

Final Fantasy Mystic Quest Strategy Guide

SQUARESOFT

*Step-by-Step Walkthroughs
and full color maps!*

By Joseph Krall



The powers of the crystals have been stolen. Can you save the world?

FINAL FANTASY MYSTIC QUEST

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Welcome to Final Fantasy Mystic Quest and thank you for reading the Final Fantasy Mystic Quest Strategy Guide. Final Fantasy Mystic Quest was developed by Squaresoft in 1992, and licensed by Nintendo for the Super Nintendo Entertainment System. The game was designed as an entry-level role playing game to get players interested in similar games; in particular the rest of the Final Fantasy series. Final Fantasy Mystic Quest is similar in nature, but has very simplified mechanics and a straightforward story. Nevertheless, the game is one which takes its place within the hall of classics of video games. If you decide to play this game, then Good Luck and most importantly, remember: have fun!

Joe Krall










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Part 1

Hill of Destiny



Your adventure begins here. After you give your character a name, you begin at what appears to be the remnants of the main hero's home, as the mountain side crumbles and trembles. Chasing someone who believes you to be the knight of legendary fate, an old man of mysterious sorts guides you along.

At the gap between the land masses, the old man instructs you to jump across, so push the B button on the control pad to do so. This is the first of many such jumps and they will be pivotal to your success on this journey.

Shortly after, you will be faced with the task of defeating an enemy called Behemoth. You have no other battle strategy for the time being other than to keep whacking at the enemy with normal attacks, so sometimes it may get lucky and defeat you in battle. But fear not, you will always be given a chance to start a battle over if you fail.

When the Behemoth is defeated, the old man is now sure of his intuition about you, and will guide you along to **Level Forest**, just a short distance to the north of this place.

Summary:

1. Press B and jump over the gap.
2. Defeat the Behemoth.
3. Travel to Level Forest.



Part 2

Level Forest



Upon your entrance to this wooded place, you will see the old man from the previous place. So go talk to him and he will inform you what should be done first, and in his cryptic mannerisms, merely says to save the crystal of earth first, before fleeing off again. There is another old man nearby, so talk to him as well.

The withered old man in blue wants you to do something about the boulder behind him. It may seem strange, but the only way around him is to jump over him with the B button. Press into the boulder to move it, and then talk to the man again. He will give you **Tree Wither**, to show to a girl in **Foresta**. **Kaeli** is something of a forest guide and apparently when faced with the evidence of dying trees, she will doubtlessly travel with you to inspect the source of rot.

There is also a wooden coffer for which you can open to get some **Cure Potion**. These wooden coffers will regain their

contents after you exit the place, so if you want to, you can stock up by entering and exiting many times.

Leave Level Forest for now, as there is nothing left to do. Travel east to the nearby town, **Foresta**.

Summary:

1. Talk to the mysterious old man.
2. Talk to the withered man in blue.
3. Move the boulder.
4. Talk again with the man you just helped.
5. Receive Tree Wither, and go to Foresta.



Part 3

Foresta



In **Foresta**, you need to find a girl named **Kaeli** so you can pass through the **Level Forest** and continue the quest of reviving the earth crystal. To find **Kaeli**, visit the southwest home (homes are shaped like trees). Inside you can talk to the girl and she will eventually join up as an ally.

Kaeli carries slightly better equipment and comes to you at level 3. In time however, you will grow better if you keep working on your levels, as your allies all have static levels – they do not get any EXP for level ups while on your team.

Before you leave **Foresta**, there is a treasure chest of importance to find in the town. The house at the northeast homes an old man who tells you take the treasure in the back of his home, but there seems to be no apparent way to get it except for by a rear entrance. So exit that house, and travel around the outside to the back – the path should be clear. You'll need to cross the little river and hop across some stones. Inside you will get the **Cure Magic**, a White Magic spell.

The house on the bottom-right will allow you to rest in their bed for free to recover your life and magic units. If you haven't noticed, the people of **Foresta** suffer from age – the power of the Earth Crystal has made them all old! So hurry on back to **Level Forest** so you can continue your quest and restore the earth crystal.

