

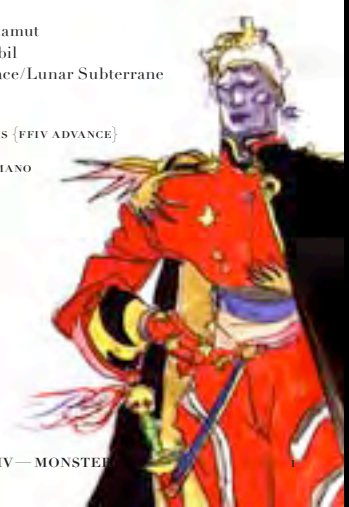


ファイナルファンタジーⅣ・モンスター

FINAL FANTASY Ⅳ — MONSTER



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BESTIARY KEY

HP	Hit Points. Amount of damage that needs to be inflicted to defeat monster.
EXP	Experience Points. Number given is total, which is divided among surviving party members at the end of battle.
GIL	Currency received for defeating monster.
SKILL	The set of skills and spells known or used by the monster.
WEAK	FIR:Fire, ICE:Ice, LIT:Lightning, AIR:Aerial Attacks/Projectiles, ULY:Holy, SHD:Shadow
STEAL	Items received using Edge's [STEAL] command. These items are Dropped too.
DROP	Items received for defeating monster. Monsters do not always drop items, and some are very rare, with only 1/64 chance of the monster dropping it.
ITEMS	[A]:Body Armor, [G]:Gauntlet, [H]:Helmet, [R]:Ring, [S]:Shield, {A}:Arrow, {X}:Axe, {B}:Bow, {C}:Claw, {H}:Hammer, {Hp}:Harp, {K}:Knife, {N}:Ninja Star, {R}:Rod, {Sp}:Spear, {St}:Staff, {S}:Sword, {W}:Whip, {s}:Summon Spell

All monsters listed in order of appearance and encounter type: *Random* and *Boss*

- ☉ Random encounters vary from location to location, as well as their frequency.
- ☉ Boss monsters are those encountered after a specific event or in a certain location.

Also listed are monsters appearing in treasure chests (*Monster-In-A-Box*), and recurring monsters for each area—those that have been encountered in a previous location.

SPECIAL MONSTER TYPES

Flying—These monsters hover above the ground and are immune to earth-based attacks such as [QUAKE] and [GALA DRUM].

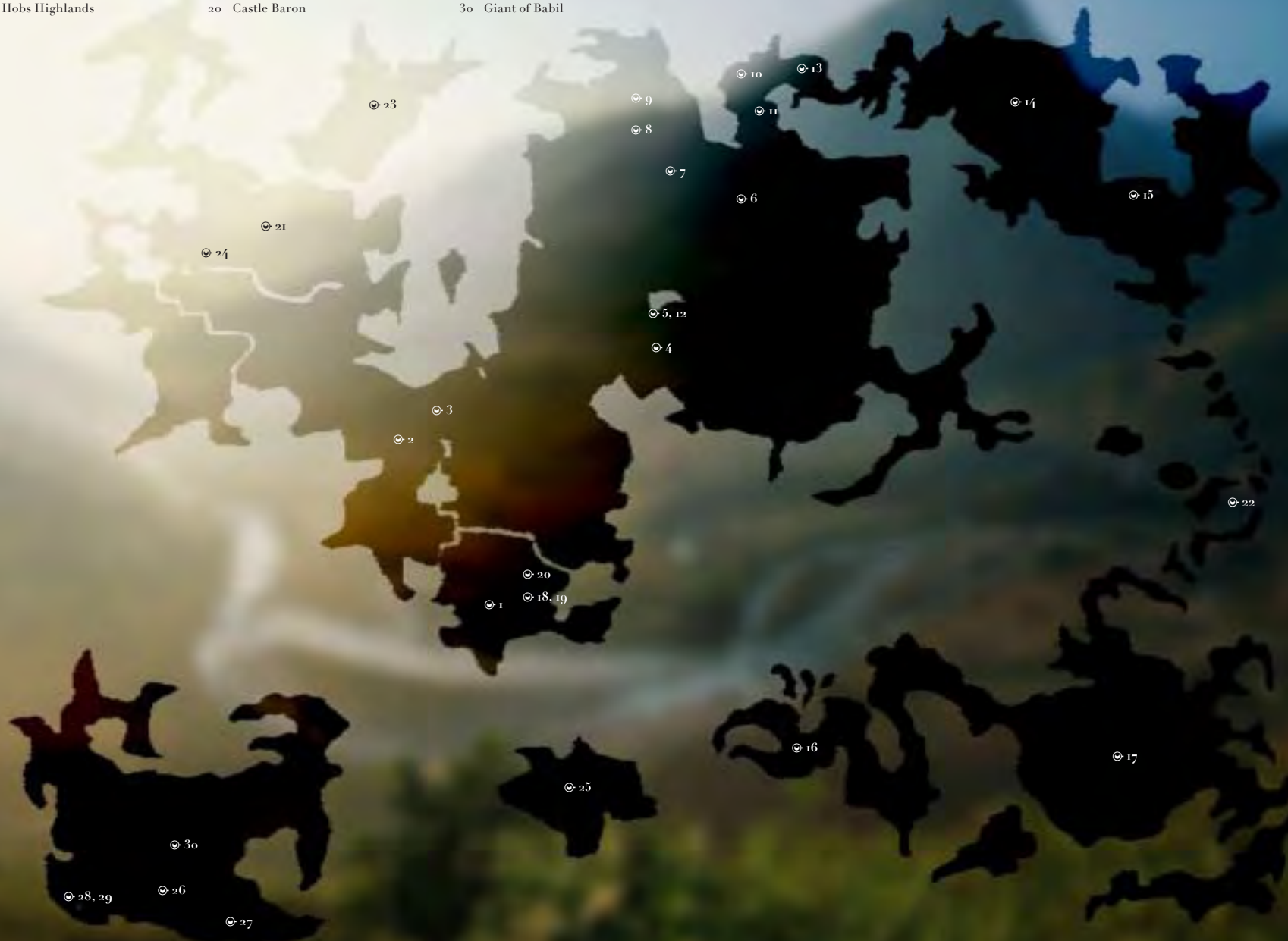
Undead—These monsters reverse the effects of curative and death magic and attacks. For instance, casting Cure on an undead monster such as a Zombie will cause damage rather than heal it. Also, Drain and Psych will damage the caster's HP/MP and transfer it to the undead target. The undead are also weak vs. fire-based attacks, and very weak vs. holy-based attacks.



ドラゴンから、軽いのおよび暗闇を高く上げて耐えられるべき、人は静かな土地に空で高く起こる。永遠のライトが付いている月をベールで覆って、それは奨励金および慈悲の大地に別の約束を持って来る。



- | | | |
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| 10 mt. Hobs Highlands | 20 Castle Baron | 30 Giant of Babil |







The area surrounding the Castle Baron is home to the weakest monsters you will face.

RANDOM		HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
001	Eagle	18	40	5	Break	AIR	Life	Soft, (s)Cocotris
002	FloatEye	20	42	9	Death	AIR	EyeDrops	Life, Alarm, Soft
003	Imp	6	28	5	—	—	Potion	Tent, HrGlass, (s)Imp
004	SwordRat	30	66	13	Needle	—	Soft	—



001
エーグル



002
フロートアイ



003
イムブ



004
ソードラト

MIST CAVERN

ミスト洞窟

The Cave to the northwest of Castle Baron, shrouded in a thick fog, is said to be home to a ferocious dragon that none have been able to slay.

RANDOM		HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
005	Larva	28	49	8	Psych	—	Potion	HiPotion
006	SandMoth	40	74	18	Powder	AIR	EyeDrops	Life, Alarm, Soft
BOSS		HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
007	Mist D.	465	700	200	ColdMist	—	Potion	—

When it is in Dragon form, attack as normal. When it changes to Mist Form, attacking will prompt it to counter with [ColdMist]. Use this time to recover HP with potions.

RECURRING MONSTERS: Imp, SwordRat



005
ラールバ



006
サンドモース



007
ミストドラゴン



The Village of Summoners, secluded in a valley. The BombRing Cecil and Kain are carrying explodes, burying the Village to ground—and enraging a young summoner.

BOSS		HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
008	Girl	60000	0	0	Call	—	Potion	—
009	Titan	60000	0	0	GaiaRage	—	Potion	—

The Girl immediately summons Titan into battle, who casts GaiaRage. This is a story-driven battle you cannot win, so there is no need to fight.



008
ゲール



009
タイテン

DAMCYAN DESERT—SOUTH

ダムサイアン砂漠(南)

The vast Desert is home to many monsters with an aversion to the cold. These beasts also appear on the surrounding arid grasslands.

RANDOM		HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
010	Sand Man	20	70	17	—	ICE	Antidote	EchoNote, Cross, Tent
011	Sandpede	60	79	20	GaiaRage	—	Potion	HiPotion
012	SandWorm	75	82	22	Tornado	—	Potion	HiPotion, Remedy, Ag Apple

RECURRING MONSTERS : Imp, Larva, SandMoth



010
サアンドマン



011
サアンドビード



012
サアンドウォーム

Also known as the Dameyan Desert Oasis, this small town is a haven for weary travellers—and those seeking to hide from Baron's Army.

BOSS		HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
013	General	221	398	80	Retreat	—	Potion	—
014	Soldier	27	157	54	—	—	Potion	—

The General and 2 Soldiers find Cecil & Rydia at the Inn. When General says [Attack!], both Soldiers attack. If both Soldiers are defeated, General [Retreat]. Defeat General first for full EXP.



013
ジエナール



014
ソージャー



In the mountains north of Kaipo is the Water Cavern—the only route to Damecyan and Antlion's Nest. Many aquatic monsters inhabit the cave, so Bolt spells are the best offense.

