Final Fantasy 3 DS Speedrun Route – Any%

**(Eltherian) 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 right (**Potion**)\*
		- \*If you get a Potion or a Phoenix Down as an item drop after 1st battle, you don’t need to open the chest containing the Potion
		- Do not duplicate the Potion, you only want one
	+ Floor 4
		- Chest on lower left (**Antarctic Wind**)
		- Place Luneth on the Rear Line and customize your Config
		- Proceed to top left
		- Kill any monsters you face
	+ Floor 5
		- Boss: Land Turtle
			* 111 HP
			* 3 Antarctic Winds kill – Dupe the one gotten in chest
			* Use Potion if you have to

# Ur Village

* + Enter house on left
	+ Enter back room, talk to Elder
	+ Talk to old man outside the house and give him your **only** Potion **(Phoenix Down)\***
	+ \*If you got a lucky Phoenix Down drop at some point, you do not need to talk to the old man
	+ Go to pond in back of village, watch cutscene
	+ Exit Ur and go South

# Kazus

* + Talk to Arc
	+ Go to the 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 talk to King
	+ Leave Castle Sasune, head Northeast to Sealed Cave

# Sealed Cave – fight battles until you get 2-3 more levels on each character, duplicate Antarctic Winds and get 40 Phoenix Downs (spam Antarctic Winds against enemies)

* + Floor 1
		- Follow main path and go up and open Chest **(Cure)**
		- Move everyone to the Rear Line
		- Dupe 40 Phoenix Down
		- Go down, right at fork and follow until next fork
		- At second fork go right to floor 2
	+ Floor 2
		- 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)
		- Boss: Djinn
			* 600 HP
			* Spam Arctic / Antarctic Wind; making sure to dupe them
				+ 2-3 hits will kill

# Watch cutscene with crystal

# Return to Castle Sasune

# Watch cutscene lifting curse

# 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 to Salina’s house and talk to her. Find **Mallet**
	+ Exit, then enter the Magic Shop and buy **3 Cures**
	+ Go upstairs in top right of town, follow river way south to get **Elixir**
	+ CLASS CHANGE: 4x Red Mage. Put Elixir and Mallet on top menu to duplicate in next battle. (You need exactly 16 Mallets and around 40 Elixirs)
	+ Leave, go to **Dragon’s Peak**

# Dragon’s Peak

* + Take left path and go up to trigger cutscene
	+ Run from Bahamut (you’ll get healed after battle)
	+ Head South and use 1 Mallet on every character
	+ Enter Tozus (southern forest)

# Tozus

* + Enter inn shop in south part of town, buy **11** **Eye Drops** and **11 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**
	+ Save here to be safe

# Nepto Temple

* + Head north, talk to dragon statue
	+ Enter dragon statue
	+ You can kill enemies if you feel like it
	+ Enter second hole, skip chest and head down corridor to fight **Giant Rat:**
		- Strategy – item nuke to oblivion; the rat has no elemental weaknesses
		- If Desch attacks, you’ll beat him in 1 turn
	+ Walk back to entrance of dungeon and place Nepto Eye in dragon statue
	+ Use 4 Mallets to de-mini the party
	+ Return to Viking’s Cove and talk to the leader
	+ Enter the Enterprise ship, sail to (southwest of Nepto temple)

# Tokkul

* + Pick Up **Lamia Scale** and leave\*
	+ \*No need to pick up Lamia Scale if Giant Rat dropped a Tranquilizer
	+ Duplicate 91 Lamia Scales (or Tranquilizers) (This will give you nearly enough money for the entire game)

# Village of the Ancients

* + Head directly north and sell **ALL Antarctic Winds and ALL Lamia Scales/ Tranquilizers**, then buy 4 **Teleport, 1 Cura and 1 Thundara** in the Magic Shop
	+ Buy **4 Flame Mails**
	+ Leave and head east to the Chocobo Woods, return to ship
	+ Sail northwest to Castle Argus

# Castle Argus

* + 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
	+ Leave and go north to Chocobo Woods, then go northeast to **Tower of Owen**

