Final Fantasy 3 DS Speedrun Route – Any%

**NOTE: The route is now complete and I have had a few successful runs with it! It is still horribly optimized (probably), so there will be changes likely. Barring major glitches being discovered for the DS version or the PC version, this is theoretically the fastest way I know of beating the game.**

# Altar Cave

* + Floor 3
    - Chest on left (**Leather Shield**)
    - Chest on right (**Potion**)
  + Floor 4
    - Chest on lower left (**Antarctic Wind**)
    - Equip Shield and Sword
    - Arrange Potion and Antarctic Wind to top of inventory
    - Dupe potion in any battles on way to Floor 5
    - Proceed to top left
  + Floor 5
    - Boss: Land Turtle
      * 111 HP
      * 3 Antarctic Winds kill – Dupe the one gotten in chest

# Ur Village

* + Enter house on left, restore HP from Wellspring
  + Enter back room, talk to Elder
  + Go to magic shop and buy **Poisona.**
  + Go to pond in back of village, watch cutscene
  + Go to store house in back of village, get **Phoenix Down** (closest chest on bottom row)
  + Exit Ur and go South

# Kazus

* + Talk to Arc
    - Walk through trees behind Blue House for **Mythril Helm** and to the right in pond for **Zeus’s Wrath**
  + Go to Inn, talk to Cid
  + Leave town and go to airship to get Refia
  + Northwest to Castle Sasune

# Castle Sasune

* + Talk to Ingus
  + Go to second floor of main castle
  + Go through right cracked wall and up stairs
  + Go down stairs to get 2000 gil
  + Re-enter main hall and go talk to King
  + Leave Castle Sasune, head Northeast to Sealed Cave

# Sealed Cave – fight all battles here to grind for level 2 MP (spam dem Antarctic Winds)

* + Floor 1
    - Skip both chests
    - Go down, right at fork and follow until next fork
    - At second fork go right to floor 2
  + Floor 2
    - Grab chest for 500 gil
    - Press skull in top right corner to proceed to floor 3
  + Floor 3
    - Go up at first fork
    - Skip chest and go left (DON’T GO DOWN IN LARGE AREA)
    - Move all party members to back row before engaging Djinn
    - Boss: Djinn
      * 600 HP
      * Spam Arctic / Antarcitc Wind; making sure to dupe them
        + 2 shots

# Watch cutscene with crystal

* + CLASS CHANGE: 4x Red Mage
* Return to Castle Sasune
* Watch cutscene lifting curse
* Get airship and go back to Kazus

# Kazus

* + Go to Inn, talk to Cid
  + Go to Refia’s House, watch scene
  + Leave Kazus and board airship
  + Destroy rock to west; head south and enter **Canaan**

# Canaan

* + Go upstairs in top right of town, follow river way south to get **Elixir**
  + Exit Canaan, duplicate Elixir in a battle
  + Return to Canaan and give elixir to Cid’s wife
  + Open the cellar, get **Gold Needle (diagonally left from top right chest)**
  + Go to house attached to inn, talk to **Desch’s Girlfriend**
  + Leave, go to **Dragon’s Peak**

# Dragon’s Peak

* + Put Gold Needle in top slot in case of petrify
  + Take left path and go up to trigger cutscene (ignore chest on the way)
  + Attempt to steal from Bahamut with Thief, all other characters flee
  + Enter **Healing Copse** (forest immediately south of peninsula) and heal
    - Cast Mini on party members, replenishing via healing spring or elixirs as needed
  + Head south and enter Tozus (southern forest)

# Tozus

* + Enter inn shop in south part of town, buy ONE **Eye Drops and TWO Antidotes**
  + Go to Northwest part of town and enter the Doctor’s house
    - Grab **Cura** from the pot
    - Heal doctor with Antidote, enter Tozus tunnel

# Tozus Tunnel

* + Grab first two chests for **2 Phoenix Downs**
  + Follow tunnel until exit
  + Enter Vikings Cove

# Viking’s Cove

* + Head north through door, go to right
  + Head south after the moogle and speak to the Viking Leader
  + Exit Viking Cove to the North, DO NOT ENTER THE SHIP
  + Walk north along the peninsula until you reach **Nepto Temple**