RANDOM		HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
015	CaveToad	47	89	24	Toad	ICE	MaidKiss	—
016	EvilShel	58	101	28	—	LIT	DietFood	Mallet, MaidKiss, Remedy
017	Gator	175	236	95	—	ICE	[H]Leather	[A]Leather, HiPotion, Ag Apple
018	Jelly	35	134	36	—	FIR	Potion	Potion, HiPotion
019	Mad Toad	59	127	34	Toad	ICE	MaidKiss	—
020	Pike	65	119	30	—	LIT	Potion	HiPotion
021	TinyMage	69	132	63	Death, Bolt, Iect, Fire, Psych, Hold	—	{R}Rod	[R]Silver, Ether1, Ether2
022	WaterBug	125	225	79	Retreat, Arise	LIT	Antidote	EchoNote, Cross, Tent
023	WaterHag	64	136	38	—	LIT	Potion	—
024	Zombie	52	112	31	—	FIR, HLY	Potion	—



015
ケーブトード



016
イーバルシェル



017
ゲートー



018
ゼリー



019
マッドトード



020
パイク



021
タイニメージ



022
ウォーターブグ



023
ウォーターヘーグ



024
ゾンビー

The underground waterfall and lake where the 8-armed Octomammoth guards the exit to Damecyan.

BOSS		HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
025	Octomamm	2350	1200	500	—	LIT, SHD	Potion	—

Rydia should call [Chocb], Tellah attack with [Bolt], and Cecil attack with his dark sword. As Octomamm's HP lowers, it loses arms and will slow down and weaken.

RECURRING MONSTERS : CaveToad, EvilShel, Gator, Jelly, Mad Toad, Pike, TinyMage, WaterBug, WaterHag, Zombie



025
アクトママス



The Desert surrounding Damecyan Castle. This area also encompasses surrounding grasslands, including the pass between South and North Water Caverns and Waterfall/Lake.

RECURRING MONSTERS : Imp, Larva, Sand Man, SandMoth, Sandpede, SandWorm

DAMCYAN

ダムサイアン城

After the Castle is destroyed by Baron's Red Wings, Tellah discovers his daughter Anna near death—along with the spoony bard she ran off with.

BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
026 Bard	65000	—	—	—	—	Potion	—

Tellah fights this battle alone, and it is completely CPU controlled.

MT. HOBBS HIGHLANDS

ハッバス山の高地

This area includes the small Antlion Desert and grasslands near Mt. Hobs.

RECURRING MONSTERS : Imp, SandWorm, SwordRat, TinyMage

ANTLION'S NEST

アントライオン巣

The lair and breeding grounds for the supposedly tame Antlion. SandRuby is produced from its excretions during egg-laying, and it is the only cure for Desert Fever.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
027 Basilisk	90	110	30	Petrify	—	Soft	—
028 Cream	55	144	33	—	LIT	Potion	HiPotion
029 Imp Cap.	37	184	48	—	—	Potion	—
030 Turtle	190	234	46	—	ICE	Antidote	EchoNote, Cross, Tent
031 Weeper	130	157	42	—	—	Potion	—

BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
032 Antlion	1100	1500	800	Counter	—	Potion	—

Use only special skills: Cecil's [Dark], Rydia call [Chocb], and Edward [Heal] or [Sing]. Attacking physically will cause Antlion to use [Counter].

RECURRING MONSTERS : Imp, SandWorm



027
バスリスク



028
クリーム



029
イムアオブテン



030
トートル



031
ウエーバ



032
アントライオン



026
バード

Returning to heal Rose with SandRuby, Edward experiences a vision of Anna in the middle of the night—as well as a test of his strength.

BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
033 WaterHag	65000	800	100	—	—	Potion	—

Edward will not have to deplete it's HP completely, since the battle is story-driven.



MT. HOBBS

ハッバス山

The mountain farthest north is blocked by thick ice that Rydia must melt with Fire, if the party wants to cross to Fabul. Explosive new monsters live in its icy heights.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
034 Bomb	55	361	76	Detonate	—	Potion	—
035 Cocatris	149	275	82	Break	AIR	Life	Soft, (s)Cocatris
036 Gargoyle	160	315	90	Wind	HLV, AIR	Potion	—
037 GrayBomb	111	445	105	Detonate	—	Potion	—
038 Red Bone	210	315	169	Bolt1	FIR, HLV	Potion	—
039 Skeleton	135	238	126	Bolt1	FIR, HLV	Potion	—
040 Spirit	86	278	122	Fire1	HLV	Potion	[R]Cursed

BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
041 Mom Bomb	11000	1900	1200	Explode	SHD	Potion	—



At first it appears to be a normal Bomb, then grows into a large, red cloud. After sustaining some damage (you won't need to deplete all its HP), Mom Bomb [Explode] into 3 Bomb and 3 GrayBomb, which also damages all party members. Yang should [Power] for Mom Bomb, and [Kick] for 6 smaller bombs.

RECURRING MONSTERS : Turtle



033
ウォーターヘーグ



The forest and fields to the east of Mt. Hobs, and surrounding the Castle Fabul have a variety of monsters, including one new species.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
042 Needler	115	335	53	Needle	—	Soft	—

RECURRING MONSTERS : Cocatris, Gargoyle, Imp, Imp Cap.

FABUL

ファブール

The Castle is under attack from the Red Wings. Defend the Crystal at all costs—even if you must fight a former ally and friend.

BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
043 Captain	320	600	152	Retreat	—	Potion	—
044 Fighter	65	400	100	—	—	Potion	—

When the Captain says [Charge!], all 3 Fighters attack. If the Fighters are defeated before the Captain, he will [Retreat], so defeat Captain first for full EXP.

045 Dragoon	65000	0	0	Jump	—	Potion	—
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This battle between Cecil and Kain is mostly story-driven, and you cannot win.

RECURRING MONSTERS : Gargoyle, Imp Cap., WaterHag, Weeper



042
ニードル



043
ファイター



044
キャプテン



045
ドラゴーン

Cecil is washed ashore, alone after Leviatan's attack, at the town he decimated earlier.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
046 Zuu	941	432	489	—	AIR	[H] Feather	HiPotion, Cabin, Ag Apple

RECURRING MONSTERS : Cocatris, Imp, Imp Cap., SwordRat, TinyMage



046
ズー

Those wishing to become a Paladin must overcome the trials of this unholy Mountain. The Undead monsters are all weak vs. Fire and Holy, resistant to Shadow (Dark swords), and reverse the effects of Cure, Drain, Psych, Death, and Life. The Fiend of Earth is also awaiting your arrival.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
047	Ghoul	222	505	179	—	FIR, HLY	Potion
048	Lilith	466	2703	262	Charm, Slap	FIR	Succubus Ag Apple, (R)Lilith
049	Revenant	250	575	186	—	FIR, HLY	Potion
050	Soul	200	460	165	—	HLY	Potion [R]Cursed

BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
051	Ghast	200	50	100	Drain	FIR, HLY	Potion
052	Milon	3500	3200	2000	Bolt1	—	Potion

Milon attacks with 4 Ghasts. When he commands them [Tear them apart!], all Ghasts cast [Drain]. Despose of Ghasts first with [Fire2], but have Cecil concentrate on fighting Milon.

053	Milon Z.	3523	3600	2500	ATK+POI, Curse	FIR,HLY,AIR	Potion
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When you reach the other side of the bridge, Milon Z. returns from the dead and attacks from behind. It's regular attacks now cause Poison. Attack Milon Z. with [Fire2], have Palom & Porom cast [Twin], Cecil heals with Potions or attacks.

054	D.Knight	4520	0	0	Darkness	—	Potion
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Do not fight! After a few attacks with [Darkness], D.Knight ends the battle.

RECURRING MONSTERS : Skeleton, Spirit, Red Bone, Zombie



047
ゲール



050
ソール



048
リリス



051
ガースト



052
ミーロン



049
レベナント



054
ダークナイト



053
ミーロンゾンビー



Returning via the Devil Road, the party learns of Cid's imprisonment, and meet Yang in the Inn—who doesn't seem to be himself.

BOSS		HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
055	Guard	280	710	230	Piggy, Mini	—	Potion	—
056	Monk	62000	0	0	Kick	—	Potion	—

First, 2 Guards attack. Have DietFood and Mallet on hand if they cast [Piggy] or [Mini]. After the battle, Yang attacks the party with his powerful [Kick]. Tellah cast strongest spells like [Bolt3] and Palom & Porom use [Twin]. You won't have to deplete all his HP.



055
ガルド



056
モンク

The Old Waterway which connects the town of Baron with Castle Baron's moat. Mostly strong, aquatic monsters inhabit this area, so BoltClaws, and Bolt spells will be very handy.

RANDOM		HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
057	AquaWorm	638	690	219	Wave	LIT	Potion	HiPotion, Remedy, Ag Apple
058	Crocodile	292	660	218	—	ICE	[H]Leather	[A]Leather, HiPotion, Ag Apple
059	ElecFish	284	640	214	—	AIR	DietFood	Mallet, MaidKiss, Remedy
060	FangShel	380	1030	262	—	LIT	DietFood	Mallet, MaidKiss, Remedy
061	Hydra	257	670	209	Entangle	LIT	Antidote	Unihorn, (A)Poison
062	Piranha	180	430	145	—	LIT	Potion	HiPotion

RECURRING MONSTERS : EvilShel, Gator, Guard



057
アクウォーム



060
ファンゲシヤル



058
クロックダイル



061
ハイドラ



059
イレクトリックフィッシュ



062
プラーナー



After sneaking back into the Castle, the party encounters chief guard Baigan, who reveals his true form. And the King is revealed to be the Fiend of Water—Cagnazzo.

BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
063	Baigan	4444	4800	3000	Haste, Wall	—	Potion
064	Left Arm	444	10	0	Detonate, Entangle, Vampire	—	Potion
065	Right Arm	444	10	0	Detonate, Entangle, Vampire	—	Potion
066	Cagnazzo	5312	5500	4000	Recover, Wave, Haste	ICE, LIT	Potion

Your main focus is Baigan—if he dies, the Arms go as well (they will [Detonate]). After being attacked by magic, though, Baigan casts [Wall], but [Twin] will still be able to go through it. If the Arms are defeated first, Baigan will regenerate them.

[Tsunami Warning!] lets you know Cagnazzo's next attack will be [Wave]. Prevent this by casting any level Bolt spell to disperse the water. When Cagnazzo enters its shell [Turtle Defense!], it begins [Recover], and its defenses are raised. Continue attacking with [Bolt2] & [Bolt3], and Yang's Bolt/Ice Claws.