# Tower of Owen

* + Use Toad on entire party when you stand in front of the hole to Floor 2
	+ 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
		- Boss – Medusa
			* Arctic Wind into submission
			* Should be done in 5-6 hits, healing should not be 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 **4 Mage Robe, 4** **Ice Shields and 4 Ice Helms**
	+ Go to the middle of the second floor and talk to the dwarf
	+ Optimize your equipment and turn your party into Toads
	+ Go West and 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 (**Optional**: Pick up **Gold Needles** located in various chests)
	+ Kill every Bomb you face (if less you already got a **Bomb Arm** drop)
	+ You need to be at least Level 11 to access level 3 magic; Teleport
	+ Boss – Gutsco
		- 2 Turns of attacks should be enough, healing should not be 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
		- Do your final preparations; healing
	+ Floor 5
		- Boss – Salamander
			* Spam Arctic Winds
			* 6 hits will kill
	+ Teleport to world map

# Dwarven Hollow

* + Talk to dwarf in middle again and get **Magic Key**
	+ <http://www.gamefaqs.com/ds/924897-final-fantasy-iii/faqs/59886> - Treasury map; items are listed from left to right, top to bottom
		- Get **Gauntlets, Heroic Shield, Ottershroom, Knight Armor and Phoenix Down**
		- That would be the 2 chests on the top right and the 3 chests on the top left
	+ CLASS CHANGE: 3x Schoolars, 1x Red Mage (Luneth)
	+ Teleport out of Dwarven Hollow
	+ **Re-enter to trigger cutscene**, then sail to **Tokkul.** This is when you might have need for Thundara

# Tokkul

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

# Castle Hein

* + Heal if needed and then 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 Red Mage, change Red Mage to Knight
		- Run away from encounters until Schoolars get at critical HP
		- When Schoolars are at critical HP, kill the enemies for experience
		- 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)
			* Bomb Arm is very helpful here
			* First round – spam Arctic Wind (usually results in a 1-2 cycle)
			* Second Round and onward – if he’s not weak to Ice, too bad, but keep spamming it until he dies, the Knight should be able to tank hits for days
	+ After the fight, you will be taken to the **Living Woods**
	+ Go to your Ship and go to Castle Argus

# Castle Argus

* + Head to top floor and talk to the king
	+ Turn 2 of your characters (if you have Bomb Arm, turn 2 Schoolars into White Mages, if not, then turn your Knight and a Schoolar into) White Mages. alternatively only turn your Knight into a White Mage and use Elixirs on him when needed
	+ Use Elixir on both White Mages, Teleport out and head to **Canaan**

# Canaan

* + Go to Cid’s house and talk to Cid
	+ Watch cutscene
	+ Teleport out and fly to Gysahl

# Gysahl

* + Pick up Shuriken
	+ Sell Shuriken and buy **2 Magic Keys**
	+ Teleport out and fly to the Surface World
	+ Enter the **Wrecked Ship**

# 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, Elixir, Potion of Hi-Potion**
	+ Teleport out and fly south to the largest island an enter the **Temple of Water**

# Temple of Water

* + Get crystal shard in back of the temple
	+ Use Elixir and Teleport out of the temple and go to the **Cave of Tides**
	+ Change your jobs back (1x Knight, 3x Schoolar)

# Cave of Tides

* + Kill most enemies, especially the Ropers
	+ 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, don’t have your Schoolars at critical HP!
			* Will take about 5-6 Arctic Winds to kill
			* The Knight can either cast Phoenix Down or Elixir, it is all up to luck what happens here. Eventually you could change the Knight into a Red Mage and Cast Cura on everyone.

# Amur Village

* + Buy **5 Heroic Shield, 2 Black Belt Gi and 2 Chakra Band**
	+ Talk to girl south of armor shop
	+ Talk to old man in house east of weapons shop
	+ Use the canal to head to **Amur Sewers**

# Amur Sewers

* + Try to get your Schoolars at critical HP so the Knight can be used as a sponge
	+ 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 east (to the right) along the river, then, right before it ends, go south (downwards) into a Chocobo Forest. Catch a Chocobo and go to the **Goldor Manor**