# Nepto Temple – **WATCH ELIXIR COUNT; YOU WILL BE LOW**

* + Head north, talk to dragon statue
  + Enter dragon statue
  + Enter second hole, skip chest and head down corridor to fight **Giant Rat:**
    - Strategy – item nuke to oblivion; the rat has no elemental weaknesses
  + Walk back to entrance of dungeon and place nepto eye in dragon statue
  + Recast mini to de-mini the party
  + Return to Viking’s Cove and talk to the leader
  + Enter the Enterprise ship, sail to **Village of the Ancients** (southwest of nepto temple)

# Village of the Ancients

* + Head directly north and buy **Teleport** in the Magic Shop
  + Leave and head east to the Chocobo Woods, return to ship
  + Sail northwest to Castle Argus

# Castle Argus

* + Head to second floor of the castle, press the candle switch on right side of room
  + Head up both flights of stairs to reach outside of castle, and head right
    - Use thief to LP the door, grab all chests but the top left and bottom right (you shouldn’t be getting arrows)
  + Enter secret passage to right of the chests and get **Arctic Wind**
  + Leave Castle Argus and head Northwest to **Gulgan Gulch**

# Gulgan Gulch

* + Head south to the second floor and talk to the man in the middle
  + Go across the southern bridge and get the **Mage Robe** in the top chest
  + Leave and go north to chocobo woods, then go northeast to **Tower of Omens**

# Tower of Omens

* + Use Toad on entire party, proceed south and west until finding first corridor, then head east
  + Floor 3
    - Get chest for some **Echo Herbs**
  + Floor 4
    - Head east then south to Floor 5
  + Floor 5
    - Head south and west to Floor 6
  + Floor 6
    - Head all the way left for a cutscene, then press the switch in the upper middle of room
    - Proceed to Floor 7
  + Floor 7
    - Follow path to Floor 8
  + Floor 8
    - Go left to reach Floor 9
  + Floor 9
    - Go nothing but west to Floor 10
  + Floor 10
    - Go to southeast part of room for floor 11
  + Floor 11
    - Move Arctic Wind and Gold Needle / Elixir to top slots of inventory
    - Boss – Medusa
      * Arctic Wind into submission, healing as needed
  + Proceed north out of the maelstrom and then west to the **Dwarven Hollows**

# Dwarven Hollows

* + Proceed to second floor
  + Go to top right to the Armor shop, and buy 6 **Ice Shields** (equip double shields on Thief + 2 Red Mages) and 1x **Mage Robe**
  + Go to the middle of the second floor and talk to the dwarf
  + Go West to see a cutscene, turn into toads, then enter the **Subterranean Lake**

# Subterranean Lake

* + The lake is fairly linear, skip all chest on first two floors, and get the two on the third floor for 6000 gil
  + Boss – Gutsco
    - Arctic Wind and heal as necessary
  + Teleport out and talk to the dwarf at the shrine again, watch the cutscene
  + Leave Dwarven Hollow, proceed north to **Molten Cave**

# Molten Cave

* + Floor 1
    - Southwest through lava to floor 2
  + Floor 2
    - Follow path to lava, head directly west for floor 3
  + Floor 3
    - Go north in lava to hit switch right of chest, proceed to floor 4
  + Floor 4
    - Prepare inventory and heal up for boss (Arctic Wind to top and Elixir to top)
  + Floor 5
    - Boss – Salamander
      * Hella weak to ice, so spam Arctic Winds
  + Teleport to world map

# CLASS CHANGE: 4x Scholar

# Dwarven Hollow

* + Talk to dwarf in middle again
  + <http://www.gamefaqs.com/ds/924897-final-fantasy-iii/faqs/59886> - Treasury map; items are listed from left to right, top to bottom
    - Get **Scholar Robe, Scholar Hat, Book of Light, Book of Ice, Book of Fire**
    - Equip Scholar’s now with gear. Give White Magic user most defense
  + Exit Dwarven hollow and sail to **Tokkul** (sail through maelstrom and south to desert near nepto shrine)