063

バイガン

064

レードアーム

065

ライドアーム



066

カインazzo



The massive forest surrounding the Republic of Troia, far northwest of Baron, is filled with plants weak vs. Fire. These monsters also inhabit the wooded island of Magnetic Cavern to the northeast.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP	
067	Cannibal	440	650	210	Pollen	FIR	DietFood	Mallet, MaidKiss, Remedy
068	Panther	342	820	252	Blaster	HLV	Unihorn	Coffin, (C)Cat Claw
069	Python	108	720	222	Entangle	ICE, HLV	Antidote	Unihorn, (A)Poison
070	Sting Rat	398	700	220	Needle	—	Soft	—
071	Treant	335	687	148	Berserk, Stop	FIR	DietFood	Mallet, MaidKiss, Remedy

MYTHRIL ARCHIPELAGO

ミースリルの多島海

The chain of islands from Fabul to Mt. Ordeals which contain Mythril Village and the Adamant Grotto.

RECURRING MONSTERS : Cannibal, Imp, Imp Cap., Needler, Panther, Python, StingRat, SwordRat, Treant



067
カッナハル



068
パンスー



069
パイسن



070
スチングラト



071
トリーアント



The Dark Elf's magnetic force-field permeates the Cave, rendering metallic weapons & armor useless. Retrieve the stolen Crystal from its depths, and with the help of Edward's TwinHarp, defeat the Dark Elf.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP	
072	Cave Bat	334	598	151	Vampire	HLV, AIR	Potion	HiPotion
073	CaveNaga	285	740	201	Slow	HLV	Antidote	Unihorn, (A)Poison
074	Mage	300	1000	232	Scan, Blast, Drain	—	HiPotion	Unihorn, HrGlass3, (s)Mage
075	Ogre	865	800	240	—	HLV	Bacchus	[H]Headband, [G]Strength, [G]Zeus
076	VampGirl	270	810	195	Vampire, Absorb	FIR, HLV	Vampire	Succubus

BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP	
077	Dark Elf	23890	1000	4000	Fire2, Bolt2, Ice2, Wind, Whisper	HLV	Potion	—
078	Dark D.	3927	6000	5000	D.Breath	HLV	Potion	—

At first, your party is no match for the Dark Elf - it casts a [Fire2/Bolt2/Ice2] combo, followed by [Wind]. When Edward begins playing his TwinHarp, re-equip with metallic weapons & armor and attack again. After causing enough damage to the Dark Elf, it transforms into Dark D. Tellah cast [Wind], then attack for a quick finish.

RECURRING MONSTERS : Panther, Python, StingRat



072
ケーバト



073
ケーバナガ



074
メイジ



075
オーガー



076
バームアゲール



077
ダーケルフ



078
ダークドラゴン

Floating high above the world, this high-tech tower is where Rosa is being held prisoner by Golbez. It is also the domain of the Fiend of Wind, her many minions, and a battle of destiny for Tellah.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
079	Carapace	700	920	224	—	ICE	[S]Mythril (H)Mythril, HiPotion, X-Potion
080	Centaur	380	860	172	—	—	Tent Cabin
081	EpeeGirl	425	1050	200	—	—	Tent Cabin
082	Gremlin	410	1221	275	Charm	FIR	MuteBell Unihorn, HrGlass1, Ether1
083	IceBeast	520	1441	276	Blizzard	FIR	(A)Ice Notus, Boreas, Blizzard
084	Ice Liz.	480	1331	289	Ice2, Petrify	FIR	(A)Ice Notus, Boreas, Blizzard
085	Marion	473	1000	195	Death, Call	—	(St)Cure (R)Rune, (St)Silence, Grimoire
086	Puppet	256	800	180	Fire1, Ice1, Bolt1, Berserk	FIR	Illusion Illusion
087	Slime	105	750	50	—	FIR	Potion HiPotion
088	SwordMan	360	840	175	Absorb, Curse	FIR, HLY	Tent Cabin
089	Witch	350	1551	329	Haste, Slow, Mute	—	(R)Rod (R)Silver, Ether1, Ether2
BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
090	Mindy	2590	2500	3000	Fire1, Bolt1, Ice1, Fire2, Bolt2, Ice2, Venom, Bio	—	Potion —
091	Cindy	4599	2500	3000	Arise	—	Potion —
092	Sandy	2591	2500	3000	Charm, Berserk, Slow, Cure2, Wall	—	Potion —

The Magus Sisters work as a team to perform Delta Attack: Sandy casts [Wall] on Cindy, which Mindy reflects her spells off of. Defeating Sandy and/or Mindy first prompts Cindy to use [Arise], reviving with full HP. Defeat Cindy first to have the best chance at victory.

093 Valvalis 8636 9000 5500 Wind, Glare — Potion —

To keep Valvalis out of tornado form, Kain must [Jump]. When she comes out of tornado, she attacks and uses [Glare] to begin petrification. Rosa should constantly heal, since Valvalis can cast [Wind] at any time.

MONSTER-IN-A-BOX : FlameDog

RECURRING MONSTERS : Cream, Jelly, Golbez



090
ミンティ

091
シンティ

092
センティ

093
バーバリス



079
カラベス



080
センチャー



089
ウィッチ



081
エペーガール



082
グレムリン



083
アイスビースト



084
アイスリーゼード



085
マリオン



086
プペット



087
スライム



088
ソードマン



The southernmost island on the map—home to a dormant volcano. The well in the iron town of Agart is said to extend deep into the earth—possibly a bottomless abyss.

RANDOM		HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
094	BlackLiz	792	1298	43	Petrify	ICE	{A}Medusa	{S}Gorgon
095	HugeCell	695	1504	253	Retreat, Arise	—	Potion	HiPotion
096	Ironback	100	1077	233	—	—	{S}Mythril	{H}Mythril, HiPotion, X-Potion
097	Roc	500	1404	150	—	AIR	{H}Feather	HiPotion, Cabin, Ag Apple
098	Roc Baby	50	1004	81	Break	AIR	Life	Soft, (s)Cocatrix