# Goldor Manor

* + Enter top right room, proceed to floor 2 (Use Magic Key)
	+ Floor 2
		- Follow pathway to floor 3
	+ Floor 3
		- Take southern pathway for short way to floor 4
	+ Floor 4
		- Boss – Goldor (9,000 HP) – Goldor has high Magic Defense, so this fight will take a few minutes. Can also surprise you with Thundara, but very rarely
			* Spam your best Attacking item against him (usually Arctic Wind)
			* Knight should always use Defend, followed by an Elixir on himself
			* Use Study when Goldor uses protect
	+ **Get the Chain Key**
	+ Change Knight to Red Mage, use Elixir on him and Teleport out
	+ Go to airship and fly to **Duster Village** (Small island in middle of map)

# Duster Village

* + Go directly north of weapon shop, following river shore and search top left corner near bard to get **Earthen Drums**
	+ Buy **4x Rune Bracers and** **4x** **Feathered Hat**
	+ Buy a **Madura Harp**
	+ Leave and go to Saronia

# Castle Saronia

* + Go to the **Southwest District,** put Earthen Drum at the top of your inventory for the next fight and enter the Tavern in the north part of town. Teleport out after battle
	+ Enter Castle Saronia and fight **Boss – Garuda (10,000 HP)** Note that Bomb Arm does not deal enough damage to beat him in less turns than Arctic Winds would
		- Strategy - 4x Schoolar
			* Spam Arctic Wind. If he does not Lightning 1st turn, you’ll most likely win. Really low chance of living Lightning
	+ Go to secret passageway to the left and pick up **Ice Rod, Golem Staff, Tome of Ice, Tome of Fire, Tome of Light**
	+ Go to outside floor and enter building on the right to talk to any of the engineers
	+ Leave and fly to **Reptilo Village** (Northwest most point on map)

# Reptilo Village

* + Search tree left of the Moogle for **Turtle Shell\***
	+ \*(A Roper may already have dropped it)
	+ Buy **6 Ottershroom**
	+ Leave and go to **Doga’s Manor**

# Doga’s Manor

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

# Cave of the Circle

* + Follow linear path to the end of the cave
	+ De-mini your party with your last Mallets
	+ 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.**

# CLASS CHANGE –3x Knight, 1x Schoolar

* + - Overall Strategy – get all classes not the knight(s) to critical HP
		- Duplicate Earthen Drum during battles
	+ Go up through water to get to floor 2
	+ If you get into a fight with a Dragon, or a Behemoth – RUN
	+ Floor 2
		- Advance to floor 3
	+ Floor 3
		- Go to upper right stairs in water to get to floor 4
	+ Floor 4
		- Enter secret passage in top right portion of the room, get the middle chest to get a **Protect Ring and a Lamia Harp** in the chest to the right.
		- Go right to get **Noah’s Lute**
	+ Teleport out and fly to the Sunken Cave
* Sunken Cave
	+ Go to floor 3 and pick up **Metal Knuckles, Diamond Helm, Diamond Shield, Cognitome, Diamond Mail, Diamond Bracers, (optional: Elixir),** **Diamond Gloves and Aegis Shield**
	+ This is a grinding spot, kill all enemies vulnerable to ground (everything barring Dozmares, flying griffons) lvl 28 is the average level you should be at when leaving
	+ Teleport out and fly to **Unei’s Cave**, north of the Temple of time(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)

# Ancient Ruins

* + Floor 1
		- Watch Unei destroy the rocks
		- Proceed to floor 2 (skip first door)
	+ Floor 2
		- Pick up **Faeries Claws**
		- Go to floor 3
	+ 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 buy **Curaja, 4 White Robe, Diamond Gloves and 2 Diamond Bracers**
	+ Note that this is the last time you’ll buy anything, so spend the rest of your money on whatever you feel like, usually some more Diamond equipment
	+ 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