# Tokkul

* + Upon entering, a cutscene will play and the party will be taken to **Castle Hein**

# Castle Hein

* + Walk through hole in the right and talk to the King
  + Cast mini on party
  + Go through next wall and leave the first floor to the right, using heal pot if needed.
  + Floor 2
    - De-mini party, change White Mage to Scholar
    - Follow path to open area, go west to next part of the floor
    - Proceed to floor 3 in the north west part of the area
  + Floor 3
    - Avoid the first three doors of the area, and go north to floor 4
  + Floor 4
    - Go west then northwest to go to floor 5
  + Floor 5
    - Follow path to floor 6, skipping the chest
  + Floor 6
    - Prepare inventory by putting items with lowest amount at top for duping – you should have excess phoenix downs and elixirs by this point
    - Go to Northwest portion of the floor to go to floor 7
  + Floor 7
    - Boss – Hein (4500 HP)
      * First round – spam Arctic Wind (usually results in a 1 cycle)
      * Second Round – Study one scholar, heal as necessary
      * Third Round – Spam items that he is weak to
      * Repeat Rounds two and three until dead
  + After the fight, you will be taken to the **Living Wood**
  + Go south to **Tokkul**

# Castle Argus

* + Head to top floor and talk to the king
  + Leave Castle Argus and head to **Canaan**

# Canaan

* + Go to Cid’s house and talk to Cid
  + Watch cutscene
  + Fly to **Gysahl**

# Gysahl

* + Go to northern most building in town, walk through wall on east side inside building to get a **Shuriken**
    - **Shurikens are un-dupable**
  + Leave Gysahl and fly off floating continent, head to the farthest north island on the surface, enter the **Wrecked Ship**

# PARTY STATUS AT HALFWAY POINT – All Level 14, 4x Scholar

# Wrecked Ship

* + Proceed to second floor by walking to the left and between the inverted arches
  + Go to third floor via stairs
  + Talk to the old man, give Aria an **Antidote or Potion**
  + Fly south to the largest island an enter the **Temple of Water**

# Temple of Water

* + Get crystal shard in back of the temple
  + Leave the temple and go to the **Cave of Tides** in the northeast

# Cave of Tides

* + Floor 1
    - Follow paths to floor 2
  + Floor 2
    - Cross bridges to get to a fork between two bridges – take the SECOND of the two bridges to advance to floor 3
  + Floor 3
    - Take the lower bridge to continue to floor 4
  + Floor 4
    - Take chance to orient items properly (Elixir + Arctic Wind top)
    - Advance to Floor 5
  + Floor 5
    - Boss – Kraken (8,000 HP)
      * Nuke with Arctic Wind, heal as necessary
      * Will take about 4 -5 arctic winds to kill

# Amur Village

* + Current Party: 1x Viking, 3x Scholar
    - **YOUR GOAL WITH THIS VIKING IS TO GET ITS JOB LEVEL AS HIGH AS POSSIBLE FOR THE LATE GAME PROVOKES**
  + Talk to girl south of armor shop
  + Talk to old man in house east of weapons shop
  + Buy **Madhura Harp** from weapons shop
  + Use the canal to head to **Amur Sewers**

# Amur Sewers

* + Floor 1
    - Go east to floor 2
  + Floor 2
    - Go west to floor 3
  + Floor 3
    - Heal up for toad miniboss
    - Proceed floor 4
  + Floor 4
    - Proceed to floor 5
  + Floor 5
    - Teleport out after watching cutscene

# World map

* + Go south to the **Bottomless Bog** and **Goldor Manor**

# Goldor Manor

* + Enter top right room, proceed to floor 2 (Use Magic Key or Thief to unlock)
  + Floor 2
    - Follow pathway to floor 3
  + Floor 3
    - Job Change thief Viking for boss
    - Take southern pathway for short way to floor 4
  + Floor 4
    - Boss – Goldor (9,000 HP) – Goldor has high MDef, so this fight will take a few minutes
      * Party: 1x Viking, 3x Scholar
      * Use a Scholar to heal Viking, Knight uses Provoke, other Scholar’s spam Arctic Wind
      * Use Study when Goldor uses protect
  + CLASS CHANGE -> Scholar to White Mage to cast Teleport (change back to Scholar after)
  + Go to airship and fly to **Duster Village** (Small island in middle of map)