RECURRING MONSTERS : FlameDog



094
ブラックリーゼート



095
フージセル



096
アイロンバック

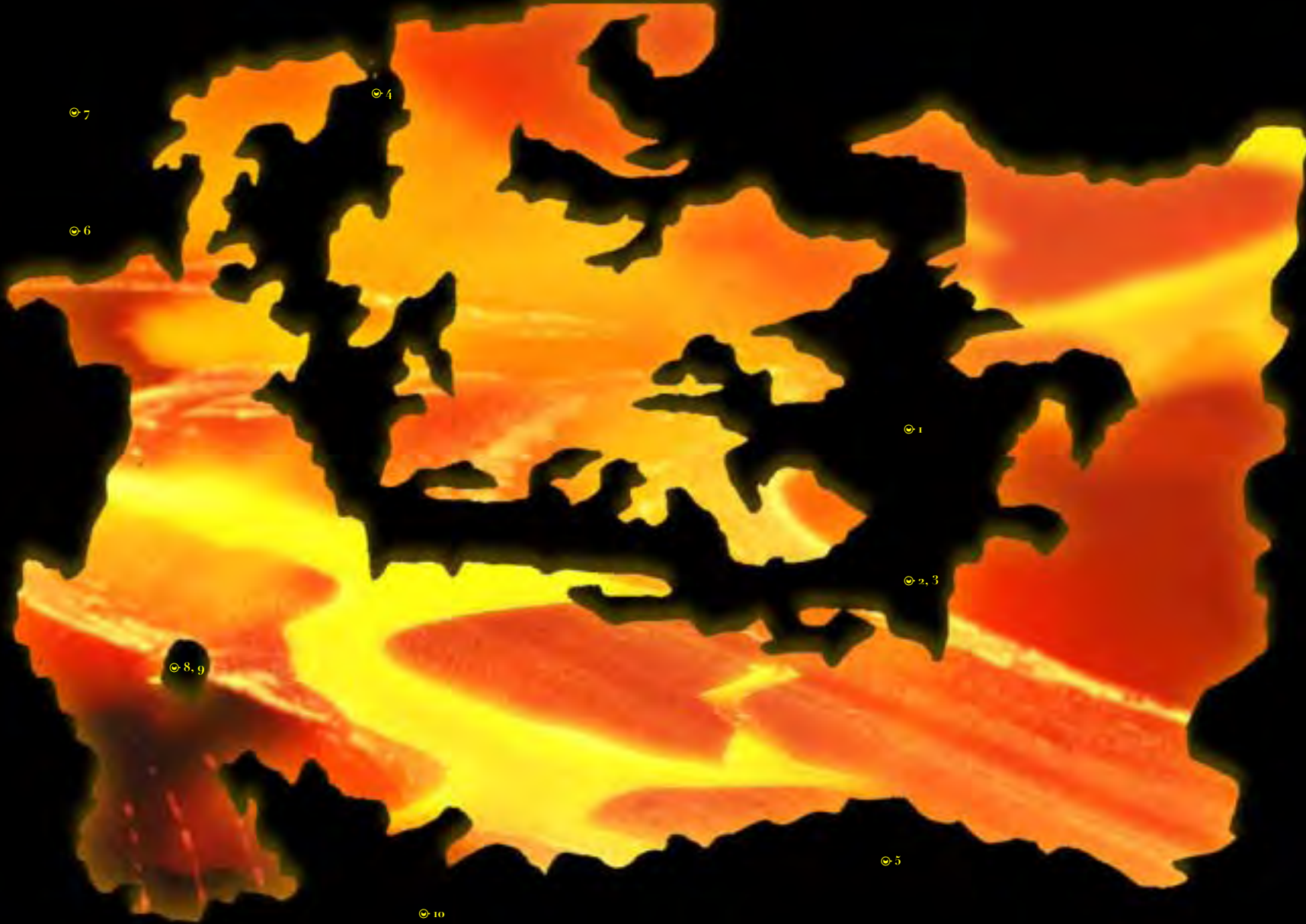


097
ロク

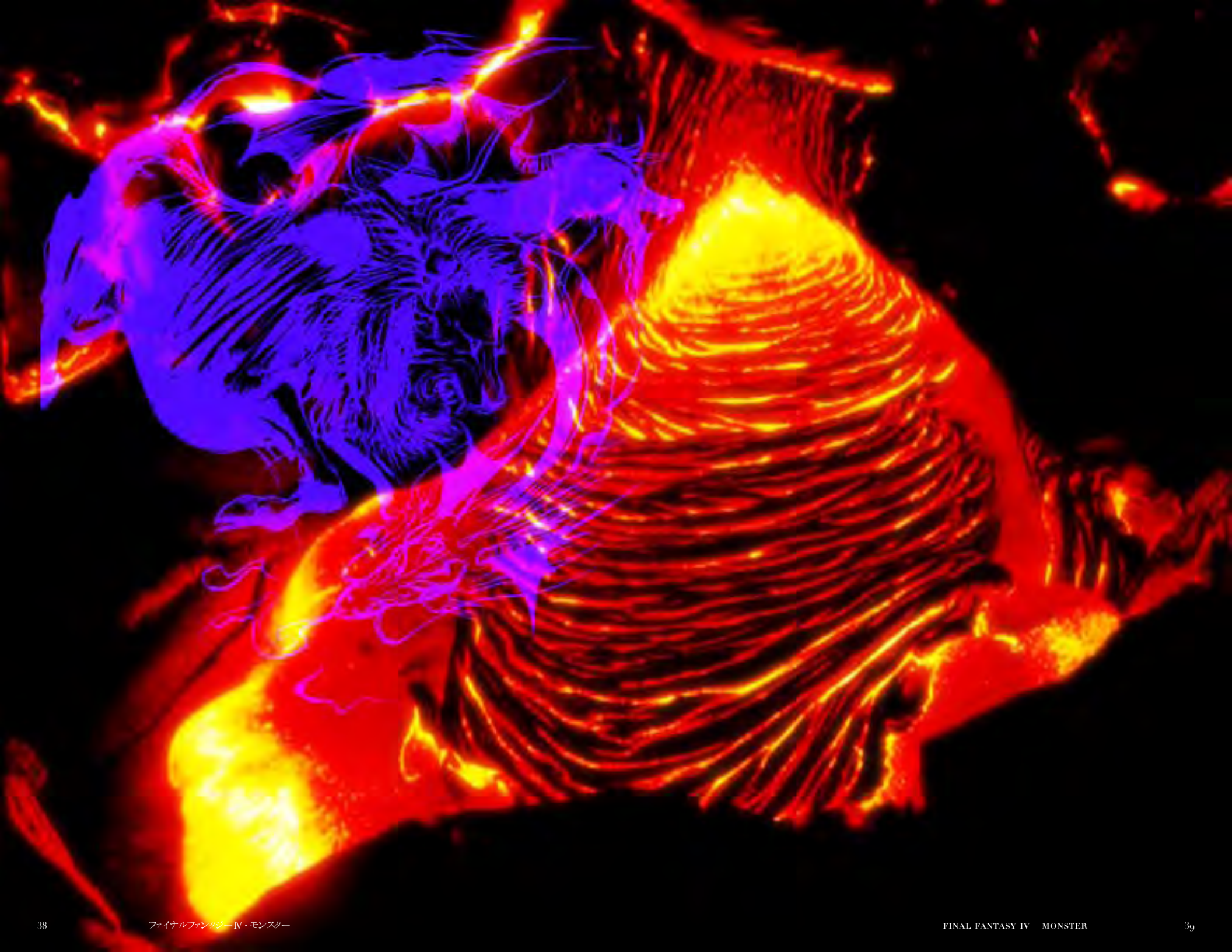


098
ロクベビ





- | | | | | | |
|---|---------------------------------|---|---------------------------|----|-----------------|
| 1 | Underworld—Central | 4 | Tower of Babil—Underworld | 8 | Cave of Summons |
| 2 | Dwarven Castle—Crystal Room | 5 | Underworld—South | 9 | Land of Summons |
| 3 | Dwarven Castle—Developer's Room | 6 | Underworld—West | 10 | Sealed Cave |
| | | 7 | Sylvan Cave | | |





The Underworld is the realm of the Dwarves—and of the 4 Dark Crystals. A sea of molten lava, fire-loving monsters, and the immense heat make travel treacherous.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
099 Armadilo	325	1555	194	—	—	Mythril [S]	Mythril [H], HiPotion, X-Potion
100 Dark Imp	199	1930	45	—	—	Potion	—
101 Tortoise	435	1666	234	—	ICE	Mythril [S]	Mythril [H], HiPotion, X-Potion

RECURRING MONSTERS : BlackLiz

DWARVEN CASTLE — CRYSTAL ROOM

城ジーオット(水晶部屋)

The Castle of King Giott and his daughter Luca. Something seems wrong with Luca's Dolls, though. And once again, Golbez is behind it.

BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
102 Brina	369	1000	500	—	—	Potion	—
103 Cal	1369	1000	500	—	—	Potion	—
104 Calbrina	5315	12000	5000	Glance, Hold, Fire, Wave, Thunder	—	Potion	—
105 Golbez	23001	15000	10000	Hold Gas, Bio, Bolt3, Fire2, Call	FIR, HLY	Potion	—
106 Shadow	1	1	1000	Demolish	—	Potion	—

3 Cals and 3 Brinas attack the party. After a certain amount of time, they [Unite!] to form Calbrina, even if only 1 doll remains. Calbrina is much more powerful, but when it's weakened [Power shortage. Disengage!] it will split back into 3 Cal and 3 Brina. The key is to defeat either form fast enough so it can't transform.

Try to get Kain to [Jump] immediately since Golbez will use [Hold Gas] to immobilize all before he [Call] Shadow. Shadow then [Demolish] paralyzed targets. Mysteriously, the party is healed, and [Mist] blows away Shadow. When Rydia appears, have her call [Titan] to defeat Golbez.

DWARVEN CASTLE — DEVELOPER'S ROOM

城ジーオット(開発者部屋)

The secret room hidden in the Rally-ho Pub. Look for the dark spot near the east wall. You'll meet everyone there: H.Sakaguchi, N.Uematsu, and even find some Smut in a bookcase!

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
107 Aoki	10000	100	150	—	—	Potion	—
108 Higuchi	2	0	50	Detonate	—	Smut	—
109 Ito	1969	10	5	Sleep	—	Potion	—
110 Matsui	1	5	10	Scan, Retreat	FIR, ICE, LIT, HLY, AIR	Potion	—
111 Nakada	60000	500	0	Slap	—	MaidKiss	—
112 Takhashi	65000	5	0	—	—	Life	—
113 Yoshii	65000	20	10	—	—	Potion	—



