FF4 Free Enterprise Newbie Guide (v4.6)

From riversmccown (view original). Version updates from antidale.

This guide's really long. Help?

There's a lot to take in for your first few seeds, and this guide tries to cover a lot of the questions new players have. Before your first seed, you might want to skim the guide, maybe make note of stuff that doesn't make any sense to you yet to come back to later. When you're playing your first seeds this can make for a very nice reference document to have open as you play.

Also, talk to the NPCs in the game, they're chock full of tips, information, and jokes.

How do I play this game?

You'll need a FF4 1.1 US ROM and an emulator. Here's a list of race legal emulators:

SNES9X: https://github.com/snes9xgit/snes9x/releases
Higan: https://www.emulator-zone.com/snes/higan
BizHawk: https://github.com/TASVideos/BizHawk/releases/

We can't legally provide you with a ROM. Google is your friend.

Pick a preset or make your own flagset, click Generate, then plug the ROM into the website at http://ff4fe.com/make and you'll be able to download randomized seeds.

If you're looking to stream it, there's a listing of trackers in our resources pack or on the wiki. Keep in mind that Google Chrome's hardware acceleration will keep some trackers from easily showing in OBS. Most people use LiveSplit as their main timer.

If you're looking to play on console, you'll need a Flash Cart (FXPAK Pro and Super Everdrive are the main ones). If you're looking for a controller that works on your computer and mimics the SNES controller, we hear from a lot of people satisfied with iBuffalo controllers, and others enjoy the 8BitDo Pro 2. (There's nothing wrong with using a keyboard or an XBox controller, whatever you want is fine.)

Is There A Recommended Set Of Flags?

This is a more complicated question than it'd seem at first, since there are a lot of ways to be a newbie at the game. Either the **Casual** or **Supermarket Sweep** flagsets are really nice ways to ease yourself into learning what everything does, what characters you like to play with, and limit the places you'll generally have to go to find your way to Zeromus. If you already have a vague handle from watching a few runs/races, you might consider the **Lali-Ho Redux** flagset.

People with significant experience in playing vanilla FFIV, or have watched a fair number of runs from races or individual streamers, and thereby know characters, locations, and gear pretty well can jump to the **Intermediate**, **Ladder Standard**, or **Adamant Cup Group Stage** flagsets. If you want to practice Hook routes, **Falcon%** is a good challenge that's focused on that single goal.

I've started, where do I go?

Starting Off

At the very start of a seed, you have two characters, a starting item, and a pretty open world. Your first priorities usually include getting some upgraded weapons and armor, getting some new characters, and getting some consumable items to help in battle.

If **Cnofree** is turned off, an advised way to start the game would be to go to Mysidia and Damcyan to pick up a full party of characters, then choose either Watery Pass, Antlion Cave, Fabul, or Baron Inn. Of course, if you aren't happy with your party, or you get someone who benefits from achieving Paladin status, you might want to go to Hobs or Ordeals first for the potential character switch. It's mildly inconvenient to switch someone out when you start really putting experience into them, though not impossible.

If **Cnofree** is turned on, the first fights you generally fight at the beginning of a seed are either in Antlion Cave for a Key Item check, or Mt. Hobs to recruit an extra character.

Available to You at the Very Start of The Game
Start of Game -- 2 free characters, 1 key item (starting Key Item)
Toroia Castle -- 9 treasure chests without Earth Crystal, 1 key item (Knofree must be off)
Mysidia -- 2 free characters (Cnofree must be off)
Watery Pass -- 23 treasure chests, 1 free character (Cnofree must be off)
Damcyan -- 13 treasure chests (side room), 1 free character (Cnofree must be off)
Baron -- 13 treasure chests, 1 item shop, 1 key item and 1 character (2 bosses in Inn)
Fabul Castle -- 10 treasure chests, 1 weapon/armor shop, 1 item shop, 1 key item (1 boss)
Antlion Cave -- 13 treasure chests, 1 key item (1 boss)
Mt. Ordeals -- 4 treasure chests, 1 free character, 1 key item (3 bosses)
Mt. Hobs -- 5 treasure chests, 1 character (1 boss)

Gaining Power
The combination of levels, gear, items, and characters is what gives you the ability to tackle more difficult parts of a seed. Early on, you're generally looking to find some equipment upgrades for your physical fighters, and maybe a j-item or two to help you through the first couple of checks. When equipping armor, prioritize gear that gives strength bonuses for physical characters (check the Equipment Data section for a listing).

A Dancing dagger is prime gear for Edward early, with Rydia, Palom, and even Kain liking it for the first couple fights because using it as an item gives decent consistent damage, and it also pierces the Reflect status. Kain's Flame and Blizzard spears are also nice early game

because they can cast a version of Fire2 and Ice2 (it won't be as strong as if it were coming from an actual black mage, but early on, it'll do fine).

There are some power tipping points that let you really leverage some early strength into harder or more rewarding checks. Getting an early Edge with at least long swords really carves up the early game. Palom becomes very strong with Virus, and clears a lot of content once he has Quake. Sylph is nice, but Rydia really starts to shine with a Levi or Baham summon orb. A Stardust rod helps Fu, Palom, Rydia, or Tellah give you some very strong value with the item cast up through Baron Inn, and is the best bonus to their black magic casting they can equip in that slot. Rosa or Porom with at least an Elven bow, a Heroine robe, and the Bersk spell do really good work. If you can get Kain a Defense sword and even just a bit of strength boosting gear, he'll clear a lot for you. Getting an Avenger gives Kain some extra juice, and Cecil will gladly take it over, too.

Key Items

Key Items are the way the game gates some checks and progression. On most flagsets once you get 10 Key Items, you start to get double experience from fights. Neat! Most Key Items go into your inventory, and many of those are removed when you're done using them.

Frequently missed key items
Sheila, Yang's wife, has two key item spots: She will give you one key item if you talk to Yang in the bed in the Sylph Cave then return to tell her about it. She'll give you a second key item if you whack Yang with the Pan, then go back to her and give her the Pan back. A lot of newer runners forget about that Pan turn-in item.

It is frequently missed by newer runners that they have the Hook key item, which does not appear in the actual inventory. The hook opens up Eblan cave, which is one way you can get underground.

Because most tournaments have been run with the Knofree flag, it is a very easy oversight when that flag is off that you can get a key item from Edward in bed at Troia Castle for free.

Potentially not a key item but important
If you find the pass item in a chest, or buy it in a shop, you can access Zeromus early in the game by heading to the town of Toroia and showing the pass to the guard in the pub building. Instead of taking you to a dance show, this now just takes you straight to Zeromus. If you don't have the Crystal to flip him, the fight is unwinnable.

If you have the crystal though, and a decent grind area, you might consider just looking in shops to find the pass rather than going through the rest of the key item shuffle.

If I make the pass a key item, what will the pass replace?

If you are playing a Kmain seed, and also activate the flag that makes the pass a key item, the pass will have to replace one of the key items, which will be either the Pink Tail or the Spoon.

On Ks where you are beyond just main, pass just slots into a spot that would normally reward a treasure.

I forgot where I've been, what I've found, and what I've used
The Track section of the menu will list key items, where you found them, and what you can do with them. If you can't remember which spots you have left to visit, go talk to Rosa's mom in her home in Baron, north of the inn. She'll offer some guidance on anything you may have overlooked.

How do I get to the Tower of Zot?
In the vanilla game, the Tower of Zot is only accessible after returning the Earth Crystal to the Troia epopts. However, in Free Enterprise, Tower of Zot is always accessible by talking to the green NPC in the epopts' room.

(You can also exit the Tower of Zot by stepping on the tile between all the orbs on the first floor, near where you are warped in.)

There are a few other core gameplay changes to be aware of and are handily listed and explained in the wiki here: https://wiki.ff4fe.com/doku.php?id=core_gameplay_changes

What locations give Key Items?

To keep things a little condensed, this section only notes the items in the Kmain pool. If you turn on Ksummon, Kmoon, or Kmiab, check down in the extra information section, or this spreadsheet for a quick reference.