* + CLASS CHANGE: 2x Schoolars, 1x Knight, 1x Bard
	+ You should remember the directions you need to go by heart
	+ Floor 1
		- Go south and pick up **Dark Claws**. Proceed to floor 2
	+ Floor 2
		- Pick up **Lillith’s Kiss**
		- 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 floor 5
	+ Floor 5
		- Follow wall paths to floor 6
	+ Floor 6
		- Take top right wall path and then continue to floor 7
	+ Floor 7
		- Take top right path to continue to floor 8
	+ Floor 8
		- Proceed to Floor 9
	+ Floor 9
		- Boss – Hecatoncheir (28,000 HP)
			* 1st turn: Bard use Sing with Madhura Harp (Protect on every one) and everyone else uses a Turtle Shell on themselves
			* 2nd turn: Knight uses Turtle Shell on Bard, Bard uses Requiem (Lamia Harp), the Schoolars use Earthen Drum
			* 3rd turn: Bard recast Protect on everyone, Knight uses Lillith’s Kiss, Schoolars use Gaia’s Drum
			* 4th turn: Everyone uses Lillith’s Kiss
			* 5th turn: Bard recasts Protect, Knight uses Lillith’s Kiss (or Phoenix Down) and Schoolars use Earthen Drum if they did not receive damage, use Lillith’s Kiss if they did
			* 6th turn: Bard uses Lillith’s Kiss, Knight uses Lillith’s Kiss (or Phoenix Down), Schoolars use either Earthen Drum or Lillith’s Kiss, depending if they received damage.
			* Repeat turn 5 and 6 until you win
	+ Teleport out and got 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
		- Follow path to floor 3
	+ Floor 3
		- Go to bottom right path to continue to floor 4 (ignore the chest)
	+ Floor 4
		- Pick up **Chocobo’s Wrath**, and defeat enemies with it
	+ Floor 5
		- CLASS CHANGE – 4x Schoolar
		- Boss – Doga (22,800 HP)
			* Spam Chocobo’s Wrath. Can beat him in 1 turn
		- Boss – Unei (21,800 HP)
			* Chocobo’s Wrath and Lillith’s Kiss is the way to go. Revive characters who die and just try to survive in general
			* Even if you enter this fight with one dead character and one with only 50% remaining health, you still got a good chance to win
	+ 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
		- Class Change: Black Belt x2, Schoolar x2
	+ Floor 2
		- Pick up **Crystal Shield, Crystal Mail and Crystal Gloves**
		- Go to floor 3
	+ Floor 3
		- First chest to the right, **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 (Optional: Phoenix Down)**
	+ Floor 5
		- Go north, Pick up Hellish Claws in the uppermost chest, then exit to world map and **Crystal Tower**
* Crystal Tower
	+ Go to **Eureka**

# Eureka

* + Floor 1
		- Go directly South to proceed pick up **Fuma Garb**, and go to floor 2
	+ Floor 2
		- Go to the hidden passage on the right side of the middle of the Room to get a **Ribbon**
		- Teleport out

# Crystal Tower 2

* + Pick up **Fuma Garb**
	+ Proceed to **Crystal Tower 2** after finishing **Grinding**
	+ Party and Equipment:

### Bard

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

### Devout

* + - * Ice Rod / Golem Staff, Ribbon, White Robe, Protect Ring

### Scholar

* + - * Book / Book, Ribbon, White Robe, Diamond Bracers

### Black Belt (can use up to 2 of them against the Two-Headed Dragon)

### Claw/Claw, Ribbon/Chakra Band, Fuma Garb, Diamond Gloves

* + - Class Change: 2x Black Belt, 1x Schoolar, 1x Schoolar / 1x Bard
		- **This applies for every boss from here on**: **Bard** uses **Madhura**, then **Lamia Harp**. It is **the character** who deals **the least amount of damage** who has to use **Elixir on the Devout** when and if needed. **Both Schoolars** need to use **Turtle Shell** on first the **2 characters** who **does not** have the **Protect Ring (themselves)**, then on **the remaining 2** who does have the ring. **The Bard** should use **Chocobo’s Wrath** when his **Requiem** would do less than **2500 damage**, but **Requiem** still has the advantage of **scouting the reaming amount of HP** the boss has. **The Devout** uses **Curaga/Curaja** **every turn**. **The Schoolars** are **your main way of attacking.** If **someone dies**, it is **the weakest characters** job to use **Phoenix Down.**
	+ Floor 1
		- Go to the top left to advance to Floor 2
	+ Floor 2
		- (Optional: Pick up **Phoenix Down**)
		- 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
		- (Optional: Pick up **Phoenix Down**)
		- 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
	+ Class Change: 2x Schoolar, 1x Bard, 1x Devout
		- Boos – Xande (49,999 HP)
			* You don’t have to get double Protect in this battle, but it is safer

