybe you'll use your 2 Lightning items and attack twice. Probably your best option is to farm them for healing.

If you want endgame equipment loadouts, you can see my [character guide](#). In the center of this level, though the door, is the boss. Make sure you're healed and you have spell slots, specifically for Temper, Haste, Invisira, and Healaga. If you can't cast all those spells, don't worry about it. To make this battle easy, you can grind to high levels, but you can succeed at any level with strategy.

The first thing is that the keys to this battle are the Giant's Gloves, Haste, and Temper. As with previous battles, you can go for defense or offense. I tend to favor the defensive option, but if you have a Master and no White Wizard, for example, you might go offense. The other thing to decide is do you want all of your characters to survive, or do you just want to win.

Let's assume you want to survive, and you choose defense. The first thing to do is spam Invisira, with as many spell charges as possible, and the White Robe. For example, if you have a Red Wizard, a White Wizard, and 2 Ninjas or whatever, you can cast it 3 times on turn 1. You might also have your tank use Defender. When you get to 7 castings, or 5 + Blink on everyone, Chaos will miss you with attacks.

You might not get multiple Invisiras down on turn 2, because you might have to cast Healaga, but keep using the White Robe, and spell charges when you can, to get those attacks solved. Then it's just a matter of the spells.

If you don't have a Knight, have your White Wizard cast NulAll turn 1 on whoever doesn't have a Ribbon. That might be a Ninja, who can get Defense from a helmet, or a Monk, who gets Defense when using no head protection. A Ninja can also get a resistance from a shield, and from body armor if they aren't using the Diamond Armlet.

If you do have a Knight, then all 4 characters have resistances, and you can use Healing Helms and Healing Staff, or Healaga if necessary, to maintain hit points. The other thing is you can buy

Giant's Tonics at the Desert Caravan, and administer them early in the battle, to get hit points up, for example if you have a Black Wizard.

Then it's about offense. Have your main attacker spam the Giant's Gloves, starting early in the battle, and before they attack have someone cast Haste on them. You can also use a Speed Drink on them, if you got one at the Desert Caravan. Then start spamming Temper, with everyone who can cast it, while they attack. If you have another attacker, they can start with the Giant's Gloves, and you can Haste/Speed Drink them as well, but your main project is to stack Temper on whoever has the most hit rolls per attack. Once you have the attack engine going, it's just a matter of time, and you can throw Holy and Flare on the last turns before victory, or just keep buffing.

If you're going with 1 attacker, use the Giant's Gloves 5–7 times or so. If you have 2 attackers, you can distribute those uses to both of them. 2 attackers and 1 attacker aren't hugely different in damage output, because it's more about the buffs than the base attack strength (unless you have high-level Monks).

The offense strategy is the same as the defense strategy, except you skip the Invisira castings. You just face-tank the damage, and heal as necessary, while you build up your massive attacks. [X-Potions and Elixirs](#) will be more valuable here than in the previous approach, where group healing is favored. You can farm Lesser Tigers for X-Potions in the Giant's Cave, if you want, and you can farm the Death Eye for Elixirs, though it will take a long time.

If you don't care about surviving, there are other interesting things you can do. For example you can allow 1 character to be petrified, then run them in the first spot, where they become an unkillable tank. For some reason petrified characters can still be attacked. Speedrunners take advantage of this fact for long stretches of the game. Petrified characters also gain xp, so you could use it as a way to level someone up, without worrying about their hit points.

For the purposes of victory, the only character who needs to survive is your attacker. Thus you can have them use Defender at the start, while other characters cast Invisira—or even Invis—and administer Giant's Tonics. Then you can use the Giant's Gloves, while other characters apply Speed Drink, Haste, and Temper, and if anyone other than the attacker dies, don't worry about it. Use X-Potions and Elixirs when the attacker gets low, attack, and win. Put the attacker in the back row, so they face fewer attacks.

You can see the pattern here. You want the Giant's Gloves, Haste, and Temper used on your attacker. Preferably lots of the Giant's Gloves, and lots of Temper. Then you will attack for massive damage, while either mitigating enemy damage or not worrying about it, except to the extent that you need to. This pattern will work for any group of characters of any level, though luck will be required at very low levels. At high levels you can win easily—you can even autobattle if you have a Monk.

[My Final Fantasy 1 Pixel Remaster Party Construction Guide is here.](#)

[My Final Fantasy 1 Pixel Remaster Spell Recommendations are here.](#)

[My Final Fantasy 1 Pixel Remaster Weapon Progression Guide is here.](#)

All of my materials are available for free on [Patreon.](#)

Appendix: The Best Place to Find Each Monster

If you're going for 100%, just follow the guide, and you'll find almost every monster. If there are any you don't find, you can look for them in these locations. The first location listed is most likely. Other locations are either equally likely but harder to get to, or slightly less likely but easier to get to.