# Duster Village

* + Buy a **Lamia Harp**
  + Buy 4x **Rune Bracers,** 3x **Feathered Hat**, 1x **Bard Vest**
  + Go directly north of weapon shop, following river shore and search top left corner near bard to get **Earthen Drums**
  + Leave and fly to **Reptilo Village**(Northwest most point on map)**, MAKING SURE TO AVOID CASTLE SARONIA**

# Reptilo Village

* + Search tree left of the Moogle for **Turtle Shell**
  + Leave and fly OVER **Castle Saronia**, but safety save before doing that

# Castle Saronia

* + Go to **Southeast District** and enter the **Dragon Spire**
    - Use this area to grind to level 20/21 if you are not that level already
  + Go to the **Southwest District** and enter the Tavern in the north part of town
  + Talk to Prince Alus and watch the scene
  + Enter Castle Saronia and fight **Boss – Garuda (10,000 HP)**
    - Party needs to be at least level 20
    - Scholar Equipment – Feathered Caps / Scholar Hat, Scholar Robe / Mage Robe, Rune Gloves – This will let you survive ONE shot of his Lightning ability
    - Strategy – 1x Viking, 3x Scholar
      * Attempt to Provoke with Viking
      * Spam Arctic Wind; theoretically it should one cycle him if all scholars are not in transition period
      * Pray to Bahamut Garuda doesn’t use Lightning
  + Go to outside floor and enter building on the right to talk to any of the engineers
  + Go to the **Northeast District** and buy **Curaga and Raise** from northwest magic shop
  + Enter the nautilus and fly to the southern tip of the **Dalg Continent** (the southern isle in the middle of the map) and fly to **Doga’s Manor** (take northern fork in mountain pass)

# Doga’s Manor

* + Watch the scene and then proceed further into the manor
  + Go through shop area to next room and buy **Curaja and Arise**
  + Press candle switch and advance through the passage to the right
  + Mini party and enter the hole

# Cave of the Circle

* + Follow linear path to the end of the cave
  + Fly to southern tip of Saronia continent and submerge to enter the **Temple of Time**

# Temple of Time – **If you get back attacked, it is (probably) a reset. This is easily the most difficult part of the run.**

* + CLASS CHANGE – 1x Viking -> 1x Thief, 1x Scholar -> 1x Knight
    - Overall Strategy – get all classes not the knight to critical hp and have the knight spam Defend
  + Go through first doors to get **Diamond Helm and Diamond Bracers**
  + Go up through water to get to floor 2
  + If you get into a fight with a Dira, Dragon, or a Behemoth – RUN
  + Floor 2
    - Advance to floor 3
  + Floor 3
    - Go all the way to the right and go through passage to get **Diamond Mail**
    - Go to upper right stairs in water to get to floor 4
  + Floor 4
    - Enter secret passage in top right portion of room, get the middle chest to get a **Protect Ring**
    - Go left to get **Diamond Shield**
    - Go right to get **Noah’s Lute**
  + Teleport out and fly north to **Unei’s Cave** (fly through mountains where there is a patch of forest)

# Unei’s Cave

* + Talk to Unei to wake her up
  + Fly to the **Ancient Ruins** (West of Saronia through the mountains)
  + CLASS CHANGE – 1x Thief -> 1x Viking, 1x Knight -> Scholar

# Ancient Ruins

* + Floor 1
    - Watch Unei destroy the rocks
    - Proceed to floor 2 (skip first door)
  + Floor 2
    - Buy 2x **White Robes**
  + Floor 3
    - Go to floor 4 in top middle of room
  + Floor 4-7
    - Very linear, just follow paths to end
  + After getting the Invincible, fly to **Bahamut’s Lair** on the floating (west of Tozus, the mini town)

# Bahamut’s Lair

* + Goal – Get **Chocobo’s Wrath**
  + Floor 1
    - Go directly south to get to floor 2
  + Floor 2
    - Follow bridges until you get to the two chests before the next floor, take the left chest for **Chocobo’s Wrath**
  + Teleport out and fly to **Lake Dohr** (West of Castle Argus)