# World of Darkness

* + Ribbons: 1 from Eureka (**Optional:** get 1 from the NW area before going) to the NE and do the boss there. After that you just pick the 4th one at the SE area, and then the one at SW
	+ Boss order – Two-Headed Dragon (NE), Ahriman (SE), Echidna (SW), Cerberus (NW), Cloud of Darkness (Mid)

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

* + - If someone needs less than 1666 EXP to gain a level, change them into Black Belt (maximum 2 Black Belts at the same time). Having a Bard or Devout is optional, a Schoolar is usually better
		- Your strategy is to get everyone at critical HP, barring the Knight, who will be under 1 layer of Protect, enough to safely use an Elixir after tanking 4 hits
		- Black Belt(s) Boost twice, then attack. Use regular attacks (non-boosted) when the boss is at low health
		- Schoolar(s) spams Chocobo’s Wrath

## Ahriman (99,999 HP)

* + - Easiest of the four,

## Echidna (99,999 HP)

* + - Watch out for Meteor (extremely low chance)

## Cerberus (99,999 HP)

* + - **Cerberus gets to attack three times, also likes to single target level 3 spells**

# **Final Boss – Cloud of Darkness (120,000 HP) – MUST HAVE AT LEAST 1600 HP ON EVERY CHARACTER TO SURVIVE PARTICLE BEAM + Physical attack – GET AT LEAST 1850+ HP FOR SAFETY**

* + **EVERYONE MUST HAVE A RIBBON TO PREVENT BAD BREATH**
	+ Each tentacle has 66,666 HP
		- Right Tentacle is weak to all elements.
		- The left Tentacle is weak to physical attacks; casts Lightning (The damage should be negated after double protect, Protect Ring, books, staves and rods)
		- **None of the tentacles need to be defeated**
		- Requiem will do massive damage early on
		- Devout can only use Curaga early on, when Particle Beam comes, Curaja is the only spell that can keep up the healing. The Devout should be fast enough to be faster than the CoD >90% of the time
* Watch the cutscenes and Save

**Notes:**

Always Sell most of your attacking items when you reach a shop, this will give you lots of money in the long run.

An attacking item with a weakness bonus is stronger than Chocobo’s Wrath. So Arctic Wind and Raven’s Yawn is better than Chocobo’s Wrath against Vulcan and Ahriman, respectively.

With multiple Knights in a party, a completely random Knight will defend a party member at critical HP

It is usually better to go on the offensive when getting back attacked.

From the Molten Cave and onwards, it is recommended to kill most enemies you encounter, barring weak overworld encounters and inanely strong enemies.

Requiem at job bevel 1 deals exactly 1/10th of the enemies current HP.

Phoenix Down’s instantly kill any undead enemy. (Also note that Hein is not undead)

Some things you equip raise your stats. Notably Protect Ring and Ribbon raises every stat by 2. Tome of Fire/Ice/Light raises Intellect and Mind by 3, while Cognitome raises both by 5. Ice Rod raises both by 3, and Golem Staff raises Mind alone by 3. Every Harp you will use raises Mind by 5. This helps mitigate damage from magic and special abilities, and increases your own attacking power at the same time.

Killing the right (from your point of view) Tentacle can be useful, as it will remove the chance of it attacking, or using Protect/Haste on the CoD. Raven’s Yawn followed by Earthen Drum works best to kill it fast

**Valuable monster drops:**

Goblin: Phoenix Down, Potion

Land Turtle: Arctic Wind

Djinn: Bomb Arm

Giant Rat: Tranquilizer

Bomb: Bomb Arm, Lillith’s Kiss

Balloon: Bomb Arm, Lillith’s Kiss

Roper: Heavenly Wrath, Bomb Arm, Earthen Drum, Turtle Shell

Sorcerer: Chocobo’s Wrath, Raven’s Yawn

N. Monkey: Chocobo’s Wrath

Sunken Cave enemies: Raven’s Yawn

**Power of some Attacking items:**

Antarctic Wind: 55

Arctic Wind: 85

Heavenly Wrath: 110

Raven’s Yawn: 115

Earthen Drum: 133

Bomb Arm: 150

Lillith’s Kiss: 160

Chocobo’s Wrath: 200