1. Goblin: [South of Cornelia](#)
2. Goblin Guard: [North of Cornelia](#)
3. Wolf: [Elfheim-Matoya's Cave-Mount Duergar-Western Keep Region](#)
4. Crazy Horse: [Pravoka Region](#)
5. Skeleton: [Chaos Shrine Region](#)
6. Black Widow: [Marsh Cave B2](#), or Chaos Shrine, or [Chaos Shrine Region](#)
7. Gigas Worm: [Pravoka Region](#)
8. Warg Wolf: [Elfheim-Matoya's Cave-Mount Duergar-Western Keep Region](#)
9. Werewolf: [This region](#), or [Marsh Cave B3](#), or [Marsh Cave Region](#), or [Marsh Cave B2](#), or [B1](#)
10. Zombie: Chaos Shrine
11. Ghoul: [Cavern of Earth-Giant's Cave-Melmond Region](#)
12. Garland: Required encounter in Chaos Shrine
13. Cobra: [Cavern of Earth B1](#), or [Cavern of Earth B2](#)
14. Ogre: [Pravoka Region](#)
15. Ogre Chief: [Chests D–H on Cavern of Earth B4](#)
16. Lizard: Talk to a hoodie on [Cavern of Earth B1](#)
17. Pirate: Required encounter in Pravoka
18. Sahagin: At sea
19. Sahagin Chief: At sea
20. Buccaneer: At sea (Least common sea enemy, but still not that rare)
21. Shark: At sea
22. Bigeyes: At sea
23. Tarantula: [Cavern of Earth-Giant's Cave-Melmond Region](#)
24. Ghost: Required encounter on [Cavern of Ice B3](#)
25. Scorpion: [Mt. Gulg B1](#), or [Marsh Cave B2](#)
26. Shadow: [Marsh Cave B1](#), or [Cavern of Earth-Giant's Cave-Melmond Region](#)
27. Green Slime: [Marsh Cave B3](#), or [Marsh Cave B2](#)
28. Crawler: [Marsh Cave B2](#)
29. Gray Ooze: [Marsh Cave B3](#), or [Marsh Cave B1](#)
30. Gargoyle: [Marsh Cave B2](#)
31. Bloodbones: [Cavern of Ice B1](#)
32. Piscodemon: Required encounter on [Marsh Cave B3](#)
33. Astos: Required encounter in Western Keep
34. Mummy: Required encounter in [Waterfall Cavern](#)
35. Wraith: Required encounter on [Cavern of Ice B3](#)
36. Anaconda: [Chest O on Marsh Cave B3](#)

37. Hyenadon: [Chests D–H on Cavern of Earth B4](#)
38. Lesser Tiger: Giant's Cave
39. Minotaur: [Mt. Gulg B1](#), or [Cavern of Earth B2](#), or [Mt. Gulg B4](#), or [Cavern of Earth B1](#)
40. Hill Gigas: Talk to a hoodie on [Cavern of Earth B1](#)
41. Earth Elemental: [Chest A on Cavern of Earth B1](#) (Also chests B, C, & E)
42. Troll: [Cavern of Earth B5](#), or [Lufenia Region](#)
43. Wight: Required encounter on [Cavern of Ice B3](#)
44. Ochre Jelly: [Cavern of Earth B3](#)
45. Cockatrice: Required encounter in [Waterfall Cavern](#)
46. Vampire: Required encounter on [Cavern of Earth B3](#)
47. Ogre Mage: [Chests D–H on Cavern of Earth B4](#)
48. Sphinx: [Chests A & B on Cavern of Earth B4](#)
49. Lich: Required encounter on [Cavern of Earth B5](#)
50. Ankheg: [Crescent Lake-Ryukahn Desert Region](#)
51. Piranha: Rivers
52. Red Piranha: Rivers
53. Crocodile: Rivers
54. White Croc: Rivers
55. Ochu: Rivers
56. Neochu: Rivers
57. Hydra: Rivers
58. Horned Devil: [Citadel of Trials F3](#), or [Mt. Gulg B1](#)
59. Pyrolisk: Required encounter in [Waterfall Cavern](#)
60. Fire Elemental: [Chests A, C, D, & R on Mt. Gulg B2](#)
61. Fire Hydra: [Mt. Gulg B2](#), or [Mt. Gulg B4](#)
62. Lava Worm: [Chests I, K, & P on Mt. Gulg B2](#)
63. Hellhound: [Caravan Region](#)
64. Fire Lizard: [Chests A, N, & O on Mt. Gulg B4](#)
65. Fire Gigas: [Final Dungeon B2](#), or [Mt. Gulg B4](#)
66. Red Dragon: [Chest S on Mt. Gulg B5](#)
67. Marilith: Required encounter on [Mt. Gulg B5](#)
68. White Dragon: [Chest E on Cavern of Ice B3](#)
69. Winter Wolf: [Chests H & K on Cavern of Ice B3](#)
70. Mindflayer: [Citadel of Trials F2](#)
71. Ice Gigas: [Final Dungeon F2](#), or [Cavern of Ice B2](#)
72. Specter: Required encounter on [Cavern of Ice B3](#)
73. Remorazz: [Cavern of Ice B3](#), or [Onrac Region](#), or [Citadel of Trials Region](#) (Rare in all locations)
74. Dark Wizard: [Chest B on Cavern of Ice B2](#)
75. Evil Eye: Required encounter on [Cavern of Ice B2](#)
76. Desert Baretta: [Yahnikurm Desert Region](#)
77. Sabertooth: [Caravan Region](#), or [Mirage Tower F1](#)
78. Wyvern: [Lufenia Region](#), or [Northeast-Northwest Region](#)
79. Wyrn: [Cardian Islands Region](#)