Summary:

1. Talk to Kaeli at southwest house.
2. Find the Cure Magic spell.
3. Leave Foresta and go back to Level Forest.



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Part 4

Level Forest II



Back at **Level Forest**, you have now your first enemy zone to pass through, including a boss. **Kaeli** will cut down one of the trees in front so that you can proceed forward. A monster lies behind it though, so you will have to battle it. Most enemies in **Level Forest** thankfully only take one or two hits to defeat.

You should kill enough of the enemies so that you reach level 3. At that time you should be strong enough to take down the boss. When you're ready, go to the glowing orange tree at the northern edge of the zone. **Kaeli** will cut it down, and then – oh no! She gets poisoned by the evil monster hiding within! You'll still get to fight the Minotaur with her help as though she were unharmed, so whack through him with caution.

Minotaur		
	HP	240
	EXP	102
	GP	30

Afterwards, **Kaeli** will collapse and her mother will come to get her. Your next task will be to find **Elixir** so that she can get well again. This deviates from your quest, but you cannot just leave her sick. Fortunately **Elixir** is known to be sold at the Sand Temple just north of here, so it should just be a quick trip, right? Before **Kaeli** lets you go however, she gives you her **Axe**. So then, proceed out the back end of the zone and continue northward to get that **Elixir**.

Enemies:

Brownie			Slime		
	HP	50		HP	55
	EXP	66		EXP	72
	GP	3		GP	3

Summary:

1. Defeat the Minotaur.
2. Get the Axe from Kaeli.
3. Leave Level Forest.



Part 5

Sand Temple



Ahead of **Level Forest** lies the **Sand Temple**. Along the way is a Battlefield. These are discussed in detail in the 3

appendices – they consist of ten battles and when you clear all of them, you win a prize. Usually you only get EXP or GP as a prize, but on rare occasion, you may get a special item. This first battlefield has no rare items, so it is up to you if you want to clear it for some practice.

The **Sand Temple** houses a single treasure chest in the back. Open it and – it is empty! A wayfaring rogue of sorts known as **Tristam** will come along as you are opening the chest, and offer to sell you **Elixir** for 9000 GP. Unfortunately, that's about 10 times more than you wish you ever had. Alternatively, **Tristam** will offer to let you travel with him to the **Bone Dungeon** up north. Inside there are supposedly some treasures, and if you let **Tristam** keep what you find, he will let you have the **Elixir** for free.

Exit the **Sand Temple** after **Tristam** joins up as an ally. He carries ninja stars to use as a weapon, so it is worth nothing that they are among a finite class of weapons – sometimes you can find more stars in coffers from different zones. For the most part, you should not have to worry about him running out, as you are not going to have him in your party for that long.

Summary:

1. Enter the Sand Temple.
2. Open the Treasure Chest in the back.
3. Tristam joins your party.
4. Leave the Sand Temple.



Part 6

Bone Dungeon



The **Bone Dungeon** lies north of the **Sand Temple** and is by far the largest of any zone you have been to. You may wish to complete the battlefield along the way, as it yields the accessory, **Charm**, as a prize item.

Inside the **Bone Dungeon** you will notice some moving sand tiles. These tiles will carry you in its flow and is often used to direct the path you take through the dungeon. In the first room there are many monsters, and you can avoid all of them just by riding the flow of the sand and hopping over the coffer. But you may wish to defeat some of the enemies, because after you defeat the boss, you will need to come back through this room and face them solo later on. If you defeat them now, you make life easier later on.

As you proceed through the dungeon, you will encounter a barricaded door. **Tristam** will use a bomb to blow the doorway open and then offer to sell you some for 90 GP. You



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cannot refuse, and you will need them anyway, so buy them and you will get your third of four weapon types, the **Bomb**.

Once you get the bombs, you should back up a little ways and use your bombs to open the way to a Treasure Chest. Inside, you get a **Steel Shield**, to help lessen damage intake a little.

Continuing on, you can find another Treasure Chest containing the **Quake Magic**, a black spell. This magic gives you your most powerful spell thus far.