Kmain
Overworld
Starting Key Item
Antlion Cave
Fabul Defense
Mt. Ordeals
Baron Inn
Baron Castle Throne (locked by Baron Key)
Cave Magnes (locked by TwinHarp)
Edward in Troia (if Knofree is on, this moves to Rydia's mom after you defeat D.Mist)
Tower of Zot (locked by Earth Crystal)
Sheila 1 (locked by underground access, visit Yang in the Sylph house, then visit Sheila in Fabul)
Sheila 2 (locked by the Pan and underground access. Bonk Yang with the pan in the Sylph house, and then return to Sheila in Fabul)
Rat Tail Trade-in (locked by Rat Tail and hovercraft. Trade the Rat Tail to the guy in the Adamant Grotto just East of Silvera)

Underground (requires Magma Key or completing the Hook route)
Dwarf Castle
Lower Babil (top)
Lower Babil (super cannon - requires Tower Key)
Sealed Cave
Land of Summoned Monsters Chest

What Key Items Unlock

Crystal -- Required to flip Zeromus to beat the game
Magma Key -- Unlocks underworld after dropping down chute
Hook -- Unlocks underworld via picking up hovercraft and going through Cave Eblan/Tower of Babil, as well as rat tail/pink tail trade-ins
Dark Crystal -- Unlocks Big Whale from Mysidia/moon access

Baron Key -- Unlocks Baron Shop, unlocks Baron Castle which leads to another key item (defeat Kainazzo)
Twinharp -- Unlocks Dark Elf, which leads to another key item (defeat Dark Elf)
Earth Crystal -- Unlocks Golbez cutscene at Tower of Zot, which leads to another key item (defeat Valvalis), plus 18 chests in Toroia castle basement (left staircase)
Tower Key -- Unlocks Dwarf Cannon in Tower of Babil, at bottom of tower, you will receive another key item
Pan -- Hit Yang in Sylph Cave, then go back to see Yang's wife to get another key item
Luca Key -- Unlocks Sealed Cave, which leads to another key item (one boss) -- You can get that key item early with glitches if you have Warp.
Rat Tail -- With hook, trade to collector for another key item

Pink Tail -- With hook, trade to collector for Adamant armor (or other ultrarare with -noadamant)
Sandruby -- Wake up character at Kaipo, get free character
Package -- Trigger Mist scene, get character in Kaipo inn (easy boss fight)

Spoon -- Throw at anyone for a large amount of damage
Adamant -- Make Legend Sword not terrible by taking to Kokkol’s Smithy
Legend Sword -- Looks pretty, Cecil can use. (In Forge mode you’ll need both Adamant and Legend to unlock whatever is behind that spot.)

Character Recruitment Locations

Free Characters
Baron Castle (start of game) -- 2 characters
Mysidia (talk to Elder) -- 2 characters
Watery Pass (Tellah waiting for you spot) -- 1 character
Damcyan (Spoony bard cutscene) -- 1 character
Mt. Ordeals (Tellah finds you spot) -- 1 character

Earned Characters
Mt. Hobs (after Mombomb fight) -- 1 character
Baron Inn (defeat two bosses at Yang spot) -- 1 character
Mist-to-Kaipo (Rydia's mom cutscene) -- 1 character (requires Package)
Kaipo (SandRuby Rosa cutscene) -- 1 character (requires SandRuby)
Baron Castle (Defeat King cutscene) -- 1 character (requires Baron Key)
Tower of Zot (Save Rosa cutscene) -- 2 characters (requires Earth Crystal)
Cave Eblan (Edge/Rubi cutscene) -- 1 character (requires Hook)
Dwarf Castle (Rydia saves you spot) -- 1 character (requires Magma Key or Hook)
Crystal Palace on Moon (FuSoYa welcome!) -- 1 character (requires Dark Crystal)
Giant of Bab-il (Kain saves party) -- 1 character (requires Dark Crystal)

Frequently missed shops
Most item shops are pretty self-explanatory (look for the potion symbol on a town door) -- but two aren't. There's a lady selling goods on the first floor of Troia's bar that counts as a shop. (In vanilla, it's the place where you can buy the Pass.) There's also a Hummingway NPC that will sell things on the moon in the Hummingway cave. That NPC always starts slightly to the right of the door, about halfway up.

Character Selection

Don't use Edward or Dark Knight Cecil unless you like challenges. If you get them in your first five and for whatever reason can't scale Ordeals to make Cecil a Paladin, dismiss them ASAP.

One thing that sometimes gets lost by new players is that they think every character has to be great to win the game -- sometimes you'll only need two or three characters to make a Zeromus fight worthwhile, let alone the other modes. It's okay if you have a bad character.

Character Summary/Rankings

Pretty much every character can be made to be pretty good. FuSoYa and Edge early on are especially good and overpowered. This is my purely subjective list of rankings:

1 -- FuSoYa -- 1900 HP is very helpful in the early game, he has every spell, and though he's slow, he's versatile.
2 -- Edge -- Starts out a beast with or without darts, and with a great weapon to throw he's probably the best character in the game. Even without them, Ninja magic is good for clearing big crowds and he'll help you avoid back attacks if random encounters are on with his high base agility.
3 -- Rosa -- No offensive firepower until White unless you make her an archer, but I give her a slight edge over Porom because her HP is much higher at similar levels. Keep in mind that Holy/White is learned at level 48 in the English version of the randomizer and 55 in the JP version.
4 -- Paladin Cecil -- Solid damage dealer, but where he really shines is with Crystal Sword and Excal, the two most broken weapons in the game that only he can equip. Cover is super

nice. There are a lot of items you can get along the way in a playthrough that will make him useful. Because the game defaults to scaling ATB (the active-time battle system) off Cecil's agility, any kind of high-leveled Cecil is a potential weakness at Zeromus if you have the vanilla agility flags on. Bump him down a few spots if you're using those flags.
5 -- Kain -- Can equip the majority of the good weapons in the game, Excalibur and Crystal Sword excepted, Jump is a useful command, and he's really fast and powerful as a late-game tank.
6 -- Palom -- Learns Virus (19) and Quake (23) incredibly early, but has to be leveled high to 52 for Nuke. Bluff can help take down high HP bosses. HP at higher levels is somewhat concerning. Keep in mind he's much better in the early game than at Zeromus most of the time.
7 -- Porom -- Porom always learns White/Holy at 52. Less HP than Rosa, and Cry is utterly useless. Otherwise, white mages are quite important in this randomizer.
8 -- Yang -- You don't have to get good end game weapons for him to deal damage, which is nice. Early-midgame Yang has the HP to tank a lot of damage, and late Yang has a tremendous amount of HP. Focus is a great command if you use JP flags.
9 -- Cid -- A souped down, slower version of Yang that needs a good endgame weapon to deal damage. Low agility is actually fairly useful for manipulation purposes. (See below.)
10 -- Rydia -- If you happen to run into a good summon, she'll carry your early game if you can keep her alive. HP is, again, a problem. Like Rosa, her spell set changes between English and JP, and she learns Nuke at level 55 in JP versus 50 in English.
11 -- Tellah -- Great early game character, and he can be your fifth-best character at Zeromus with ease. Just don't rely on him to tank hits, and don't make him your only white mage in the end game because he can't handle that task.
12 -- Edward -- Uh … let's see. He can equip some good stuff, and he's a nice archer in the late game. We gave you guys a spoon to play with. Asking for anything more is asking too much.
13 -- Dark Knight Cecil -- Black Sword is his ultimate weapon. You might be better off with him dead.

How do I upgrade Cecil to a Paladin? How do I get adult Rydia?
Both of these characters are locked behind their vanilla spots. Cecil will become a Paladin (or join you as a Paladin) if you have completed Mt. Ordeals. Rydia will become Adult Rydia (or join as Adult Rydia) if you have beaten the Calbrena/Golbez boss slots in Dwarf Castle. Rydia actually loses a little utility as a pure Summoner -- she can't equip white mage things like White Robe anymore -- but she does get all of her level 2 attack spells and five summons.

Gameplay Tips

Battle Speed

You can, and should, change the battle speed to at least 3 on your first few seeds. The default of 1 makes the underlying battle system zoom by, and makes the game a lot harder when you're getting used to the game and are pondering what you want a given character to do. It is a fantastic idea to make this change in the menu before you start playing. And feel

free to slow it down even more if you're feeling like the boss/spot is too tough. A lot of fights move from "just out of reach" to "very doable" with a slightly slower battle speed.

Silkwebs and You

The Japanese item "Silkweb" is one of the best items you can pop if you're attempting a long boss fight. Not only does it cast the Slow spell, it casts the Slow spell twice, instantly getting a boss to the slowest possible ATB it has. If you see it in a store and you aren't playing an easy flagset, you should get used to buying a stack of them.

Use Your Illusions

Illusions are a consumable item that works exactly as if the Blink spell was cast on the person who uses one. They take a lot of the fight out of monsters and bosses who only (or mainly) attack your party physically. A really great item to help your party stay alive during the setup for some fights.