80. Manticore: [Cardian Islands Region](#), or [Onrac Region](#)
81. Baretta: [Yahnikurm Desert Region](#)
82. Basilisk: [Final Dungeon B1](#)
83. Allosaurus: [Yahnikurm Desert Region](#)
84. Weretiger: [Citadel of Trials Region](#)
85. Sand Worm: [Yahnikurm Desert Region](#)
86. Minotaur Zombie: [Lufenia Region](#)
87. King Mummy: Required encounter in [Waterfall Cavern](#)
88. Medusa: [Citadel of Trials F3](#)
89. Rakshasa: [Flying Fortress F3](#)
90. Clay Golem: [Chest F on Citadel of Trials F3](#)
91. Nightmare: Required encounter on [Citadel of Trials F3](#)
92. Dragon Zombie: Required encounter on [Citadel of Trials F3](#)
93. Sahagin Prince: Talk to the hoodie near Chests G–J on [Sunken Shrine F2](#)
94. White Shark: Talk to the hoodie near Chests G–J on [Sunken Shrine F2](#)
95. Deepeyes: [Final Dungeon B3](#)
96. Sea Snake: [Chest F on Sunken Shrine F2](#)
97. Sea Scorpion: [Chest F on Sunken Shrine F2](#)
98. Sea Troll: [Chest F on Sunken Shrine F2](#)
99. Ghost: [Sunken Shrine F2](#), or [Sunken Shrine F4](#)
100. Water Elemental: [Chests A & D on Sunken Shrine F2](#)
101. Water Naga: [Final Dungeon B3](#), or [Sunken Shrine F3](#)
102. Kraken: Required encounter on [Sunken Shrine F1](#)
103. Tyrannosaur: [Yahnikurm Desert Region](#) (Rare)
104. Black Knight: [Mirage Tower F1](#)
105. Chimera: [Final Dungeon F2](#), or [Final Dungeon F1](#), or [Mirage Tower F2](#), or [Mirage Tower F1](#)
106. Guardian: [Mirage Tower F1](#)
107. Blue Dragon: Required encounter on [Mirage Tower F3](#)
108. Green Dragon: [Final Dungeon F3](#)
109. Stone Golem: [Final Dungeon B1](#)
110. Air Elemental: [Flying Fortress F5](#), or [Flying Fortress F4](#)
111. Spirit Naga: [Flying Fortress F5](#), or [F4](#), or [F2](#), or [F1](#)
112. Death Knight: [Final Dungeon B5](#), or [Final Dungeon B4](#), or [Flying Fortress F1](#)
113. Earth Medusa: [Flying Fortress F1](#), or [Final Dungeon B1](#)
114. Black Flan: [Final Dungeon F1](#), or [Flying Fortress F5](#)
115. Soldier: [Flying Fortress F3](#), or [Flying Fortress F2](#)
116. Vampire Lord: [Final Dungeon F3](#)
117. Dark Fighter: [Final Dungeon F3](#)
118. Warmech: [Flying Fortress F5](#) (Very rare)
119. Tiamat: Required encounter on [Flying Fortress F5](#)
120. Rhyos: [Final Dungeon F2](#)
121. Death Eye: Required encounter on [Final Dungeon F3](#)
122. Purple Worm: [Final Dungeon F1](#)