At the dungeon's end, you will confront a giant red skeleton of sorts, known as the Flamerus Rex. This guy is the boss and he is huge. It also turns out, he is the creep who took the power of the earth crystal, so take him out!

Flamerus Rex 		
	HP	2200
	EXP	120
	GP	0

After defeating this guy, you will witness the power of the Earth Crystal being restored. Meanwhile, **Tristam** is looting treasure and shows off his new hook shot toy. In exchange for letting him have that, he gives you **Elixir**.


Before you run off, loot the chest at the other side of the room to get the very important **Sand Coin**. As you exit the room, **Tristam** will run off, so you are on your own in getting out of the dungeon.



If you cleared the first room on your way inside, you will have no trouble getting out. Once you get out, you should head back to **Kaeli** to give her the **Elixir**.

Enemies:


Basilisk 		
	HP	90
	EXP	81
	GP	3



Gorgon 		
	HP	150
	EXP	114
	GP	3



Mad Plant		
	HP	60
	EXP	57
	GP	3

Minotar Zombie 		
	HP	190
	EXP	120
	GP	3

Poison Toad 		
	HP	70
	EXP	63
	GP	3

Roc 		
	HP	100
	EXP	96
	GP	3

Sand Worm 		
	HP	140
	EXP	99
	GP	3

Skeleton 		
	HP	120
	EXP	93
	GP	3

Summary:

1. Along the way, buy Bombs from Tristam.
2. Backtrack a tiny bit and find the Steel Shield.
3. Along the way, find Quake Magic.
4. Defeat Flamerus Rex to restore the earth crystal.
5. Get Elixir from Tristam.
6. Get Sand Coin from treasure chest.
7. Exit the Bone Dungeon.



Part 7 Foresta II

Head back to **Foresta**, with the **Elixir**. Hurry over to Kaeli and give it to her, who then feeds some information on what to do next. The **Focus Tower** to the north seems to be your next destination.

Also you may have noticed that **Foresta** now has some youth in it again, thanks to the restoration of the earth crystal. When you are ready, head out and travel up to the **Focus Tower**.

Summary:

1. Visit Kaeli in Foresta.
2. Give her some Elixir.
3. Exit and travel up to the Focus Tower.



Part 8 Focus Tower

The **Focus Tower** is a huge place divided into sections only accessible at certain parts of your adventure. For now, the only thing you can do is go through the yellow **Sand Coin** – locked doorway.

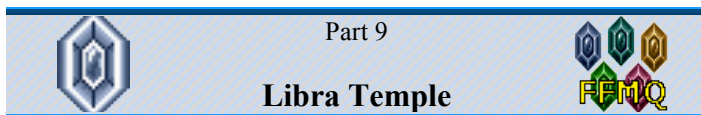
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You can find a Treasure Chest from a little exploring and inside you will get the **Fire Magic** black spell.

Continuing onward, you'll emerge out to the world map in a snowy region. Just to the east are a few battlefields and a place named **Libra Temple**.

Summary:

1. Unlock the Sand Coin door.
2. Grab the Fire Magic black spell.
3. Exit at the other end beyond the sand door.
4. Travel to the Libra Temple.

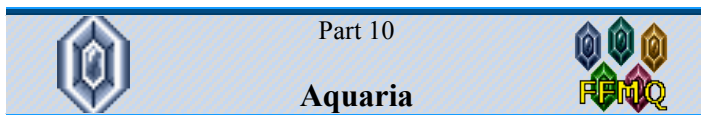


Another simple section: all you need to do is enter the **Libra Temple** and speak to the girl inside. It turns out that she is the girl referenced by the **Old Man** from the **Focus Tower**, so she is definitely coming with you.

Phoebe is on her way home in **Aquaria**, so accompany her there for some rest and relaxation.

Summary:

1. Talk to Phoebe (she joins your party.)
2. Exit, and travel to Aquaria.



Phoebe's house is located at the bottom left of **Aquaria**. Inside, **Phoebe** will talk to you a bit and you will learn of **Spencer**, who is trapped beneath the house by the frozen water and dirt. Unfortunately you cannot just melt the water, because a monster has stolen the power of the water crystal.