Agility Manipulation

The fulcrum point of all ATB in this game is whoever you have in the middle slot. Every bit of ATB is measured against that character. If you have less than five characters, it goes to the character with the highest "slot." That order looks like this:

Middle
Top
Bottom
Second-to-top
Fourth-to-top

If you have Cecil and the **-vanilla:agility** flag on, Cecil will **always** be the fulcrum of your party's agility if he is in it, and otherwise the highest slot is that fulcrum. **Chero** makes your starting character act like Cecil does in **-vanilla:agility.** If both **Chero** and **-vanilla:agility** are on, -vanillla:agility completely wins out in all cases, and your hero is not at all special for that fulcrum point (often we call that character the agility anchor)

How do you play with this? Simple. There are certain fights (pretty much everyone but Rubicant and Valvalis) where you will want Cecil or the middle slot character to have low agility, because that gives all of your characters more turns. So if you're struggling to win the turn order in a fight, try moving someone slower into the middle slot, or give them an agility-decreasing item like Dwarf Axe or Cursed Ring. Sometimes, you might find it useful to designate one character to be a full-time anchor, and prevent them from getting levels. Check out the equipment data section to get an idea for how you can alter the agility stats for your party. It's important to know that a character's speed in battle gets set as the battle starts, so you can start someone off with a weapon that speeds them up (perhaps giving Palom an Assassin dagger), and then in battle equip something that boosts a different stat (and swap Palom to a Stardust rod).

The Middle Slot and You

Characters in the middle get an accuracy boost to their spells and attacks. If the turn order doesn't matter, the best place for the character you want to do the most damage is in the middle. This is also handy when you're trying to land a status effect spell like say, Weak, for the purposes of grinding.

Exploiting Weaknesses

Enemies can have two categories of weaknesses: weaknesses based on elements, or what kind of creature type they are (some types are Giant, Mage, Zombie, or Robot. This enemy lookup spreadsheet has all the data, or you can look things up on the wiki's Enemy List). Each category can only be exploited once during an attack, but you can hit both an elemental and a creature type weakness at the same time. This can take a good bit of time to lock in your head, but knowing and using the information can really help out in difficult fights.

Run Buffering

Popping up the "Can't Run!" text in a battle is something that gets abused often in the speedrun of this game because it freezes the enemy's ATB while you input a command. It's hard to give a hard and fast set of rules for when to use this and when not to use this, but if you're in a situation that you think is dicey -- you're worried about Zeromus getting a turn before you do, about Wyvern getting a turn before you do, etc. -- it might be worth it to try to do one. Some people fall into the habit of just holding L + R forever before a turn, but keep in mind the buffer only matters if it happens after your character's command box has popped up. Accordingly, if you pop up the Can't Run dialogue without your command box active, you only cost yourself time, and will frequently harm your chances if already using a slow Battle Speed. Otherwise, hey, at least you're not learning Fabul Gauntlet in the regular speed run -- this often won't be the difference between dying or not, but it can mitigate an attack here or there pretty often.

Who should I keep, and what should I do in my specific scenario?

It's really hard to say. We don't know you, your skill level, or your flagset. As a general rule, you probably want at least one white mage in your party. In race settings, most players are advised to focus on DPS -- if you have Kain but his best weapon is the wind spear, and you have two cat claws for Yang, you might consider keeping Yang instead of Kain, for instance.

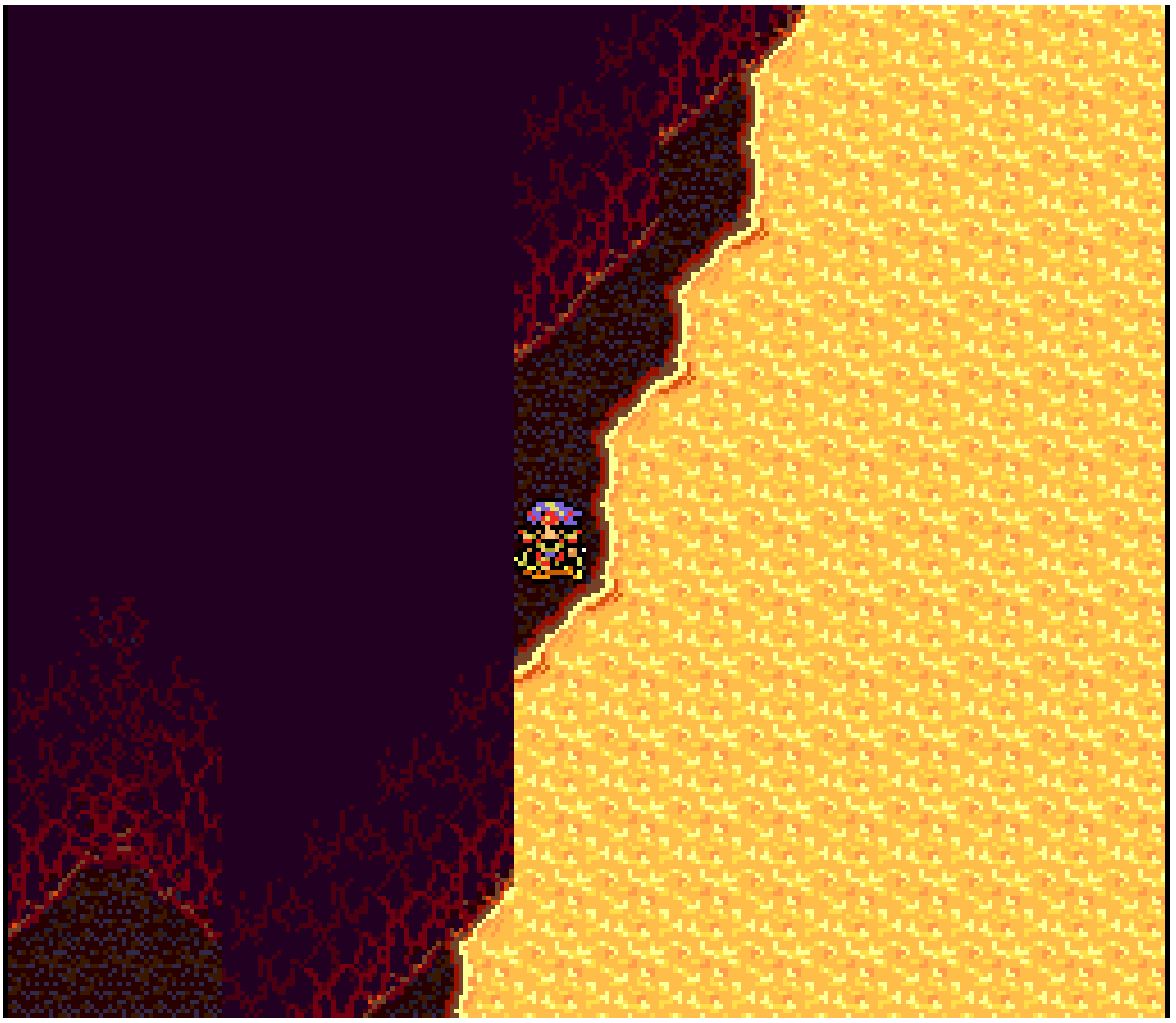
But if you join the discord, we love newcomers and have a newbies_corner channel for questions. If you spill your flagset and your situation, we have plenty of people itching to give you advice. We'd love to get you set up to join a community race!

Grinding

The best fights to grind in are ones where either a) you can summon a creature over and over again or b) where you fight characters that have 30000+ experience. Throwing life potions and life1 spells on dead monsters will count as an extra kill, so abuse that when you can along the way. You do have to have at least one other enemy still alive, since the battle ends as soon as the last enemy is dead. If you want some more thoughts about grinds, check out this Consolidated Grind Chart document.