# Lake Dohr

* + Goal – Get Aegis Shield for Viking
  + Floor 1
    - Go to the top right fork to get to floor 2
  + Floor 2
    - Go to the top right area and open the first chest to get **Aegis Shield**
  + Teleport out and return to the surface world and go to **The Cave of Shadows** (in the maze of mountains on eastern most continent)
    - Follow this path:
      * Right, Right, Down, Down, Down, Right, Down, Up, Up, Right, Right, Up, Up, Up, Left, Up, Left, take the middle path Down, Down, Down

# The Cave of Shadows

* + Floor 1
    - Go south, proceed to floor 2
  + Floor 2
    - Go completely north and take path through left wall
    - Follow the wall path south and then north to get to floor 3
  + Floor 3
    - Skip first wall path and follow regular path to get to floor 4
  + Floor 4
    - Take right most wall path and then immediately south to get to **Genji Gloves** and floor 5
  + Floor 5
    - Follow wall paths to floor 6
  + Floor 6
    - Take top right wall path and then follow to get **Kiku-Ichimonji** and floor 7
  + Floor 7
    - Get **Genji Shield** and then take top right path to continue to floor 8
  + Floor 8
    - Get **Genji Helm** and proceed to Floor 9
  + Floor 9
    - Take wall path on right before bone bridge to get **Genji Armor**
    - Boss – Hecatoncheir (28,000 HP)
      * Flare Rush
  + Teleport out and fly to **Doga’s Manor**

# Doga’s Manor

* + Watch scene, enter portal to **Doga’s Grotto**

# Doga’s Grotto

* + Floor 1
    - Follow path to floor 2
  + Floor 2
    - Get both chests containing 10,000 gil
    - Follow path to floor 3
  + Floor 3
    - Go to bottom right path to continue to floor 4 (ignore the chest)
  + Floor 4
    - Follow path to floor 5, skipping chests
  + Floor 5
    - CLASS CHANGE – 1x Scholar -> 1x Bard
    - For both fights, Viking Provokes and Bard Sings Madhura
    - Boss – Doga (22,800 HP)
      * I herd yu liek chocobos
    - Boss – Unei (21,800 HP)
      * I herd yu liek chocobos
  + Teleport out and go to the Invincible to get to **Ancient’s Maze** (northeast part of eastern continent, past the statues)
    - Get out of ship to make statues disappear

# Ancient’s Maze

* + Floor 1
    - Go directly north and face Boss – Titan (29,000 HP)
      * I heard this guy likes flares.
    - Go behind the crystal room to reach floor 2
    - **FROM HERE ON, START ROTATING IN A BLACK BELT INTO YOUR TEAM UNTIL HE/SHE REACHES 2,000 HP. AFTER CHANGE THEM BACK TO WHATEVER CLASS THEY WERE AND REPEAT THE PROCESS. IT MAKES THE GRINDING GO BY SUBTELY FASTER. (VIKING SHOULD STAY VIKING TO GET JOB LEVEL HIGH AS POSSIBLE)**
  + Floor 2
    - Go left to get **Crystal Shield** from left chest
    - Follow the path north and get the first and third chests to get **Crystal Mail and Crystal Gloves**
  + Floor 3
    - Grab the chest immediately to right of entrance for **Crystal Helm**
    - Follow the path down, right, and then up to get to floor 4
  + Floor 4
    - Follow pathway around lava, grab chest before floor 5 for **Protect Ring**
  + Floor 5
    - Go north, skipping both chests to get to world map and **Crystal Tower**

# Crystal Tower 1– Goal: at least 2000 HP on everyone, and JLevel 20 for Viking

* + Go to **Eureka** begin **Grinding I**

# Eureka

* + Floor 1
    - Go directly South to proceed to Floor 2
  + Floor 2
    - Go to the hidden passage on the right side of the middle of the Room to get a **Ribbon**
    - Take the southeast exit to go to Floor 3
  + Floor 3
    - Go south at the fork and follow the path to get to Floor 4
  + Floor 4
    - Go South, avoiding the altar to get to Floor 5
  + Floor 5
    - Go South to Floor 6
  + Floor 6
    - Follow bridges to Floor 7
  + Floor 7
    - Go North, and begin **Grinding I** near portal (make sure to avoid altars)
  + Floor 8
    - Get both right chests for 2 **Shurikens**