Phoebe suggests the **WakeWater**, which has rather confusing story behind it. This precious item lies within a **Life Temple** which is not easy to access. First, you need a **Libra Crest** so that you can travel along the teleporting route to the **Life Temple**. However, a monster from the **Wintry Cave** has stolen the **Libra Crest**, so you will need to go there first to get it back.

Before you leave town, you should stop at the house in the northwest corner to purchase a **Steel Helmet** from the woman

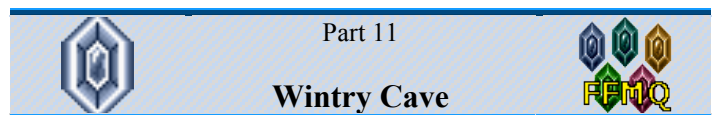
inside. You can also refill your supply of bombs or stay at the Inn for a small cost.

One of the nearby battlefields has an item you should fight for. The battlefield just to the left of town will yield to you the prize accessory, **Magic Ring**.

When you are ready, travel east and enter the next dungeon zone of sorts, called the **Wintry Cave**.



Summary:

1. Visit Phoebe's house in the bottom left corner.
2. Buy the Steel Helmet.
3. Exit and travel east to the Wintry Cave.



Inside the cave, you will at one point fall down the side of a cliff. **Phoebe** gracefully climbs down to you and gives you her weapon, the **Cat Claw**, which can be used to scale grooved walls. The weapon itself is your final type of four kinds, and although not very powerful, can inflict a variety of status effects.

Continuing on, you will eventually run into the boss, and hopefully you are around level 12 or 13. He comes with a pair of Sparna on either side, so take them out first.

Squidite 		
	HP	2500
	EXP	219
	GP	6


Afterwards, the boss will disappear, revealing a treasure chest. Open it and you will get the **Libra Crest**.



Enemies:



Centaur 		
	HP	230
	EXP	123
	GP	6



Edgehog 		
	HP	220
	EXP	135
	GP	3

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Land Turtle 		
	HP	270
	EXP	144
	GP	6

Land Worm 		
	HP	265
	EXP	144
	GP	6

Scorpion 		
	HP	210
	EXP	129
	GP	3

Sparna 		
	HP	260
	EXP	153
	GP	6

Summary:

1. Get Cat Claw from Phoebe after falling.
2. Defeat the boss, Squidite.
3. Open the chest and get the Libra Crest.
4. Exit the dungeon.



Part 12 Libra Temple II

Head back to the **Libra Temple** where you first saw **Phoebe**. Inside was a Libra tile shaped with the symbol on your **Libra Crest**. Step on the tile, and you will be warped inside the **Life Temple**.

Inside the **Life Temple**, you will see the Spring of Life which should contain **Wakewater**, but it appears to be dried up. When all hope seems lost, you notice someone at the back of the temple. It is the **Old Man**, so go talk to him – it seems he has the last remaining **Wakewater** and gives it to you. After he leaves, you can exit the same way you got inside – via the **Libra Crest**.

Back at the **Libra Temple**, exit via the main entrance and return to **Aquaria**.

Summary:

1. Head to the Libra Temple.
2. Warp via the Libra Crest.
3. Get Wakewater from the Old Man.
4. Warp back to the Libra Temple via the crest.
5. Return to Aquaria.



Part 13 Aquaria II

Once in town, **Phoebe** automatically takes you to the center of town to use the **Wakewater**. It restores the plant there, but the rest of town remains frozen. Seems the **Wakewater** is not powerful enough.

The only solution now is to go up to the **Ice Pyramid** and deal with the Water Crystal itself. The **Falls Basin** lies on the way, so looks like you will have to get through it first.

Summary:

1. After the failed Wakewater scene, leave town.
2. Travel to the Falls Basin, just to the north.



Part 14 Falls Basin

The **Falls Basin** is perhaps the game's most perplexing puzzle. You will need to utilize several movable pillars to set up bridges across ledges to pass through.

The first pillar just in front of you needs to be pushed north and then left. As you proceed past it, you will enter a covered area with a few enemies inside. At the other side, you will emerge on a ledge the top, where you will need to use the pillar to jump across to a ledge at the left.