Eggs

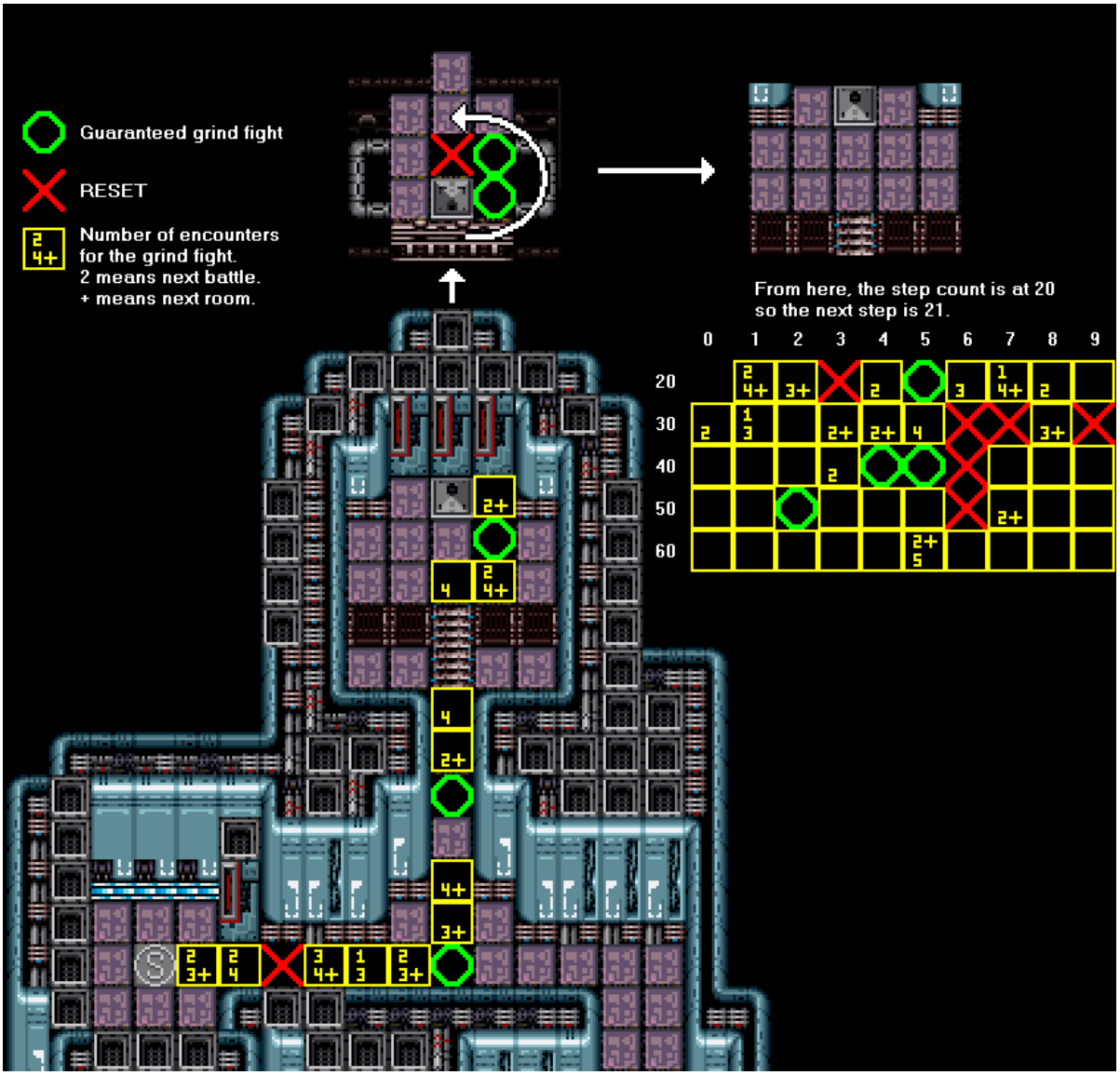
If you happen to have Sirens, by far the easiest way to grind is off Yellow D's on the three-step peninsula in the Underworld.



Using the siren anywhere on this peninsula will call up the rare fight: egg with Yellow D. Yellow D has 1800 HP and can even be killed for full experience while still in the Shell. It's vulnerable to instant death, stop, and has a lot of weaknesses. Just remember that it counters regular attacks with Thunder if it survives the attack, and Thunder can do a lot of HP-based damage to your party.

D.Machin

The way we grind in the no64 speedrun is with the Searcher/Machine fight that summons D.Machines in the Giant of Bab-il. It's located in the last few rooms of the Giant before the normal Four Fiends fight, in the room with the save point and just before you can trigger the Fiends fight. The searcher will summon new creatures to the battle, and it will continually summon a D.Machine after you hit it when the screen is empty. Use Weak on the D.Machine, then attack to kill it. The easiest way to manipulate it to happen is saving and resetting, then using this chart: https://ff4.aexoden.com/myself086/GrindFightManip.PNG



When there are values in the chart with multiple numbers (for example, the first step), it can be either of those values, with the second value being the less desirable seed location. This video by Invenerable can help if you're still lost. You will probably want an early Tellah or FuSoYa to do this, because they both know the Weak spell. (Palom and Rydia can learn it, but at that point, have most of the levels they want already.)

TrapDoors

The Sealed Cave, home of TrapDoors is another good grind spot. Both the Doors and Mantcores (which can show up at certain damage thresholds while killing doors) both give around 30,000 experience. You'll have to outspeed or out damage Trap Doors (or have a way to block instant KOs, like Ribbon), but you can cast or throw an item that casts Stop on the Mantcores. You can also beat TrapDoors if you have the ability to put a wall up to reflect its instant-KO spell, even though the TrapDoor is technically a boss, because the spell does not check for the Boss Bit.

Other Grinds

If you just want to beat the game and don't have access to any of those, you can also try grinding off Summoner/Arachne in the Land of Summoned Monsters. Arachne is weak to Ice spells, gets brought back over and over again, and is worth 4K experience. Summoner/Clapper is also viable but it's a lot harder to one-shot the Clapper. If you have Edge you can use a glitch where you steal a staff from the Summoner that will one-shot any enemy on the map.

Earlier Grinds

If you're stuck and looking for an early grind spot, you might consider killing Liliths on Ordeals, which give about 2.5K experience. Sirens can call Eggs with Green Dragons in them (or Green Dragons themselves) in Upper Tower of Bab-il, which give about 4.5K. Some of the summoners will even summon Green Dragons, which you can abuse just like Summoner/Arachne.

Moon Grinds

If you have access to the moon but not the underworld, you'll want to look for King-Ryus, which give 30K experience and can be stopped with HrGlass/stop spells. In most cases you'll want dragon-hunting equipment (Artemis arrows, dragoon spear, etc.) to take out the King-Ryus. They're also vulnerable to Weak. Or you can look for Warlocks, which give 17k experience but can be instakilled with Stone or Coffins. Warlocks are also mages, so a Rune axe, Mute knife, Elven bow, or Mute arrows all get extra damage on them. Casting Mute on them stops their spell-casting.

Cash Grinds

If for whatever reason you want to grind GP instead of experience, PinkPuffs give a lot of it with a siren in their room, and they are vulnerable to instakill stuff like Coffin. Just don't waltz in there without good physical defense armor. Also, King-Ryus are pretty good for a GP grind, and are much easier than Pink Puffs

If you would like in-depth video guides exploring some other useful strategies and advanced techniques, please consult the Listing of Helpful Gameplay Tools, or checkout similar lists on the wiki: useful tools, guides and resources, and external guides.

Monsters! In a box

Monsters Chests have a large pool of amazing items in them because they're shuffled in with valuable treasures like those held by the Lunar Subterrane bosses. Depending on the game mode you pick, they may even have key items! Unless -vanilla:miabs is enabled, Monsters! chests are shuffled to be in a random chest in their area, so each location will have this many Monsters! chests:

Tower of Zot -- 1
Eblan Castle -- 3
Cave Eblana -- 1
Tower of Babil (bottom) -- 4
Tower of Babil (top) -- 1
Cave of Summoned Monsters -- 1
Sylvan Cave -- 7
Giant of Babil -- 1
Lunar Path -- 1
Bahamut Cave -- Bahamut Fight
Lunar Subterrane/Core -- 9

Most enemies you find in boxes are vulnerable to status effects. However, in the Subterrane, watch out for Behemoth and Dragons. Behemoth counters any damage done to it, has a powerful physical attack, and counters magic with his own annoying magic. Red Dragons are the single most powerful enemy in the game, are fast, and spam Heat Ray when alone, which does ridiculous damage to the entire party if they don’t resist fire damage. Dragoon gear will help a ton if you have it.

Experience:
Tower of Zot: Flamedog - 1720
Eblan Castle: Mad Ogre(x3) -- 7110
Eblan Castle: Q. Lamia/Blackcat(x2) - 8500
Eblan Castle: Staleman/Skulls(x4) -- 8420
Eblan Cave: Staleman(x2) -- 4200
Tower of Babil Lower: Alert-Stoneman -- 2100 alone
Tower of Babil Lower: Alert-Chimera -- 2100 alone
Tower of Babil Lower: Alert-Flamedog -- 2100 alone
Tower of Babil Lower: Alert-Naga -- 2100 alone
Tower of Babil Upper: Mad Ogre(x4) -- 9480
Cave of Summons: Warrior(x5) -- 21500
Sylph Cave: Ghost(x6) -- 22200
Sylph Cave: Ghost(x6) -- 22200
Sylph Cave: Ghost(x6) -- 22200
Sylph Cave: Centpede(x2) -- 5600
Sylph Cave: Molbol(x2)/EvilTree(x2) -- 33100
Sylph Cave: Molbol(x2) -- 22000
Sylph Cave: ToadLady/Bog Toad(x6) -- 14600

Giant of Babil: Last Arm - 8800
Lunar Path: Procyote(x2)/Juclyote(x2) -- 30600
Lunar Subterrane: Red Giant(x2) -- 37800
Lunar Subterrane: Warlock(x2)/Kary(x2) -- 60800
Lunar Subterrane: Behemoth -- 58700
Lunar Subterrane: Behemoth -- 58700
Lunar Subterrane: Behemoth -- 58700
Lunar Subterrane: Red Dragon(x2) -- 103,600
Lunar Subterrane: Red Dragon/Blue Dragon -- 87,800
Lunar Subterrane: D. Fossil/Warlock -- 32400
Lunar Subterrane: Warlock/Kary(x3) -- 56,500

Here's a guide for these encounters, and it shows you where the vanilla locations are as well. Currently loot tiering information is still based on version 4.5 of the randomizer, and will be a little different in version 4.6.