123. Iron Golem: [Final Dungeon B4](#)
124. Lich 2: Required encounter on [Final Dungeon B1](#)
125. Marilith 2: Required encounter on [Final Dungeon B2](#)
126. Kraken 2: Required encounter on [Final Dungeon B3](#)
127. Tiamat 2: Required encounter on [Final Dungeon B4](#)
128. Chaos: Required encounter on [Final Dungeon B5](#)

I see a lot of 100% guides recommend grinding the Chaos Shrine to find every monster that can appear there, then doing the same with every location in the game. I think that's terrible advice, because it's a colossal waste of time. You will find almost every monster just by playing the game, and you can easily go back to any location if you missed one. What I recommend is to play til [Flying Fortress F5](#), then grind for Warmech. If you have a Knight, get Excalibur first. You might find other monsters there while you're grinding, e.g. Neochu, Dark Fighter, or Mindflyer.

Then kill Tiamat, check your Bestiary for monsters you've missed (Main Menu > Extras > Bestiary), and use this list to go find them. If the best place to find one is the final dungeon, do that last, because you haven't been there yet. The final dungeon is the Chaos Shrine, but we aren't calling it that because the first dungeon is the Chaos Shrine, and it changes.

Other than Warmech, the most likely monster you'll miss is Tyrannosaur, then Remorazz. I don't expect other misses specifically, but it's likely there will be a few. Make sure you find an Iron Golem on [Final Dungeon B4](#). In the final dungeon you'll face [Floor 1 monsters, then Floor 3 monsters, then Floor 2](#), then back to 1, then the basement levels in order. There's a section of Floor 2 between Floor 1 and Floor 3, but there aren't any monsters there. Check your Bestiary and this list as you go, to make sure you're getting the monsters you need.

Achievements

If you follow this guide, you will easily get every achievement. The only thing I haven't covered yet is the ship minigame, which you can do as soon as you get the ship. Here are the achievements you will get, in the approximate order in which you will get them.

1. A Hero's Journey: Saved Princess Sarah by defeating Garland.
2. Hidden Game: Played the 15 Puzzle game.
3. Apprentice Warrior: Defeated 100 monsters.
4. Field Research - Basic: Completed 10% of the Bestiary entries.
5. Thrifty Spender: Obtained 10,000 gil.
6. Experienced Warrior: Defeated 300 monsters.
7. Smart Saver: Obtained 50,000 gil.
8. Rookie Treasure Hunter: Collected treasure from 10% of the chests.
9. Legendary Warrior: Defeated 500 monsters.
10. Moneybags: Obtained 100,000 gil.
11. Earth's Blessing: Restored the Earth Crystal's light.
12. Field Research - Advanced: Completed 50% of the Bestiary entries.

13. Token of Courage: Gained titles of courage from Bahamut.
14. Veteran Treasure Hunter: Collected treasure from 50% of the chests.
15. Rekindled Flame: Restored the Fire Crystal's light.
16. Revitalizing Waters: Restored the Water Crystal's light.
17. Adventurous Wayfarer: Traveled to all the map locations.
18. Sword of Myth: Obtained Excalibur.
19. Wind's Caress: Restored the Wind Crystal's light.
20. Legendary Treasure Hunter: Collected treasure from 100% of the chests.
21. Seasoned Hero: Reached level 50 for all party members.
22. Field Research - Professional: Completed 100% of the Bestiary entries.
23. Prophecy Foretold: Defeated Chaos and restored peace to the world.
24. Master of I: Earned all achievements.

To get the Hidden Game achievement, while in the ship, hold down Confirm and spam Cancel, like 50 times or so, until the game appears. You can then quit out of the game, or play it for no rewards. Some achievements may not register until you fight your next battle. So if that happens, don't worry.

The only other thing you might not get, if you're following the guide, is the Seasoned Hero achievement, because you don't need to be level 50 to beat Chaos. Just grind whenever you feel like it, at any point after the class change, and before the final battle. Once you have spellcasting items, you can easily autobattle.

If you don't do the class change, you won't get Tokens of Courage, and you probably won't get Adventurous Wayfarer because you didn't go to those locations. But the class change is good, so do it. Also if you don't get Excalibur then you won't get Sword of Myth, so get Excalibur even if you don't have a Warrior. Or play again with a Warrior and get it. You don't have to do all the achievements in 1 game.

[My Final Fantasy 1 Pixel Remaster Party Construction Guide is here.](#)

[My Final Fantasy 1 Pixel Remaster Spell Recommendations are here.](#)

[My Final Fantasy 1 Pixel Remaster Weapon Progression Guide is here.](#)

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