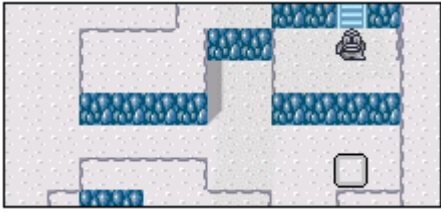
After hopping across the first bridge, continue along to the Lamia, and move the pillar by the dead Lamia just a few steps to the right and then up.



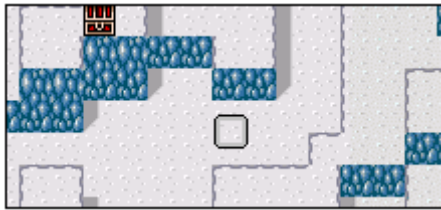
This gets you on the other side of the third pillar besides yet another Lamia. Hop across using the new bridge and defeat the other Lamia. This pillar then gets pushed left, and then up,

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and then right to bridge a path northward using the series of ledges at the east side of the basin.



Before you use the third bridge, you will need to reposition one of the previous pillars so that you can get to the ledge with the Treasure Chest and crab enemy.





Finally, with the last two pillars in place, you can use them to get yourself to the Treasure Chest, which contains the **Heal Magic** white spell. This ledge also contains the area's boss: the Snow Crab. It comes with a pair of Desert Hags so take them out first.



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Snow Crab 		
	HP	3000
	EXP	234
	GP	6

After the boss battle, **Phoebe** will teach you how to use a new weapon, the **Jumbo Bomb**. These bombs are just a more powerful version of what **Tristram** gave you earlier. The way ahead is opened with a bomb, and through that exit lays ahead the **Ice Pyramid**.

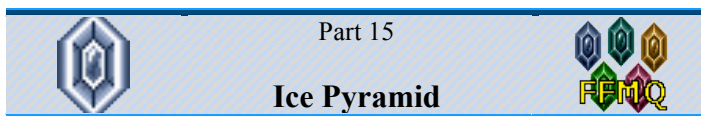
Enemies:

Desert Hag 		
	HP	280
	EXP	168
	GP	6

Lamia 		
	HP	300
	EXP	150
	GP	6

Summary:

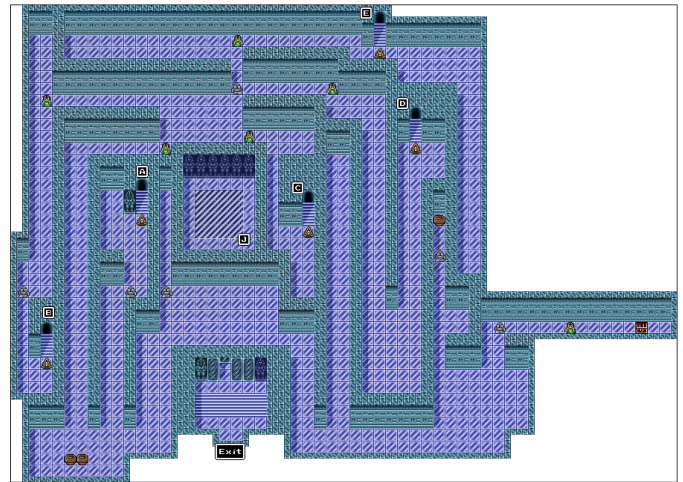
1. Use the pillars in the dungeon to set bridges.
2. Cross the bridges and grab the Heal Magic.
3. Defeat the boss, Snow Crab.
4. Get a new weapon: Jumbo Bomb.
5. Exit ahead, and proceed to the Ice Pyramid.