Moon/Summon Bosses

On your first runs, generally we recommend only you have **Kmain** enabled for your Key Item checks, but you can find a lot of experience and quality rewards at the other Boss locations. The two boss fights that give the most experience are the CPU spot at the end of Giant of Bab-il and the D. Lunar spot in Lunar Subterrane that is two doors down from the save point before entering the Lunar Core. Check the Boss Xp by Location section for some more detail.

How Many Levels?

Fighting Zeromus at a low level is extremely risky and time-consuming. Unless you are a pro, prepare for it like you should play it safe. You probably shouldn't touch Zeromus unless you're at least level 50 as an average if you are newer. Check Zeromus 101 for some more details about the fight that can help with understanding if you're ready to go. Equipment can play a large part in survivability. If you have a few Adamant armors on your team, you can get away with doing most things at lower levels.

Boss Stuff

The Boss Bit

Bosses in Free Enterprise generally have what FF4 calls "The Boss Bit" -- it means that any status spells that your characters have that target enemies will instantly fail. You'll never Charm Rubicant or Mute Valvalis.

However, some bosses do not have that bit -- Brenas in a Cal/Brena fight, Baron Guards, Fabul Gauntlet (and most enemies pulled by alt:gauntlet), and Dark Imps. You can feel free to use whatever status magic you want on them, provided you aren't using the Bnofree flag.

And some bosses use spells that can be reflected on to them because those spells themselves are able to avoid the boss bit. Just see what happens when you reflect Breath on to a D. Lunar.

Boss safety checks and what they mean

Currently there are three bosses that you will never see blocking access to the underworld under typical sanity checks (Bstandard): Golbez, Wyvern, and Valvalis. The inability to guarantee access to what you need to beat them in all seeds means that we wanted to make sure that you didn't need to fight them before you could get to a solid grinding point.

Golbez and Wyvern are a) exceptionally fast, b) exceptionally strong, and c) incredibly rough to deal with even when they are scaled down. They are almost entirely reliant on having StarVeils or Wall. Meanwhile, Valvalis will be downright unhittable in some early spots given the typical party power in an early game, and can even do things like block you from getting the Baron Inn character because you have no way to touch her.

Because of this, when you see one of those three bosses in the overworld, you already know that you don't need the item to progress the game to the underworld. Don't worry about it, just come back and take care of them later.

Boss Experience Points by Location

Some of these may be slightly off because a) some bosses keep parts of their experience coded differently (the Kaipo Inn guards will only give you full experience if you defeat the commander) and b) that division can sometimes create some slightly different numbers. Keep in mind that if you meet a boss that is not immune to status effects, you can throw life potions on them when they are dead for extra experience. You can also earn extra experience against bosses that regenerate people (Magus Sisters, CPU), but you can't throw lifes on them.

D. Mist -- 700
Octomamm -- 1200
Antlion Cave -- 1500
Baron Inn -- 1440 (guards) and none
Hobs -- 4360
Fabul -- 5590
Mt. Ordeals -- 3800 (milon) and 3000 (z) (and none)
Baron Castle -- 4821 (baigan) and 3171 (kainazzo)
Cave Magnes -- 7002
Tower of Zot -- 9000 (magus sisters) and 9500 (val)
Tower of Babil (bottom) -- 26020 (lugae spot) and 5820 (dark imps)
Tower of Babil (top) -- none (eblan royalty), 25000 (rubi)
Dwarf Castle -- 21003 (dolls) and 20000 (golbez spot)
Sealed Cave -- 23000

Optional

Odin -- 18000
Asura -- 20000
Leviatan -- 28000
Plague -- 31202
Bahamut -- 35000
Pale Dim -- 59000
Ogopogo -- 61110
Wyvern -- 64000
Fiends -- 87858
D. Lunar -- 10000
CPU -- 150000

Basic rundown of boss fights

Bosses are immune to all status effects unless otherwise noted.

Mist Dragon: Uses physical attacks, absorbs Holy, can't be targeted when it turns to mist and will counter physicals with ColdMist while mist
Baron Soldiers: Commander shouts "Charge!" to trigger physical attacks. Kill commander to keep attacks minimal/non-existent. You can use status effects if not on Bnofree.
Octomamm: Starts really fast, will get slower as it loses tentacles. Absorbs holy, weak to Darkness Sword and Lightning-based spells/attacks.
Antlion: Can be really tough in the wrong spot where he gets an attack boost, is fast and will counter any basic attack command with needles. Otherwise, physical attacks only.
Waterhag: Hit it for damage three times and it will suicide and end the fight. If on Bnofree, there's nothing more complicated to this script yet: just be able to tank physical attacks.
MomBomb: Mombomb has three phases, one where it will do nothing but attack, another where it turns big and will do nothing until it explodes, and a third where it becomes six baby bombs. The baby bombs can be hit with status effects. Heal up before the explosion. You can skip the last two phases if you put a lot of damage on it in a hurry but don't count on it.
Fabul Gauntlet: Six fights, you can use status effects on all of them if not on Bnofree. The officer/soldier fights will trigger a physical attack every time the officer yells charge. The gargoyle can cast Weak if it lives long enough. The waterhag/imp/weeper fight is pretty basic.
Milon: All four of the ghasts will use Drain when Milon tells them to "Go, my children!" Milon will counter any damage with Lit-1, and start spamming it when he is the lone enemy remaining. If you can kill him before all the ghasts die, it makes things a little less hectic unless the ghasts are in a high attack spot, in which case they will probably murder your face.
Milon Z.: Is very fast, but will only use physical attacks that can cause poison. Weak to Fire and Holy.
Dark Knight Cecil: As long as you can tank three hits from DarkWave, he'll kill himself. On **Bnofree** this guy is problematic without a good healer or a way to put a lot of damage on him in a hurry. He only uses DarkWave, which can't be nerfed and isn't reflectable.
Baron Guards: Vulnerable to status effects if it isn't Bnofree, will counter any physical attack with Mini. Will counter black magic/summons with Piggy.

Yang: Kick will target everybody, basic attack will only hit one person. If Paladin Cecil is in the party, you can attack him and trigger an instant win after the second Kick is queued up.
Baigan: His arms will do most of the attacking, he will put up a wall after a spell hits his body. If his arms survive long enough after the body dies, they will self-destruct. If both arms are dead, he will revive them. Can paralyze with entangle, and can inflict sap on someone with Vampire.
Kainazzo: Vulnerable to Ice before he gathers the water and lightning after. Wave will do damage based on his current HP. If he retreats into his shell, he can remedy himself for 1/10th of his HP and his defense will go up once one attack executes on him.
Dark Elf: The first form's attack pattern is Fire2/Ice2/Lit2, Weak, and Whisper, which turns someone into a piggy. He'll repeat that over and over again until you do enough HP to flip him into Dark Dragon. Dark Dragon will attack and use ColdBreath, which hits everybody in the party for solid damage. Dark Dragon is vulnerable to status effects.
Magus Sisters: The middle sister will revive either of the other sisters if they die, and also will be targeted by the tall sister with Wall. You can try to bounce spells off a Wall to kill the middle sister, or you can try to clear her out with attacks, summons, or unreflectable spells (e.g. Quake, Meteo). The tall sister will cast Charm when alone. The short sister focuses on attack magic without the middle sister.
Valvalis: Normally when Valvalis goes into tornado form her evade goes up. However, without Kain, you won't be able to get her out of Tornado form, as only jump can do that. In tornado form, Val will chain cast Weak and Ray (a gradual petrify), and then attack normally. That's the pattern. Out of tornado form, she'll use physical attacks, going back into tornado form after three of them.

Spots where you can attack Val freely with magic while she's in tornado form: Dark Imps, Golbez, Karate, KQ Eblan, Lugae, Milon. Characters with high enough magic damage can also harm her at Elements, Antlion, Bahamut, Mombomb, Baigan, Fabul Gauntlet, Magus Sisters, and Dark Knight.

Spots where Val's tornado form offers very little physical defense: Antlion, Asura, Bahamut, Baigan, Dark Elf, Dark Imps, Golbez, Karate, KQ Eblan, Dark Knight, Mombomb, and Octomamm. Sufficiently strong physical attacks can overcome her tornado defense at any spot, though.

You can also reference this spreadsheet for more detail

Calbrena: Six dolls, with the back three being vulnerable to status effects in non-Bnofree seeds. If at any time you leave only one color of doll alive, it will turn into a bigger, nastier doll. The small dolls will counter any basic physical damage with their own physical, but outside of that will only do physical attacks. Big doll uses Glance, which can charm, and hits like a sack of bricks.
Golbez: Golbez will summon Shadow Dragon to eat you down to two living party members. Then he will start spamming, in order, Virus, Lit3, and Fire2. Over and over again. Very quickly. Depending on who he replaces and takes magic multipliers from, he can easily block your progression. Use a Veil or cast Wall if you have a survivor who can use it, and the fight becomes pretty easy.