099
アルマティロ



100
ダークイムブ



101
トルトス



102
カル



103
ブリナ



104
カルブリナ



105
ゴールベズ



106
シャドー



107
アオギ



108
ビグチ



109
イトウ



110
ムトスイ



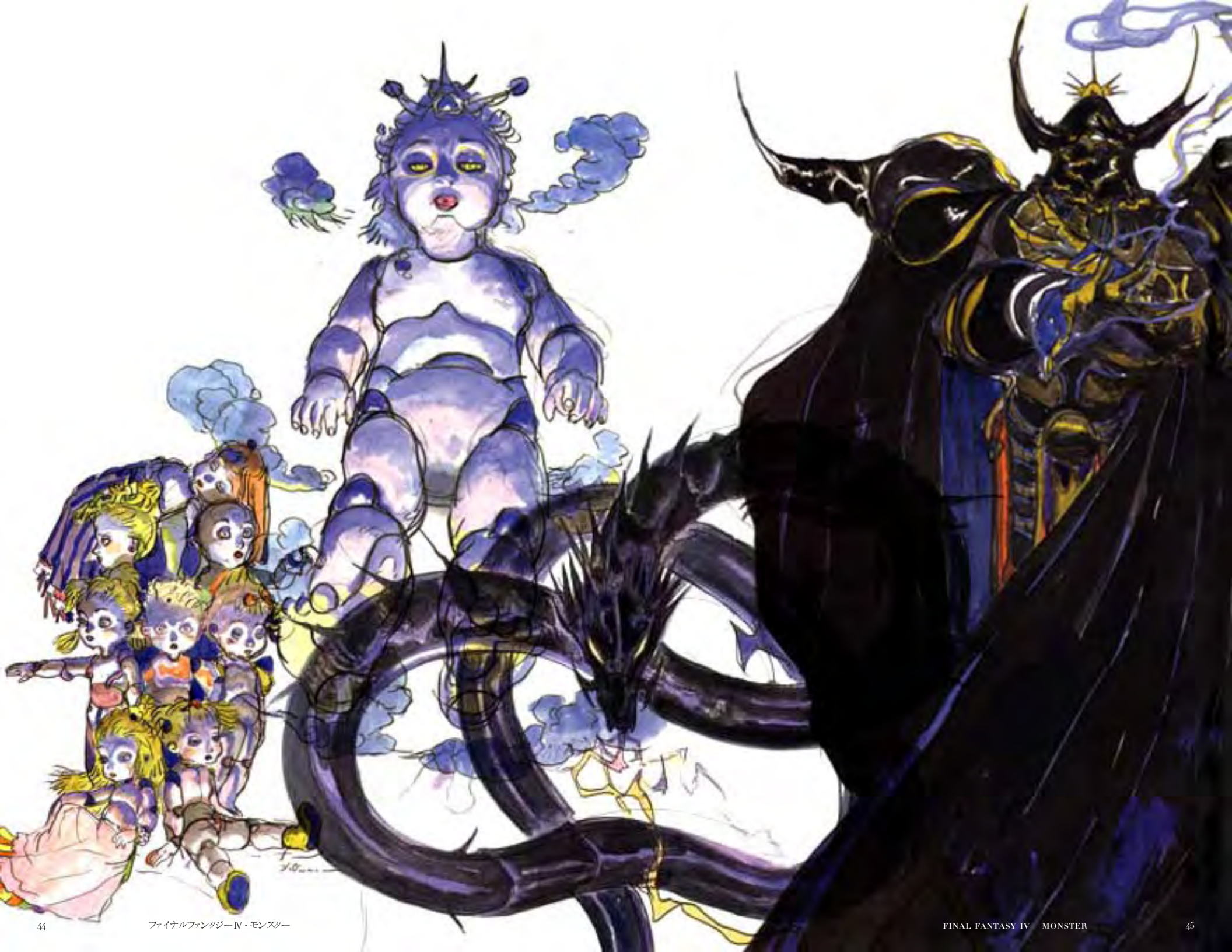
111
ナカダ



112
タクハシ



113
ヨシー



The enormous tower which reaches from the Underworld to the Overworld is said to be the pathway to the Moon. This is where Golbez keeps his collected Crystals, as well as powerful fiends and allies to protect them.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
114	Alert	1425	2008	380	Alert, Beam	—	Alert
115	Chimera	700	1708	228	Blaze	—	(A)Fire Bomb, Big Bomb, Inferno
116	Egg	<i>Statistics vary depending on monster inside: BlackLiz, HugeNaga, Lamia, Green D., or Yellow D.</i>					
117	EvilDoll	388	1408	269	Fire2, Ice2, Bolt2, Wall	—	Illusion
118	FlameDog	1221	1708	244	Fire	ICE	(A)Fire Bomb, Big Bomb, Inferno
119	FlameMan	579	1708	300	—	ICE	(Sp)Fire (S)Flame, (S)Flame, (A)Flame
120	Medusa	490	1208	225	Glare	—	(A)Medusa (S)Gorgon
121	Naga	320	1118	150	Tongue	—	Antidote Unihorn, (A)Poison
122	Stoneman	2560	2908	238	—	ICE	HiPotion X-Potion, (A)Medusa
123	Tofu	298	1808	384	—	ICE	Potion HiPotion

BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
124	Dr.Lugae	4936	5500	2000	Heal	—	Potion
125	Balnab	4832	5500	2500	Detonate	—	Potion
126	Balnab-Z	4518	20	2500	Detonate	—	Potion

Dr.Lugae only [Heal] Balnab and commands him to attack, at first. Balnab occasionally attacks Dr.Lugae, too. If Dr.Lugae is defeated first, Balbab [Detonate]—if Balnab goes first, Dr.Lugae takes control to form Balnab-Z. Eventually Balbab-Z will [Detonate]. Rydia call [Titan] to defeat them both at once.

127 Lugaborg 9321 10101 4000 Beam, Laser, Emission, Heal, Gas, Poison

Dr.Lugae next [Transform!] into Lugaborg. When it uses [Poison] or [Gas], it will [Heal] a few rounds later, so save items. Its powerful [Laser] normally causes 1000+ damage. Use Yang's [Power], Rydia's [Titan] or [Ramuh], as Rosa heals.

MONSTER-IN-A-BOX : Alert

RECURRING MONSTERS : BlackLiz, Dark Imp, Marion, Tortoise



124
ドクタールーゲー



125
バルナブ



126
バルナブゼィ



127
ルーガボルグ



114
アルト



115
キマラ



116
エーグ



117
イーバルボール



118
フレイムドグ



119
フレイムマン



120
メドゥセ



121
ナガ



122
ストーンマン



123
トーフ



EBLAN ISLAND

The southwest island of Eblan is home to the same creatures as found on Agart Island.

RECURRING MONSTERS : BlackLiz, FlameDog, HugeCell, Ironback, Roc, Roc Baby

EBLAN PALACE

The Palace of Ninjas is decimated. Laying in ruins, there is only treasure and a few monsters that are protecting it.

MONSTER-IN-A-BOX : BlackCat, Lamia, Mad Ogre, Skull, Steelman

CAVE EBLAN/PASS TO BABIL

The only way to reach the Cave is over the shoals with the Hovercraft. Inside the surviving inhabitants of Eblan have made camp, preparing for an assault on the Tower of Babil and Rubicant.

RANDOM	HP	EXP	GL	SKILL	WEAK	STEAL	DROP
128	Lamia	1200	2059	143	Charm	—	{Hp}Lamia {R}Ruby, Star Veil, {A}Angel
129	GiantBat	439	1977	262	Vampire	FIR, AIR	Potion HiPotion
130	Skull	740	1577	116	ATK+CRS, Bolt2	FIR, HLY	Potion —
131	Steelman	1950	703	445	ATK+SLP	ICE	{H}Gaia {G}Zeus

MONSTER-IN-A-BOX : Steelman

RECURRING MONSTERS : Armadilo, BlackLiz, Cave Bat, Egg, Ironback, Red Bone, Stoneman



128
ラミーア



129
ジューアントバト



130
スクル



131
スタエルマン

エブラン島

エブラン城

エブラン洞窟/バビルへの道



Entering on the upper floors of Babil, fight your way through the strongest monsters yet, to the Fiend of Fire—and Edge's archnemesis—Rubricant. A trap brings your party back into Underworld.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP	
132	Balloon	697	2459	315	Detonate	AIR	Bomb	Notus, Kamikaze, (s) Bomb
133	BlackCat	593	2759	345	Blaster	—	Unihorn	Coffin, (C) Cat Claw
134	BladeMan	1050	2559	211	Wall, Bio	HLV	Tent	Cabin
135	Green D.	2200	4759	368	Thunder	—	LitStorm	Alarm, Ag Apple
136	Grudger	1400	2459	149	—	HLV	(A) Bolt	ThorRage, ZeusRage, LitStorm
137	Ironman	2900	3659	383	—	—	(K) Mythril	(S) Mythril, (A) Mythril, (S) Mythril
138	Mad Ogre	2000	2359	270	—	—	Bacchus	(H) Headband, (G) Zeus, (G) Strength
139	Q. Lamia	1100	2859	247	Charm	—	(Hp) Lamia	(R) Ruby, StarVeil, (A) Angel
140	Sorcerer	1000	2359	272	Drain, Call	—	(St) Cure	(R) Rune, (St) Silence, Grimoire

BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP	
141	Q. Eblan	60000	0	0	Fire1	—	Potion	—
142	K. Eblan	60000	0	0	Fire2	—	Potion	—

This is a story-driven battle. After a few rounds, both King and Queen become conscious, tell Edge they love him, and die.

143	Rubricant	34000	18000	7000	Scorch, Ice2, Fire2, Lifer	ICE	Potion	—
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When his cloak is open assault with Ice attacks [Ice2] or [Ice3], [Shiva] will cause him to use [Ice2] on himself. Cecil equipped with IceBrand, and Kain with IceSpear attack. Edge casts [Flood]. When the cloak is closed, Ice attacks will heal Rubricant, so use the time to recover HP. [Scorch] can cause 2000+ damage, even with IceArmor.

MONSTER-IN-A-BOX : Mad Ogre

RECURRING MONSTERS : Egg, Lamia



141
クイーンエブラン



142
キーンクエブラン



143
ルビカンテ



132
バルーン



133
ブラックカト



134
ブレードマン



135
グリーンドラゴン



136
クルドジャー



137
アイロマン



138
マドオーガル



139
クイーンラミイ



140
ソーソーラ





The southern area of the Underworld—including the areas around Kokkol's Smithy, Tomra, the Sealed Cave, and Island of Summons—introduces a few new species; mostly insects and plants.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
144 Centpede	655	2714	342	GaiaRage	—	Silk Web	GaiaDrum, Alarm
145 RocLarva	986	2822	39	Drain, Psych, Slow	—	Potion	HiPotion
146 RockMoth	900	3114	312	Powder	AIR	EyeDrops	Life, Alarm, Soft
147 TrapRose	370	1204	32	Pollen	FIR	DietFood	Mallet, MaidKiss, Remedy



144
セントピード



145
ロークラルバ



146
ロックモース



147
トラプローズ

UNDERWORLD — WEST

次の世界(西)

The westernmost area of the Underworld near the Sylvan Cave in the northwest landmass. Many of the new monster species here are also very rare encounters.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
148 Crawler	1855	3437	538	Drain, Psych, Slow	—	Potion	HiPotion
149 GlomWing	1580	2837	510	Powder	AIR	Ether	Stardust, MoonVeil, (A)Artemis
150 Gorgon	2550	3003	248	Glare	—	(A)Medusa	(S)Gorgon
151 Tarantla	2315	2744	598	GaiaRage	AIR	Silk Web	Gaia Drum, Alert

RECURRING MONSTERS : BlackCat, Centpede, Egg, Medusa, RocLarva, RockMoth, Stoneman, TrapRose



148
クララ



149
グルムウイング



150
ゴルゴン



151
ダランチラ

Located in the far northwest corner of the Underworld, it is home to the mysterious Sylphs. The poisonous liquid that gives the Cave its eerie glow, pools on the floor. The monsters that inhabit the Cave use a plethora of status-changing attacks.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
152 DarkTree	3900	5041	525	Berserk	FIR	DietFood	Mallet, MaidKiss, Remedy
153 Ghost	2800	3141	362	Sleep, Fire2	—	Potion	[R]Cursed
154 Malboro	4200	5641	458	Breath, Digest	—	Remedy	Bacchus, (A)Yoichi, SomaDrop
155 TinyToad	600	1841	335	Esuna, Toad	ICE	MaidKiss	MaidKiss
156 ToadLady	2960	3441	598	Mini, Toad, Ribbit...	—	MaidKiss	Ether2, SomaDrop, Ribbon