# Grinding I

* + Primary Goal – Duplicate shittons of items to get enough money for **Shurikens (3 mil gil)**
  + **Step 1 –** Get into a battle
  + **Step 2 –** Duplicate **Chocobo’s Wrath** and **Turtle Shells** (Round 1 only)
  + **Step 3 –** Finish Battle and go to Floor 8 to sell items **(MAKE SURE YOU ONLY SELL 97 OF EACH ITEM, ESPECIALLY THE FLARES)**
  + **Step 4 –** Repeat steps 1 through 3 until you reach 3 million gil
  + Proceed to buy as many shurikens as possible
  + Teleport out of Eureka and begin **Grinding II**

# Grinding II

* + Primary Goal – Get 2000 HP for all party members
  + Secondary Goal – As high as you can get job levels
  + Step 1 – Run around on the first floor of the Crystal Tower **near the entrance to Floor 2** until you get into a battle with a Bluck in it (Short purple tentacle thing)
  + Step 2 – Kill everything in the battle BUT the Bluck(s)
  + Step 3 – Wait for the Bluck(s) to summon a Kum Kum (9600 HP)
  + Step 4 – Kill the Kum Kum, but not the Bluck(s) (will take **2 Flares**)
  + Step 5 – Repeat 10 times in a row, duping items as needed. (this maximizes joblevel growth)
  + Step 6 – End fight and rinse and repeat for each party member, remembering to swap items for duping.
  + Proceed to **Crystal Tower 2** after finishing **Grinding II**

# Crystal Tower 2

## Party and Equipment

### Viking

* + - * Aegis Shield, Crystal Shield, Crystal Helm, Crystal Mail, and Crystal Gloves / Protect Ring (only if 3rd available)

### Bard

* + - * Madhura Harp / Lamia Harp, Ribbon, Bard Vest, Protect Ring

### Devout

* + - * No weapons, Ribbon, White Robe, Protect Ring

### Scholar (for use on bosses that aren’t Cloud of Darkness)

* + - * Weapons don’t matter, Ribbon, White Robe, Protect Ring

### Ninja (for use against Cloud of Darkness)

* + - * Kiku-Ichimonji, Genji Shield, Ribbon, Fuma Garb, Protect Ring
      * Will need roughly 40 Shurikens total for Cloud of Darkness fight
    - ENTIRE PARTY NEEDS AT LEAST 2000 HP TO SURVIVE PARTICLE BEAM WITH THIS SET UP
  + Floor 1
    - Go to the top left to advance to Floor 2
  + Floor 2
    - Take the right path at the fork to go to Floor 3
  + Floor 3-1
    - Go right and right at the fork to continue to Floor 4-1
  + Floor 4-1
    - Go through hidden wall left of chest and follow path back down to Floor 3
  + Floor 3-2
    - Follow path and head north above the circle to go to Floor 4-2
  + Floor 4-2
    - Go North to Floor 5
  + Floor 5
    - Go East through the wall and then south at the fork to get to Floor 6
  + Floor 6
    - North to Floor 7
  + Floor 7
    - North to Floor 8
  + Floor 8
    - Cutscene – followed by Floor 9.
  + Floor 9
    - Boos – Xande (49,999 HP)
      * Viking spams Provoke
      * Bard alternates between Madhura and Lamia, switching to Flare at 2k damage
      * Devout spams Curaga
      * Scholar spams Flare

# World of Darkness

* + Ribbon priority order – Devout, Bard, Scholar (Viking should have an Aegis Shield)
  + Boss order – Echidna (SW), Ahriman (SE), Two-Headed Dragon (NE), Cerberus (NW), Cloud of Darkness (Mid)
  + In the SW Portal, the Ribbon is the farthest left pathway, and Echidna is second from the left. The rest of the ribbons are very straight forward.