Lugae/Balnab: Much like dolls, you don't want to leave either as a survivor for long. Balnab will explode and use his remaining HP to damage you, while Lugae will "operate Balnab manually" and beat the hell out of your party for two turns before exploding. Balnab is vulnerable to robot-killing weapons (Hammers, Thunder Claw, Lit Arrows). Lugae's second form (which you will always face) will poison you, then use two HP-based attacks. Beam does 1/10th of your character's max HP, and Laser attacks based on how much HP Lugae has left. He'll also counter physicals by putting you to sleep. Lugae's second form is vulnerable to the same things Balnab is.
King/Queen Eblan: Watch them kill themselves after you eat some spells. In Bnofree, all they do is cast fire2 and fire1, so they're free as long as you're able to tank some of those. Or use Wall.
Rubicant: When his cape is open, he's vulnerable to Ice spells, when it's closed he absorbs them. Ice based attacks will always hit a weak spot. (Blizzard spear, for example.) Rubi will counter any basic attack with Fire2, will attack when his cape is closed (sometimes twice), and will use Glare when it's open. Glare will usually do about 1000-2000 HP of damage, it's a tough attack.
EvilWall: Wall will advance towards you constantly throughout the fight. If it gets close enough to you, it will start insta-killing party members with Crush. It will counter black magic with Petrify, which like Valvalis is only a gradual spell. It will also physically attack every time it moves forward. Not much to this boss besides that. If you have Edward, try hiding and see what this boss does if everyone else is dead :)
Odin: Countdown boss. Odin will do strong physicals until he raises his sword. When he raises his sword, he's about to Zantesuken and destroy your party. Berserk is your friend. Odin is vulnerable to lightning and if you target a spell on him with his sword raised at very specific times, he may be insta-killed by it. Otherwise, just pump out as much damage as you can ASAP.
Asura: She will use Cure4, Cure3, and Life1 on herself. You can actually manipulate which one she uses because her face will change after any damage she takes, and it will also change if you don't attack her for an entire cycle. Her curing will always be based on the visible face. Slow helps a lot here. You can also put a Wall on her so her cures reflect to you. Counters every bit of direct damage on her with a physical attack.
Leviathan: Big Wave will look at your max HP and do a percentage of damage based on it. He also uses Ice2, which can hurt in the wrong spot. Actually less threatening than he appears. Vulnerable to lightning-based spells and attacks.
Bahamut: Countdown boss. You get a lot of turns to wail away on Bahamut before MegaNuke comes and wrecks you. Gotta do enough damage to him to kill before that happens. Or bring up Walls and reflect the MegaNuke back on him. Or have Kain jump during the MegaNuke. Or have Edward hide during the MegaNuke. Etc. Etc.
Four Fiends: These guys have an HP refresh and their weakness varies depending on who is actually on screen. Milon Z is Fire/Holy, Rubi is Ice and will always have his cape open, the last two are vulnerable to Lightning. If you see Kainazzo, you'll know you tipped the threshold and they have refilled their HP. Milon Z will attack and throw out Curse, which lowers your attack and defense. Rubi will cycle through Fire2/Fire3/Glare multi-target, Kainazzo will use Big Wave and regular attacks, and Val will Attack/Ray/Maelstrom, which lowers everyone to single-digit HP. Slow really helps with Rubi.

CPU: There are three gigantic orbs that always do the same thing. CPU will always wall itself and then do nothing, Defender will always heal 1/10th of the CPU's HP every turn it gets, and Attacker will always use Maser, which its 1/10th of your party's HP. If you kill the attacker and defender before CPU, it will spam Globe199, which will one-shot any character without ridiculous HP/defense twice, then recover the Attacker and Defender. This is a difficult fight to do with a team of mages because of Wall. You need to be able to put physical or dart damage on CPU to avoid the Globe199 cycle. God help you if it gets put into a spot with a lot of HP.
Pale Dim: PD attacks with physicals mostly, though it will counter Summons with Quake. It will counter physical attacks by casting Slow on your party. Absorbs all Ice/Fire/Lit spells. Placed into a spot where the physicals are boosted and he's sped up, PD can be pretty tough. He's easy bait for higher-level black magic though. (Quake, Virus, Nuke.)
Plague: Countdown boss. Plague doesn't actually attack you at all, its two moves are to cast a multi-target Count spell that will kill party members when it hits 0, and then to cast Haste on your party. (Haste, by the way, doesn't speed up the status, it's a programming oversight by the creators.) You've got to either kill Plague before the countdown runs down, or you've got to kill one of your party members and revive them before Count wears down to buy time. Or do this.
Lunar Dragons: These guys have a couple of different scripts depending on what you do to them. Until you attack them, they'll use physical attacks, Blaze, some more physicals, then Breath, which will give one character a ton of bad status ailments provided that character can't block any of them. If you do use physical attacks on them, they wall each other and then start spamming Virus off the walls. When one of them is alone, they counter anything with Blaze. So, if you have a party of mages, don't accidentally attack to bring up the wall. If you have a party of physical characters, you might as well start the Virus cycle and use spells that aren't reflectable like Quake.
Ogopogo: This guy has a ton of counters. Big Wave will knock you down to half HP, he has powerful physical attacks, and he counters black magic with Blaze, Summons with Weak, and is generally a pain to deal with. The best way to take him out is with berserk, slows, and constant healing.
Wyvern: You die.

No, okay, so, Wyvern's first move is to MegaNuke you. Unless you get Kain in the air, Edward hiding, or put Walls up, you will actually die. Assuming you do this and there's more to the fight, Wyvern will follow up by putting reflect on itself, and then bouncing Nukes off that reflect at you. Wyvern counters summons by using MegaNuke so don't do that.

That's a lot of boss information really quick-like. If you want some more in-depth information you can check out this Boss Strats guide, or use the **/recall boss** command from Tellah's Library in the Free Enterprise discord.

Zeromus 101

To beat the game, you have to beat Zeromus. Zeromus has a couple phases that are important to talk about, and he'll repeat them after the first three Big Bangs. All of his timing should be measured off of when he'll do Big Bang, because it will normally do 1600+ damage to everyone on the screen, and can go as high as 24-2500.

Phase 1: Virus -- If you have done less than 45000 damage to him after three big bangs, Zeromus will use Virus, then Black Hole before his next Big Bang.
Phase 2: Nuke -- After you trigger his HP refill, Zeromus will alternate between Black Hole/Nuke/Big Bang and then a straight empty phase until Big Bang. Nuke will normally do about 1200-1900 damage.
Phase 3: Meteo -- When Zeromus is nearly dead, he'll stop using Big Bang entirely and just use a weaker Meteo that will usually do about 900-1300 damage and can outright miss.

Some speedrun tricks you can/should use:

Most direct white or black magic spells or item effects that actually hit Zeromus will trigger a counter Nuke: This sounds bad, but if you can time it perfectly after he shakes, he will lose some of his magic power. What that effectively means is that you can nerf Big Bangs by timing spells or items correctly, which is how you'll see people nurse low HP characters through this fight. Now when he shakes again, his magic power restores to normal, so it becomes a cycle. You can also do this before his very first Big Bang, any time before it goes off. Beware though -- if he phase changes, the spell will be full power.

Any reflected magic spell will not trigger his counters at all: One of the best ways to reduce Zeromus' HP in a hurry is to throw up a Wall on someone and reflect spells like Nuke, Virus, and White off of it. Because the ATB is so important in this fight, you want to use spells with as little charge time as possible, which is why I strongly recommend you use Virus and Nuke over spells like Ice3. If you target him directly with White, a character will take a Weak and be instantly killed by Big Bang's HP leak. So don't do that.

Berserked characters take a lot of turns and save a lot of ATB: Berserk every fighting character you can, do as many other actions as you can during those attack animations.

You can improve your chances of winning this fight by either having a low-agility anchor (either Cecil, or the middle slot character). That will make your characters go much faster and Zeromus go much slower. That's because the ATB is based on something called relative agility, which can be calculated on this form from fcoughlin. Ideally your middle slot character would have an agility below 28 to keep Zeromus from being a 2 relative agility, but the lower your middle character's agility is, the faster your other party members will act. You can also improve your chances of winning this fight by lowering the battle speed -- it will make the fight take longer, but will give you more turns with less of a tight window if you are new.

It's hard to give a strict diagram to winning this fight, but my basic plan of action in a randomizer would be: berserk your fighters, toss a spell on Zeromus for the early Nuke counter, and bounce as many spells off walls as you can. **The child-proof way to do it is just to use berserk and Cure4, reapplying berserk after Black Hole.** The speedrun takes a strat that is able to bypass Zeromus' HP refill by means of reflected spells, but that's convoluted to calculate in mid-randomizer with unknown agility values and what not. If you aren't comfortable fitting Big Bang nerfs into small windows, make sure at least four of your characters can survive a 1600 Big Bang to the face.