MONSTER-IN-A-BOX : Centpede, DarkTree, Ghost, Malboro, TinyToad, ToadLady

RECURRING MONSTERS : Centpede



152
ダークトリー



153
ゴースト



154
マルボロ



155
トードレーディ



156
タイニトード

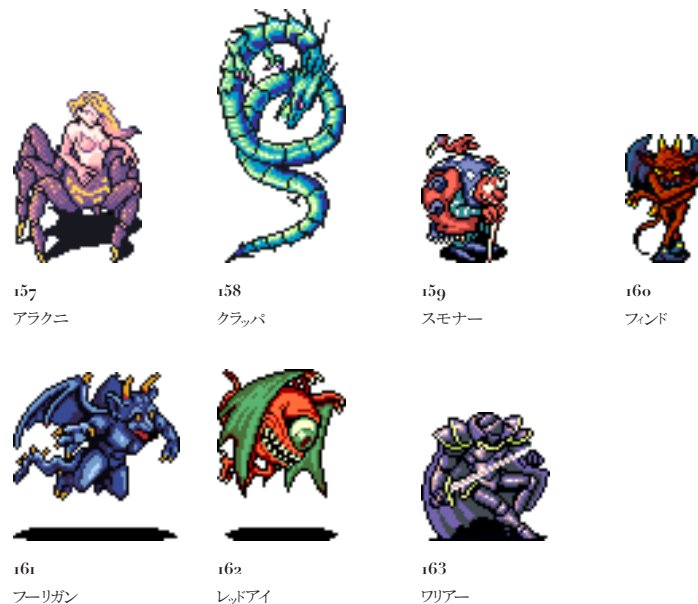


On an island in the south magma sea, is the Land of Summons. This is where Rydia ended up after Leviatan swallowed her. The floor is covered in pools of poisonous liquid, and the Cave is populated by deadly monsters.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
157	Arachne	3650	4388	585	Gaia Rage	ICE, AIR	Silk Web Silk Web, GaiaDrum, Alert
158	Clapper	7600	7777	900	Blitz	AIR	ZeusRage HrGlass3, [H]Tiara, Au Apple
159	Conjurer	3600	3688	475	Warp, Call	—	{St}Cure [R]Rune, {St}Silence, Grimoire
160	Fiend	3480	6388	650	Charm	—	MuteBell Unihorn, HrGlass1, Ether1
161	Hooligan	2200	4088	484	Wind	HLV, AIR	Potion [R]Cursed
162	Red Eye	2400	3444	465	Death, Gaze	AIR	EyeDrops Life, Alarm, Soft
163	Warrior	2900	4288	575	Absorb, Curse	—	Tent Cabin

MONSTER-IN-A-BOX : Warrior

RECURRING MONSTERS : Imp, Naga, RockMoth



161
フーリガン

162
レッドアイ

163
ワリアー

This town is home to all Summoned Beasts, and a haven for Summoners. The party will once again meet with Leviatan, and be introduced to his Queen, in hopes of gaining their help.

BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
164	Asura	31005	20000	0	Life1, Cure3, Armor	—	Potion —
165	Leviatan	50001	28000	0	Maser, Big Wave, Ice2	LIT	Potion —

The mighty Queen of Summons must be defeated before you may speak with the King. Asura will continually cast either [Cure3], [Armor], [Life1] depending on which face is forward. Rosa cast [Wall] on her to reflect the spells back at the party. Rydia call [Titan] to cause the most damage.

The King is much more powerful. When he faces away, he casts [Ice2]. When he uncoils, he uses [Wave]. Have Kain & Cecil equip FlameArmor to reduce damage. Rydia cast [Bolt3], Edge cast [Blitz], everyone can use Lightning based offensive items.



164
アシュラ

165
レバイアセン

Residents of the Castle are reporting a strange presence in the basement. The true King of Baron reveals himself as the Summon Odin—defeat him to gain his help in battle.

BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
166	Odin	20001	18000	0	Odin	LIT	Potion —

Once Odin raises his sword, you have only about two rounds to defeat him. If you can't, [Odin], with 4000+ damage, will almost certainly KO all party. Rydia cast [Bolt3], Edge [Blitz], Cecil & Rosa attack with BoltArrows, Kain use LitStorm/ThorRage/ZeusRage items.



166
オーディン





Just northwest of Tomra, in the plateau, is a cave of demonic architecture sealed with the final Dark Crystal inside. Be warned—there are countless booby traps throughout, intended to kill any who enter.

RANDOM		HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
167	HugeNaga	1480	3582	238	Mute	—	Antidote	Unihorn, (A)Poison
168	Mantcore	3400	28000	1200	Blaze	—	(A)Fire	Bomb, Big Bomb, Inferno
169	Screamer	1400	3082	205	—	—	(A)Bolt	ThorRage, ZeusRage
170	VampLady	2375	3582	188	Glance, Bolt2, Vampire	FIR, HLY	Vampire	Vampire, Succubus
171	Were Bat	1014	2306	355	Vampire	FIR, AIR	Potion	HiPotion
172	Yellow D.	3100	28000	1500	Thunder	—	LitStorm	LitStorm, Alarm, Ag Apple

BOSS		HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
173	TrapDoor	5000	30000	4500	Target, Dmension	—	Potion	—

Every closed door within the Cave leads to a battle with a TrapDoor. First, it uses [Target], then [Dmension] to KO. Once its HP lowers to 4000, [Surprise!] and either a Mantcore, or a Yellow Dragon leap out. Mantcores use ice-based [Blaze], and Yellow Dragons, lightning-based [Thunder].

174	EvilWall	28000	23000	8000	Crush, Petrify	—	Potion	—
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As you attempt to leave, Dark Crystal in hand, the wall comes to life and attacks. It will move forward until it gets close enough to use [Crush] to instantly KO. Along the way, it uses [Petrify] and powerful physical attacks. Rydia call [Levia], Edge throw Suriken, Fuma, or duplicated weapons, Rosa cast [Slow] and [Lifer] when needed.

RECURRING MONSTERS : Egg



167
ヒュージナーガ



168
マンディコル



169
スクリーマー



170
バームアレーディ



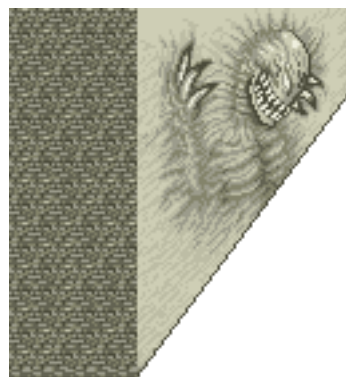
171
ウエルバト



172
ヤロドラゴン

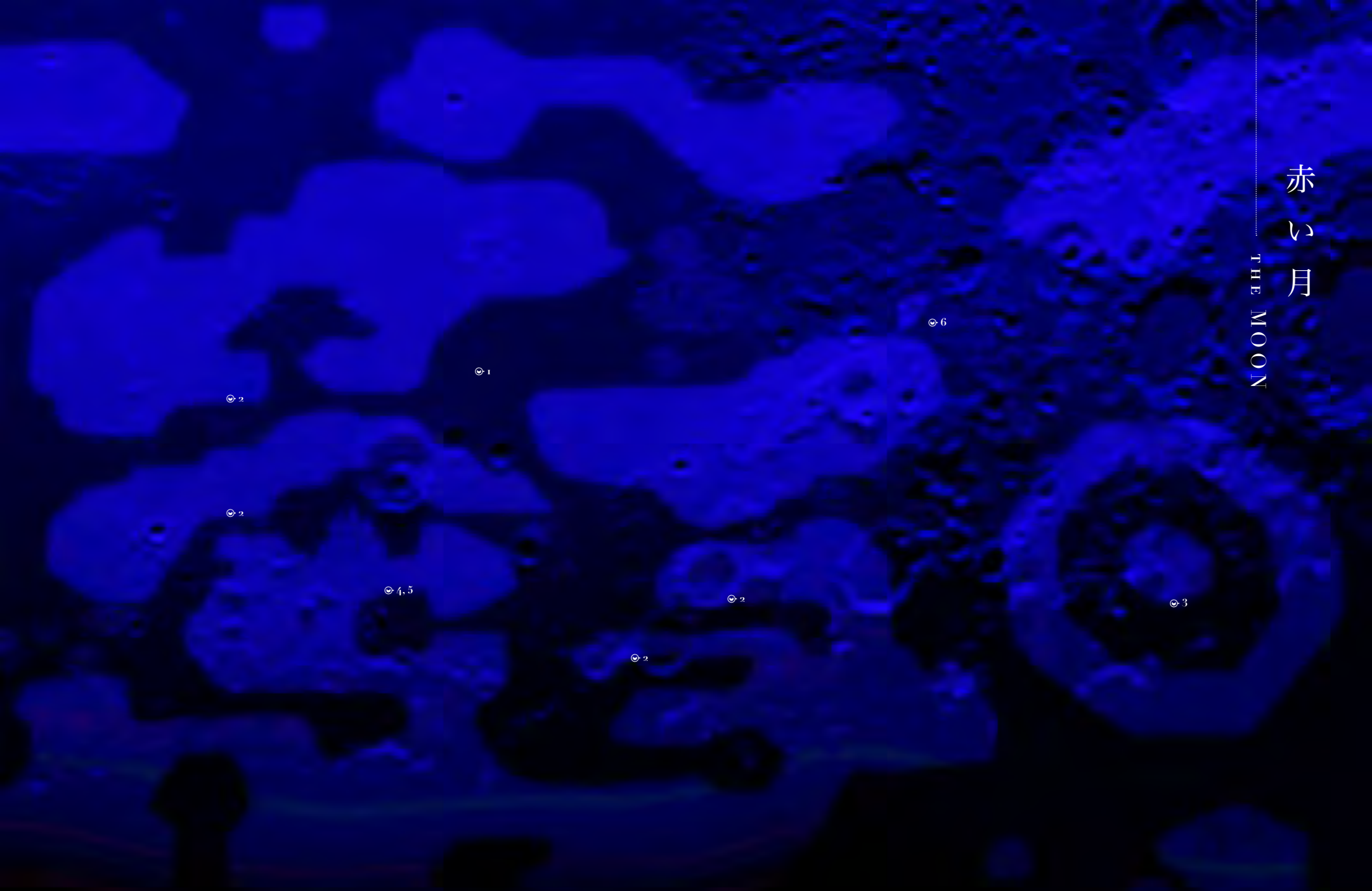


173
トラップドア



174
イーバルワール





- 1 Lunar Surface
- 2 Lunar Path
- 3 Cave of Bahamut

- 4 Crystal Palace/Lunar Subterrane
- 5 Lunar Core
- 6 Lunar Ruins*

* Can be found in Final Fantasy IV Advance only





Travelling via the Lunar Whale, you reach the Moon. It's surface is home to many strange and powerful alien lifeforms. They heavily populate all areas of the lunar surface.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
175 Grenade	1820	2644	630	Reaction, Detonate	AIR	Bomb	Notus, Kamikaze, (s)Bomb
176 Juelyote	1700	6999	1560	ATK+POI	—	Stardust	MoonVeil
177 MoonCell	980	3237	1100	Retreat, Arise	—	Etheri	Stardust, MoonVeil, (A)Artemis
178 Procyote	2600	7999	1850	ATK+POI	—	Stardust	MoonVeil
179 Pudding	1357	3044	1300	—	—	Etheri	Stardust, MoonVeil, (A)Artemis