## Echidna (99,999 HP)

* + - Watch out for Meteor
    - Viking spams provoke
    - Devout spams Curaga/Curaja on whole party
    - Scholar spams Chocobo’s Wrath
    - Bard alternates between Madhura’s Requiem and Lamia’s Requiem / Chocobo’s Wrath
      * Chocobo’s will do more damage once you see the requiem doing about 4,000 damage
    - The Bard turtle shells the party before doing damage (this mitigates Meteor damage)
      * Priority: Viking -> Devout -> Scholar -> Bard

## Ahriman (99,999 HP)

* + - Easiest of the four
    - Viking spams provoke
    - Devout spams curaga/curaja on whole party
    - Scholar spams Chocobo’s Wrath
    - Bard alternates between Madhura’s Requiem and Lamia’s Requiem / Chocobo’s Wrath
      * Chocobo’s will do more damage once you see the requiem doing about 4,000 damage
    - The Bard turtle shells the Viking before doing damage

## Two-Headed Dragon (99,999 HP)

* + - Viking spams provoke
    - Devout spams curaga/curaja on whole party
    - Scholar spams Chocobo’s Wrath
    - Bard alternates between Madhura’s Requiem and Lamia’s Requiem / Chocobo’s Wrath
      * Chocobo’s will do more damage once you see the requiem doing about 4,000 damage
    - The Bard AND the Scholar turtle shell the entire party before doing damage
      * Priority: Viking -> Devout -> Scholar -> Bard

## Cerberus (99,999 HP)

* + - **Cerberus gets to attack three times, also likes to single target level 3 spells**
    - Viking spams provoke
    - Equip Viking with Protect Ring, otherwise Cerberus will one-shot with spells
    - Devout spams Curaga/Curaja on whole party
    - Scholar spams Chocobo’s Wrath
    - Bard alternates between Madhura’s Requiem and Lamia’s Requiem / Chocobo’s Wrath
      * Chocobo’s will do more damage once you see the requiem doing about 4,000 damage
    - The Bard AND the Scholar turtle shell the entire party before doing damage
      * **TURTLE SHELLS RUN OUT AFTER 7 TURNS-ISH NEED TO REAPPLY OR THE VIKING WILL DIE VERY QUICKLY**

# **Final Boss – Cloud of Darkness (199,999 HP) – MUST HAVE AT LEAST 1600 HP ON EVERY CHARACTER TO SURVIVE PARTICLE BEAM – GET 2000 HP FOR SAFETY**

* + **EVERYONE MUST HAVE A RIBBON OR AN AEGIS SHIELD TO PREVENT BAD BREATH – PARALYSIS = RUN OVER**
  + Each tentacle has 66,666 HP
    - Left Tentacle is weak to physical attacks; casts Lightning
      * **KILL THIS ONE BEFORE CoD -> LIGHTNING + PARTICLE BEAM = RIP IN PIECES**
    - Right Tentacle is weak to all elements
  + Bard - Bard starts off with Madhura Sing and then uses turtle shell **(SHELL WHICH EVER PARTY MEMBER THAT DOESN’T HAVE THE PROTECT RING FIRST, AFTER THE VIKING)** – this alternates until entire party is shelled
    - Bard then alternates between Madhura and Lamia since Lamia will do massive damage early
    - Bard uses Elixirs on Devout when Devout is at 1 MP for Curaja
  + Ninja – Shurikens all day erry day
    - Should be going into this fight with at least 35 shurikens to be on the safe side
    - Amount needed to kill tentacle assuming 9,000 damage -> 8-9
    - Amount needed to kill Cloud of Darkness assuming 9,000 -> 23-24
  + Viking – Provoke the shit out of the left tentacle until dead, then provoke CoD
  + Devout – Spam Curaja’s all day erry day
    - **DEVOUT MUST SPAM FULL PARTY HEALS, OR PARTICLE BEAM WILL WRECK YOU AND THEY MUST BE CURAJAS – LATE INTO THE FIGHT CoD USES PARTICLE BEAM EVERY TURN AND CURAGA CANNOT KEEP UP**