Good luck.

Extra Information

Suggested Customization Options

If you'd like to make some modifications to those flagsets suggested above, here are some places to start:

- **Knofree**: turning this on removes the Key Item awarded by Bedward in Troia, and moves it to Rydia's mom, who awards it after defeating D.Mist, wherever she may be.
- **Cnofree**: turning this on removes the "free" character recruitment spots, and generally makes the early game a little harder.
- **Cnoearned**: turning this on removes characters that you have to "earn" via a fight or key item turn-in. It is highly recommended to only enable one of these two character flags at once, otherwise you just get two characters all game.
- **Cnekkie**: most characters generally get a better weapon than they traditionally start with, but also get no defensive gear. A big power loss for FuSoYa and Edge, generally an upgrade for everyone else.
- **Treasures**: on your first seeds, you probably want to let loose and get all the cool stuff from opening boxes, so generally tend toward **Twild** for full chaos with all the most powerful stuff possibly being in any box or **Twildish**, which has some guidelines for how to dole out the loot.
- **Shops**: Stick to **Swild** or **Sstandard**; think about adding in **Sfree** if you want to take it easy on yourself
- **Starter Kits**: depending on how much you want to start a seed off with a looting and shopping binge, consider giving yourself at least a **Basic** kit. **Loaded** kits give you a lot of consumable items to help get you started very quickly.

Treasure Chest/Shop Counts

Towns
Agart: 1 treasure chest, Item shop right, Weapon shop/Armor shop right
Baron Town: 13 treasure chests, 1 item shop, 1 key item at Inn (2 bosses) -- 3 extras with Baron Key, plus new weapon/armor shop
Damcyan Castle: 13 treasure chests, 1 new character (free)
Dwarf Castle: 18 treasure chests, item shop, armor shop, weapon shop, 1 key item behind throne (2 bosses),
Fabul Castle: 10 treasure chests, 1 key item (one boss), item shop, weapon/armor shop
Kaipo: 1 treasure chests, 1 new character (with sandruby), 1 item shop, armor shop, weapon shop
Mist: 7 treasure chests, 1 new character (with package), armor shop, weapon shop
Hummingway Cave: 1 item shop
Kokkol's Forge: 3 treasure chests (one right of staircase), one shop if boss is happy

Mysidia: 0 chests, 2 free new characters, item shop, weapon shop, armor shop
Silvera Town: 3 treasure chests, item shop, weapon shop, armor shop
Tomra: 6 treasure chests, item shop, weapon shop, armor shop
Toroia Town: 4 treasure chests, item shop, weapon shop, armor shop
Toroia Castle: 27 treasure chests (9 without Earth Crystal), one free key item

Key Item Dungeons
Antlion Cave: 13 treasure chests, 1 key item behind one boss
Baron Castle: 20 treasure chests, 1 new character, 1 key item behind two bosses (Baron Key required)
Magnes Cave: 10 treasure chests, 1 key item behind one boss (TwinHarp required)
Feymarch/Land of Monsters: 22 treasure chests (1 monsters), 1 item shop, armor shop, weapon shop, 1 free key item
Mt. Ordeals: 4 treasure chests, 1 free character, 1 key item at top behind three bosses
Sealed Cave: 19 treasure chests, 1 key item behind one boss (luca key required)
Sylvan Cave: 32 treasure chests (7 monsters), 1 key item (frying pan required), 1 key item back at Yang's wife
Tower of Babil (underworld): 16 treasure chests (4 monsters), 1 key item from Dr. Lugae (one boss), 1 key item (destroying super cannon, tower key required)
Tower of Zot: 6 treasure chests (1 monsters), 1 key item behind two bosses (earth crystal required)

Non-Required Dungeons
Eblan Cave: 22 treasure chests (1 monsters), 1 new character, item shop, weapon shop, armor shop (hook required)
Eblan Castle: 22 treasure chests (3 monsters)
Lake Dungeon/Watery Pass: 23 treasure chests, 1 new character
Lunar Subterrane: 36 treasure chests (8 monsters, plus 5 optional boss fights for treasure tier), access to Zeromus
Bahamut Cave: 4 treasure chests (plus 1 optional boss fight)
Giant of Babil: 8 treasure chests (1 monsters)
Misty Cave: 4 treasure chests
Mt. Hobs: 5 treasure chests, 1 new character (free)
Old Waterway: 8 treasure chests (on way to Baron Castle)
Tower of Babil (overworld): 8 treasure chests (1 monsters), airship
Lunar Path: 3 treasure chests (1 monsters)

What Does This Item Do?

1. **Bomb -- Casts Fire1 (12 spell power) on all enemies**
2. **BigBomb -- Casts Fire2 (64) on all enemies**
3. **Notus -- Casts Ice1 (12) on all enemies**
4. **Boreas -- Casts Ice2 (64) on all enemies**
5. **ThorRage -- Casts Lit1 (12) on all enemies**
6. **ZeusRage -- Casts Lit2 (64) on all enemies**
7. **Stardust -- Casts Comet (80) on all enemies**
8. **Succubus -- Casts Psych/Osmose (32) on one enemy**
9. **Vampire -- Casts Drain (64) on one enemy**

```
Bacchus -- Item berserks whoever uses it (not reflectable)
Hermes -- Item casts Haste x2 on whoever uses it, raising speed modifier to maximum for character (not reflectable)
HrGlass1 -- Item casts Stop on all enemies (150 ticks)
HrGlass2 -- Item casts Stop on all enemies (300 ticks) --these are the ones you can find in shops on flags other than Swild
HrGlass3 -- Item casts Stop on all enemies (600 ticks)
SilkWeb -- Item casts Slow x2 on all enemies, lowering speed modifier to minimum for enemy
Illusion -- Item casts Blink on whoever uses it
FireBomb -- Item casts fire elemental current HP modifier spell on all enemies (think Kainazzo's Big Wave, but for your party)
Blizzard -- Item casts ice elemental current HP modifier spell on all enemies
LitBolt -- Item casts lit elemental current HP modifier spell on all enemies
StarVeil -- Item casts reflect on whoever uses it
Kamikaze -- Item casts a spell where damage = user's current HP on one enemy
MoonVeil -- Item casts reflect and barrier on whoever uses it (Barrier gives immunity to all physical attacks and can only be removed by Dispel/Black Hole -- this is an awesome thing to use against certain  bosses)
MuteBell -- Item casts mute on all enemies
GaiaDrum -- Item casts Quake (80) on all enemies (ignores reflect)
Coffin -- Item casts Fatal on one enemy
Grimoire -- Item uses random non-Asura/enemy-obtained summon on one/all enemies (ignores reflect)
Bestiary -- Item uses Peep on one enemy (ignores reflect)
Alarm -- Item cures Sleep on all allies
UniHorn -- Item cures Berserk, Charm, Sleep, Paralysis on all allies
Soft -- Item cures Stone on one ally
MaidKiss -- Item cures Toad on one ally
Mallet -- Item cures Size on one ally
DietFood -- Item cures Pig on one ally
EchoNote -- Item cures Mute on one ally
EyeDrops -- Item cures Blind on one ally
Antidote -- Item cures Poison on one ally
Cross -- Item cures Curse on one ally
Siren -- Item summons rarest possible monster formation on screen where you can actually fight monsters
AuApple -- Raises max HP for one ally by 100
AgApple -- Raises max HP for one ally by 50
SomaDrop -- Raises max MP for one ally by 10
Exit -- Casts Exit
EagleEye -- Casts Sight
```

Equipment Data

Weapons/Armor that boost stats
(Agility boosts speed/turn order, Strength attack power, Vitality physical defense, Wisdom all magic except white magic, Willpower white magic)

Generally speaking you'll see speedrunners of this game try to manipulate all of these stats but vitality, so most of these have added emphasis in trying to play this game fast. We've

also had some charts created. SwimmyLionni did a very good visual chart. We also have a chart of all equips created by MeridianBC and currently maintained by Inven, and a weapon vs weakness spreadsheet from Wrexsoul. Also, the wiki has an equipment page with links to what equipment each character can equip and the equipment stats.