RECURRING MONSTERS : Balloon, Crawler, Slime, Tofu

LUNAR PATH

月道

A network of caves and tunnels, infested with Lunar monsters, which lead to the Crystal Palace.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
180 Red Worm	7000	6303	310	Retreat, Vampire	FIR	Boreas	Etheri, Notus

MONSTER-IN-A-BOX : Red Worm

RECURRING MONSTERS : Balloon, Crawler, Grenade, Juelyote, MoonCell, Procyote, Pudding, Slime, Tofu



The cave of the God of Summoned Beasts. Located in the circle within a circle, incredibly powerful monsters dwell in the dark, cold, depths—there are also incredible treasures to be found.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
181 D. Bone	12000	14000	6750	ATK+POI, Fire	FIR	Inferno	[R]Cursed
182 Ging-Ryu	7500	25000	19000	Tornado, Blaze, Entangle	—	Stardust	StarVeil, MoonVeil, Ag Apple
183 Kary	4000	13000	3500	Hug, Retreat	—	(A)Artemis	MoonVeil, [A]Minerva, (B)Artemis
184 RedGiant	14000	18500	7000	Emission, Detonate, Beam	—	Cabin	(X)Ogre, (X)Venom, (X)Rune
185 Warlock	5100	17003	2400	Fire2, Bolt2, Ice2, Psych, Drain, Stone, Wind	—	MaidKiss	Ether2, SomaDrop, Ribbon

BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
186 Behemoth	23000	57000	65000	Storm	—	[H]Headband	[G]Strength, [A]PowerVst, [S]Avenger

Incredibly powerful, high Magic Defense. Don't cast powerful spells like Meteo or Holy, Behemoth will counter with [Storm] leaving all party at near-fatal HP levels (1-10HP). Edge throw duplicated weapons, Cecil & Kain attack.

187 Bahamut 45001 35000 0 MegaFire, Wall — Potion —

Begin using StarVeils or MoonVeils, Rosa cast [Wall] as often as possible before the countdown reaches 0. When it does, Bahamut unleashes [MegaFire], it will be reflected by walls, causing 9999 damage to Bahamut. Main focus is maintaining walls on all party members, as Bahamut will kill himself after a few reflected MegaNukes.

RECURRING MONSTERS : Grenade, Pudding, Red Worm, Talantla



With all 8 Crystals in his possession, Golbez activates the Giant of Babil, the colossal robot which emerges from the Tower of Babil to destroy all life on the Blue Planet. The party must get inside and destroy its CPU, but they won't have to stop it alone.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
188	Beamer	3000	3199	890	Beam	LIT	Tent ZeusRage
189	Horseman	3500	9699	1220	—	LIT	Tent Cabin
190	Machine	4900	7999	985	—	LIT	{A}Bolt ThorRage, ZeusRage, LitStorm
191	MacGiant	10000	31000	1500	Magnet	—	Cabin {X}Ogre, {X}Venom, {X}Rune
192	Mech D.	18000	41400	2550	Detonate, Fire	—	ZeusRage HrGlass3, [H]Tiara, Au Apple
193	Searcher	5500	15004	900	Alert, Beam	—	Alert —
BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
194	Last Arm	9500	8703	338	Target, Magnet, Fission	—	Alert —

Attempts to lock on [Target], stop with [Magnet], and cause immense damage to all with [Fission]. Try to defeat it before [Fission] or you also lose any EXP and GIL.

195	Elements	110000	102500	20000	Fire2, Fire3, Scorch, Curse, Glare, Storm, Big Wave	FIR, ICE, LIT, HLY	Potion —
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The *Four Fiends of Elements* join forces for a final battle. They attack in order of: Milon Z., Rubicant, Cagnazzo, Valvalis. Cast [Fire3] on Milon, [Ice3] on Rubicant, [Bolt3] on Cagnazzo & Valvalis. Rosa should cast [Cure4] every round, especially when Valvalis begins using [Storm]. Rubicant's cloak is always open, Cagnazzo's *tsunami warning* is in constant effect, and Valvalis' spin cannot be stopped.

196	Attacker	3000	0	0	Maser	—	Potion —
197	Defender	3000	0	0	Recover	—	Potion —
198	CPU	30000	50000	10333	Globe199, Re-Form, Wall	—	Potion —

Defeat each component in order: Defender, CPU, Attacker. If the Attacker & Defender are destroyed first, CPU uses [Globe199] twice—each causing 9999 damage—then [Re-Form] to revive both. You must use physical attacks to take out the CPU, since it will cast [Wall], and summons or Meteo will destroy the Attacker & Defender.

MONSTER-IN-A-BOX : 194 Last Arm



188
ビーマー



189
ホルスマン



190
マシーン



193
セルチャー



191
マシーンジャイアント



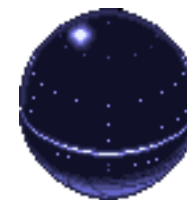
192
メカニコルドラゴン



194
ラストアルム



195
エレメントス



198
コントロールシステム



196
アッタカー



197
ディフェンダー



With all 8 Crystals in the Crystal Palace, the way to the Lunar Subterrane will open. Inside, rest the most powerful weapons, guarded by the most powerful monsters. Use an Alert to call the extremely rare Pink Puffs in the small room on B5F, in hopes of obtaining a Pink Tail.

RANDOM	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
199	Blue D.	15000	36000	40200	Blizzard	—	(Sp)Blizzard (N)Shuriken, (W)Serpent, (Sp)Dragon
200	D.Fossil	12000	15000	8100	ATK+PAR, Curse, Fire	FIR, HLY	Inferno [R]Cursed
201	King-Ryu	8200	30000	23000	Blitz, Entangle	—	ThorRage ZeusRage, LitStorm, Ag Apple
202	PinkPuff	20000	10000	55555	Let's Dance!, Charm	—	Ether2 Elixir, (N)Fuma, PinkTail
203	Tricker	12000	20000	10700	Bolt3, Scan, Haste	LIT	Potion Tent, HrGlass1, (s)Imp
204	Veteran	25000	33333	65200	Haste, Doom, Charm, Berserk	AIR	EyeDrops Elixir, HrGlass3, [R]Protect

BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
205	White D.	32700	55000	0	Storm, Gaia Rage, Slow, Scorch, Blizzard, Thunder	—	Potion —

Guardian of Murasame. Cast [Float] before entering the battle to avoid the effects of [GaiaRage]. Avoid casting elemental magic. White D. may counter with [Scorch] for fire, [Blizzard] for ice, and [Thunder] for lightning; it also absorbs these elements. Rosa should cast [Cure4] every round in case of White D.'s [Storm].

206	Wyvern	60000	64000	0	Flare, Recover, Wall, MegaFire	—	Potion —
-----	--------	-------	-------	---	--------------------------------	---	-------------

Guardian of Ragnarok. Wyvern immediately uses [MegaFire]. Rosa [Cure4], then [Life2], then [Wall] as everyone uses StarVeil/MoonVeil items. Wyvern can use [MegaFire] at will, and also [Flare] and [Recover] restores 3000HP. Rydia call [Baham], Edge [Throw] duplicated weapons.

207	Plague	33333	31108	550	Haste, Doom	AIR, HLY	Potion —
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Guardian of Holy Lance. Immediately casts [Doom] on all, followed by [Haste] to speed up countdowns. Everyone attack as quickly as possible: Rosa [Holy], Kain [Jump], Edge [Throw], Rydia [Flare], Cecil attack with Ragnarok.

208	Lunasaur	23000	29500	0	Bio, Fire, Breath, Recover, Wall	FIR, HLY	Potion —
-----	----------	-------	-------	---	----------------------------------	----------	-------------

Guardians of Ribbons. 2 Lunasaurs attack the party with [Fire], and heal & support each other with [Recover] and [Wall]. Rosa cast [Wall] on party members to reflect [Holy] at Lunasaurs. Rydia call [Baham] or cast [Meteor]. Cecil attack with Ragnarok.