Charm Claw: +3 Agility
Poison Claw: +3 Strength
Cat Claw: +5 Strength, +5 Agility
Flame Rod/Thunder Rod: +3 Wisdom
Change Rod/Lilith Rod: +5 Wisdom
Charm Rod: +10 Wisdom
Stardust Rod: +15 Wisdom
Silver Staff: +3 Willpower
Power Staff: +10 Strength
Lunar Staff/Silence Staff: +10 Willpower
Life Staff: +15 Willpower
Black Sword: +5 Agility, +5 Power, +5 Vitality, +5 Wisdom, -5 Willpower
Legend Sword: +3 Willpower
Light Sword: +3 Willpower
Excalibur: +10 Strength
Defense Sword: +15 Vitality
Drain Sword: -5 to all stats
Drain Spear: -10 to all stats
Gungnir Spear: +15 Vitality
Ninja Sword: +5 Strength
Murasame: +5 Strength, +5 Vitality, +5 Wisdom, -5 Willpower, -5 Agility
Masamune: +3 Agility
Assassin Dagger: +5 Strength, +5 Agility, +5 Vitality, -10 Wisdom, -10 Willpower
Mute Knife: +5 Wisdom
Flame/Dragon Whip: +5 Strength, +5 Agility, +5 Vitality, -5 Wisdom, -5 Willpower
Hand Axe: +3 Strength
Dwarf Axe: +5 Strength, +5 Vitality, -5 Wisdom, -5 Agility, -5 Willpower
Crystal Sword: +15 Strength, +15 Willpower, +15 Vitality
Earth Hammer: +5 Strength
Avenger Sword: +10 Strength, +10 Agility, +10 Vitality, -10 Wisdom, -10 Willpower
Great Bow*: +3 Strength
Archer Bow*: +5 Strength
Elven Bow*: +5 Wisdom
Samurai Bow*: +10 Strength
Artemis Bow*: +10 Strength, +10 Agility, +10 Vitality, -10 Wisdom, -10 Willpower

*-- Bows only give their stat boosts if arrows are equipped with them at the same time

Paladin Shield: +3 Willpower
Aegis Shield: +3 Wisdom
Crystal Shield: +3 Willpower

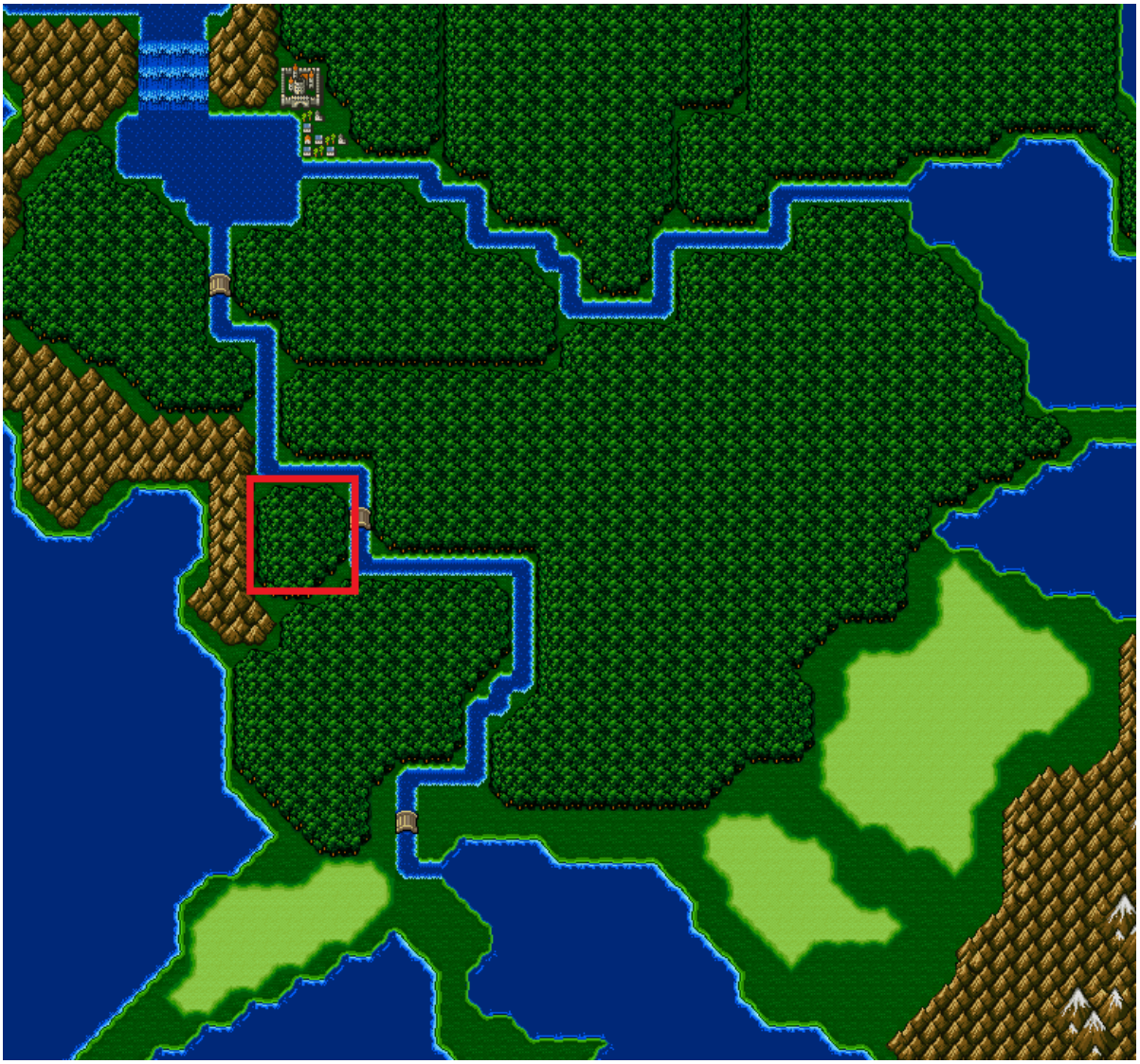
Paladin Helm: +3 Willpower
Crystal Helm: +3 Willpower
Gaea Hat: +3 Willpower, +3 Wisdom
Wizard Hat: +5 Willpower
Tiara: +10 Wisdom
Headband: +5 Strength
Bandanna: +5 Strength, +5 Vitality
Ninja Hat: +3 Agility, +3 Strength, +3 Vitality
Paladin Armor: +3 Willpower
Crystal Mail: +3 Willpower
Wizard Robe: +5 Willpower
Black Robe: +5 Willpower
Sorcerer Robe: +5 Wisdom, +5 Willpower
White Robe: +15 Willpower
Power Robe: +15 Strength
Heroine Robe: +15 Strength, +15 Agility, +15 Vitality, -15 Wisdom, -15 Willpower
Karate Suit: +3 Strength
Black Belt: +5 Strength, +5 Vitality
Adamant Armor: +15 to all stats
Ninja Gear: +3 Agility
Paladin Gloves: +3 Willpower
Zeus Gauntlet: +10 Strength, +10 Vitality
Crystal Gloves: +3 Willpower
Strength Ring: +5 Strength
Rune Armlet: +3 Wisdom, +3 Willpower
Crystal Ring: +5 Agility
Protect Ring: +15 Vitality
Cursed Ring: -15 to all stats

Weapons Edge Can Throw (Power)
Silver Knife 20
Short Sword 25
Dancing Dagger 28
Assassin Dagger 29
Ancient Sword 35
Mute Knife 35
Hand Axe 35
Shuriken 40
Drain Sword 45
Ninja Sword 48
Slumber Sword 55
Murasame 55
Masamune 65
Medusa Sword 77
Ninja Star 80
Avenger 80

Drain Spear 88
Gungnir Spear 92
Light Sword 99
Dragoon Spear 99
Defense 105
White Spear 109
Excalibur 160
Spoon 255

I Can't Land Near Toroia!

If you have an airship or Whale stuck at Toroia and can't land near it to free it, you just need to hit the chocobo forest south of Toroia and use the chocobo to cross the river. This is no longer necessary after b0ardface put an extra bridge on the path, but just in case you've got encounters on, here's where to go!



How Can I Help The FE Community?

Other than participating and being present and joyful? The best way is probably to sign up to help us with commentary, tracking, or restreaming. That sheet is here.

Is There An Evil Set Of Flags?

The toughest flags I think are actually raceable are what we call “Cata Lite” -- Onone Kmain/summon/moon/nofree Pkey Cstandard/distinct:5/j:spells,abilities/nodupes/nofree/bye Tstandard/junk Scabins Bstandard Enoencounters/no:jdrops Gnone -vanilla:agility

The toughest flags overall are called “Cata Seeds” after catastrophic4, who used to create the toughest possible seeds with the flags we had available. Those change with every update, and as of the 4.0 changes, the hardest seeds are now essentially unfinishable. But where Cata seeds are at is: O1:quest_forge/random:3/win:crystal Kmain/summon/moon/miab/unsafe/nofree Pkey Cstandard/maybe/distinct:6/no:fusoya/j:spells,abilities/nodupes/nofree Tpro/sparse:20 Scabins/free Bstandard/alt:gauntlet/nofree Enoencounters/no:sirens Glife -kit:cata -noadamants -spoon -vanilla:agility,exp,miabs

Can you be meaner than that? Of course! Will it be fun to play? I dunno, experiment and find your spice level.