MONSTER-IN-A-BOX : Behemoth, D. Fossil, Kary, Red D., RedGiant, Warlock

TREASURE BOSS : Lunasaur, Plague, White D., Wyvern

RECURRING MONSTERS : D. Bone, Ging-Ryu, Kary, RedGiant, Warlock



205
ライドドラゴン



206
ワイバーン



207
プレーグ



208
ルナソル



200
ディノフォッシル



204
ベテラン



201
キーンクリュ



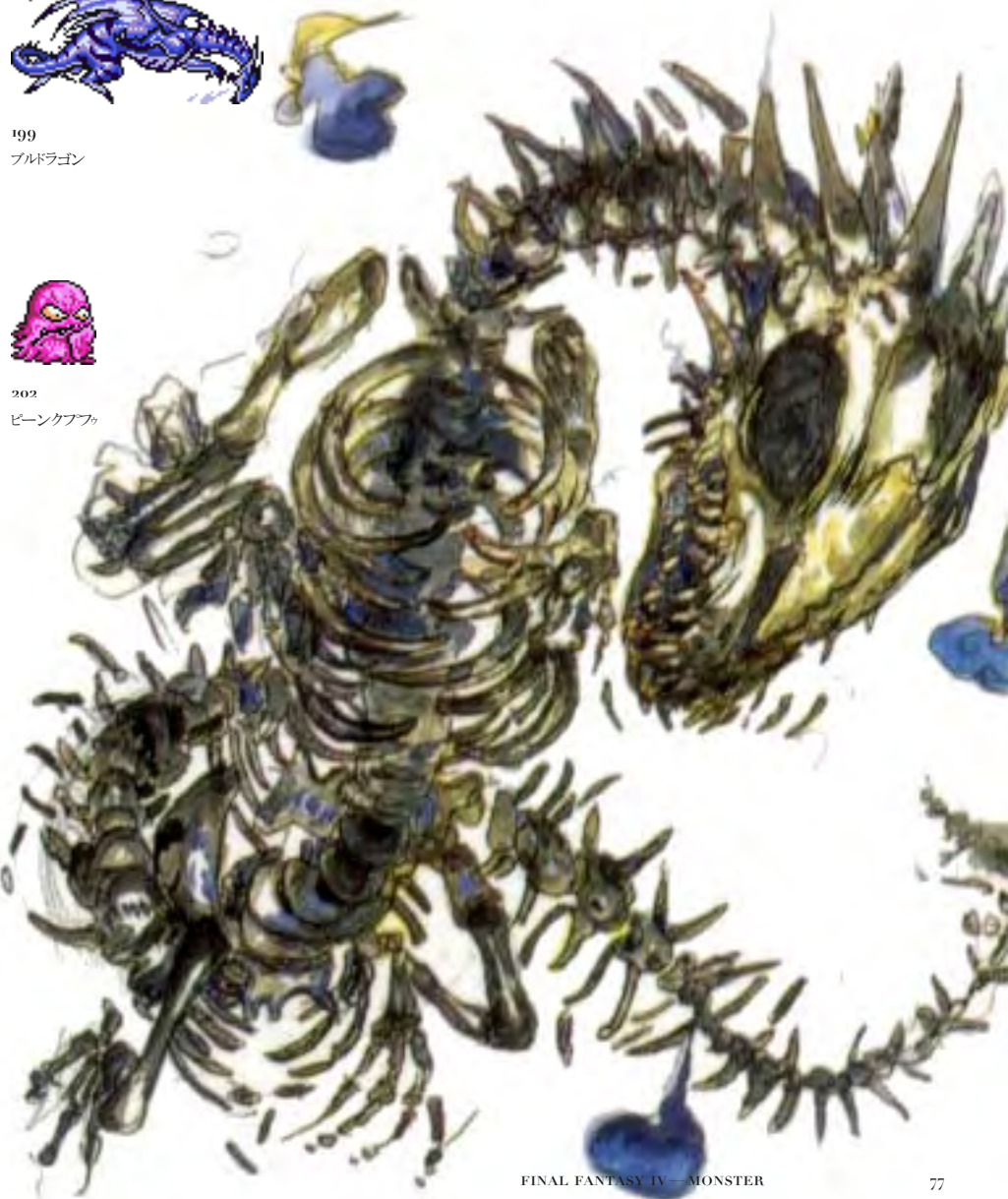
203
トリッカ



199
ブルドラゴン



202
ピンクプフ



The center of the Moon is patrolled by randomly encountered Bosses. FuSoYa and Golbez are already here, attempting to stop Zemus before he ends all life. But, in the end, will Cecil and the prayers of the people of the Blue Planet be enough to bring peace?

BOSS	HP	EXP	GIL	SKILL	WEAK	STEAL	DROP
209 EvilMask	37000	50000	65000	Holy, Flare, Bio, Cure3, Haste, Wall	—	StarVeil	X-Potion, Elixir, [H] Glass

It will immediately cast [Wall] on itself, then on the party. Calling [Asura] or using items will be the only way to heal from its powerful [Holy] and [Flare] attacks. Rydia & Rosa should reflect their own [Flare] and [Holy] back at EvilMask while the other fight.

210 Red D.	15000	41500	65000	Fire3, Heat Ray	ICE	Inferno	[G] Dragon, [Sp] Dragon, [R] Crystal
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The strongest chromatic dragon, the damage from [Heat Ray] ranges from 1 to 1500+ HP. Rydia's [Ice3] is the best offense. It's possible to encounter up to 3 Red Dragons at once, one on top of the other. Try to single out one at a time to reduce the amount of attacks the party must endure.

211 Breath	40000	60000	50000	Scan, Blast	—	Potion	—
------------	-------	-------	-------	-------------	---	--------	---

Very high Magic Defense, so use physical attacks to defeat it. After it [Scan] a few targets, it uses [Blast] which causes HP Leak and occasionally paralysis or ko.

212 Mind	20000	65000	50000	Charm, Armor, Shell	—	Potion	—
----------	-------	-------	-------	---------------------	---	--------	---

Stronger than Breath, it has high Defense but weak Magic Defense. It can [Charm] the entire party at once, which is always disastrous. Try to defeat it as quickly as possible with [Flare] and [Holy]—sometimes it's better to run.

213 Ogopogo	50000	61000	0	Wind, Big Wave, Blaze	—	Potion	—
-------------	-------	-------	---	-----------------------	---	--------	---

Guardian of Masamune. Super-powerful version of Leviatan, can use [Big Wave] twice in one turn, resulting in 50% of the party's max HP damaged. Don't use magic against Ogopogo, since it will counter with [Blaze]. Edge [Throw] duplicated weapons, Rosa [Cure4] every round, and others may need to help with healing items.

214 Zemus	9999	0	0	—	—	Potion	—
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Completely CPU-controlled battle between Golbez, FuSoYa, and Zemus.

215 Zeromus	65000	0	0	Meteor	—	DkMatter	—
-------------	-------	---	---	--------	---	----------	---

All attacks are ineffective until Cecil uses the Crystal, and the truth is revealed. Attempt to steal the DkMatter to reduce the damage from the next form's [Big Bang].

216 Zeromus	115000	0	0	BigBang, BlkHole, Bio, Flare, Wind, Meteor	—	DkMatter	—
-------------	--------	---	---	--	---	----------	---

Even at very high levels, Zeromus is a challenge. [BlkHole] nullifies all support spells (Wall, Haste, Armor, Shell), and [Big Bang] causes immense damage to the party (often in the 2000–2500 range), plus an HP Leak. Avoid casting [Holy] or [Meteor], since Zeromus counters with [Wind] which will KO anyone after [Big Bang] is in effect. Rosa must [Cure4] every round, Rydia call [Baham], Edge [Throw] every available item, Kain [Jump], and Cecil attack with Ragnarok. Keeping Rosa healthy at all times is a high priority. Zeromus begins casting [Meteor] when its HP is low, but the spell is very weak. Luck is a major factor in winning this battle.

TREASURE BOSS : Ogopogo

RECURRING MONSTERS : Behemoth



209
イブルマスク



210
レッドドラゴン



211
フレス



212
マインド



213
オゴボゴ



214
ゼムス



215
ゼロムス



216
ゼロムス





Once Zeromus has been defeated, the entrance to the Lunar Ruins is revealed. In this massive 50+ floor dungeon, Cecil and his party will not only encounter creatures more powerful than Zeromus itself, but fabulous treasures and trials uniquely designed for each individual party member. The party will also encounter many familiar monsters and bosses from previous locations along the long, treacherous journey down the abyss to the ultimate adversary—Nemesis.

RANDOM					
217	AbyssWrm	229	FlanMstr	242	Shin-ryu
218	AdamantT	230	GoldToad	243	Storm D.
219	Aevis	231	Griffin	244	Succubus
220	Amazon	232	Iron G.	245	Summoner
221	AtomBomb	233	Ixion	246	T-Rex
222	Brulee	234	KingBehe		
223	Coblepas	235	King Hag	BOSS	
224	Coeurl	236	King Imp	247	MonkSol.
225	CrystalD	237	Kraken	248	SuperMnk
226	DeathMsk	238	Morpha	249	DrilMstr
227	Echidna	239	Osear	250	DkTitan
228	Flan	240	Perilisk	251	Specter
		241	ProtoMsk	252	DkShiva
				253	DkMist
				254	Bandit
				255	DkOdin
				256	DkAsura
				257	DkIfrit
				258	DkBaham
				259	DkRamuh
				260	DkLevia
				261	Brachios
				262	Voodoo
				263	Kachina
				264	Nemesis

This area is only available in FINAL FANTASY IV: ADVANCE.



217
アビスワーム



218
アドメント



219
エービス



220
アマゾン



233
イククシエン



234
キングベヘモス



235
キングハッグ



236
キングゲインブ



221
アトムボーム



222
ブルレー



223
カトボルベス



224
コウレル



237
クラケン



238
モルファ



239
オスカル



240
ペリリスク



225
クリカドラゴン



226
デースマスク



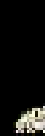
227
イチドナ



228
フラン



229
フランマスター



230
ゴールドトード



231
グリフン



232
アイオンジ、イアント



241
プロトマスク



242
シンリュウ



243
ストムドラゴン



244
スックウブス



257
ダルクイフレト



258
ダルクバハムト



259
ダルクラムー



260
ダルクレビアテン



245
スツムオナル



246
タイランオサルスレクス



247
モンクゾジール



248
スーパーモンク



261
ブラキオライドス



262
ブードウー



263
カチナ



249
ドリルマスタル



250
ダルクタイテン



251
スペクトル



252
ダルクシーバ



253
ダルクミスト



254
バンデイト



255
ダルクオディン



256
ダルクアスラ



264
ネメセス

月はちょうど自身の軽いのために追求し始めた…





天野喜孝

1952年、静岡生まれ。竜の子プロダクションでアニメ作品のキャラクター設定をした後、フリーになり、雑誌・絵本等にファンタジー画、装幀画を発表。出版界から注目を浴びる。83年、第14回星雲賞受賞。86年の第17回まで4年連続受賞。その後、ゲームソフト「ファイナルファンタジー」のビジュアルコンセプト、舞台美術など創作の場を広げる。95年ごろより、パリ、ニューヨークでリトグラフの制作を開始。

97年99年と2度にわたりニューヨークで大規模な個展を開催。上野の森美術館をはじめ、国内での個展開催は数知れない。現在ではゲームをはじめ出版や映像など、様々な展開に向けて作品を製作中。ニール・ゲイマンとのコラボレーション「The Sandman, The Dream Hunter」は2000年ヒューゴー賞にノミネート、同年アイズナー賞を受賞。また画家として2000年ドラゴン・コンにおいてドラゴン・コン賞、ジュリー賞をそれぞれ受賞している。03年7月にはドイツ・ケルンにて個展を開催し好評を博した。01年から今年にかけて、「陰陽師」「陰陽師II」のキービジュアル・コンセプトデザインを手がける。

YOSHITAKA AMANO

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FINAL FANTASY IV—MONSTER

ファイナルファンタジーⅣ・モンスター

PRODUCED SUMMER 2006

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