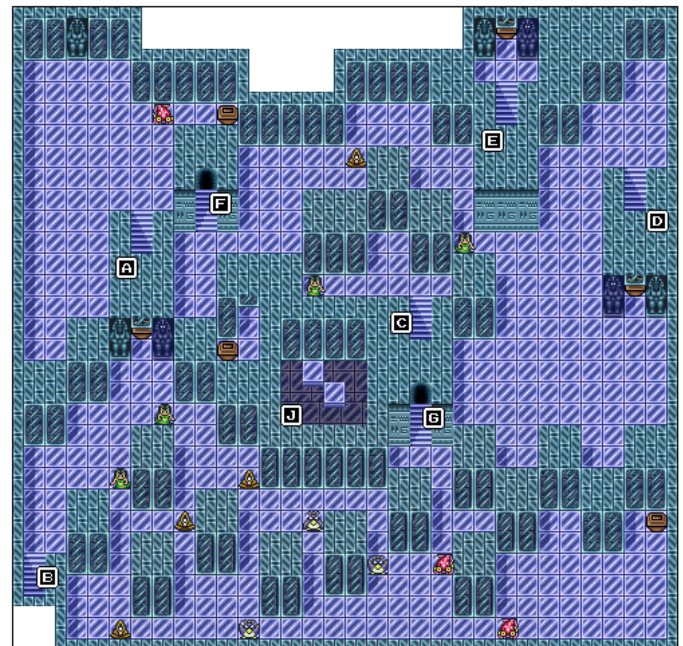
The **Ice Pyramid** is a huge, very daunting place. Inside here, the enemies are invisible unless you have an item to help reveal them, so you may be surprised to “run into” some random enemy on the map.

Since enemies are indeed invisible, your first task is to find the **Magic Mirror**. But first, you will need to learn a little trick of the Ice Pyramid. The darker statues with glowing eyes are switches of a sort, and can be triggered with the sword. Use the sword on the first dark statue to open the way forward.

Short of roaming around aimlessly, head to the right. The path bends south, so hug the south wall until it bends back north, and stay to the east. You will have to defeat two sets of enemies, and then finally you will see a treasure chest. Open it to obtain the **Magic Mirror**.



Now that enemies are visible, you can continue onward with your quest to restore the Water Crystal. Head back towards the entrance and then to the pair of wooden coffers at the bottom left. There are two hallways going northward – take the leftmost corridor and travel north until you run into the Lamia. Defeat the Lamia and the nearby Desert Hag, then travel east of the dead Desert Hag and along this corridor to the Mage guarding the stairway to the second floor.



The second floor is simpler to navigate. The enemies in this area guard the way forward so defeat them and proceed to the third floor.

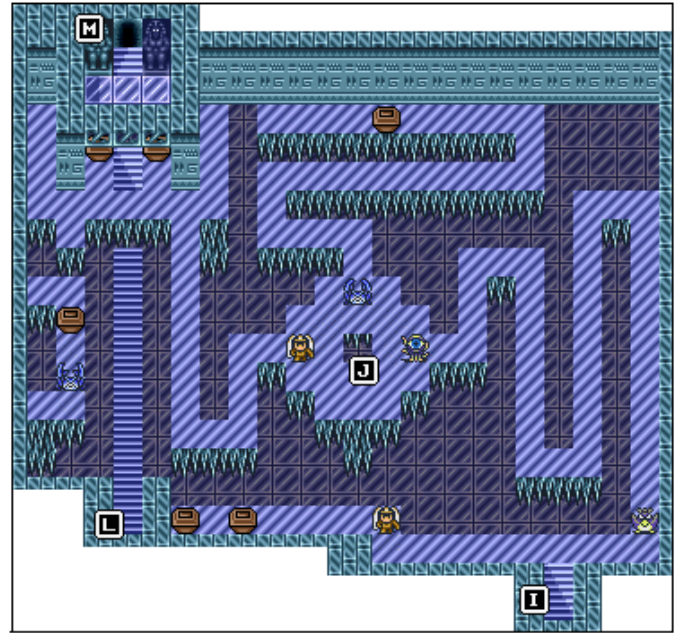
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On the third floor, travel to the right and follow the path through several enemies until you reach a dark statue. Trigger it with your sword to open a door on the left, and then proceed counterclockwise around the room to get to the opened doorway, and to the next floor.



The right takes you to a dead-end for now. So, head to the left, through a couple enemies and up the stairs to the fifth floor.



The fifth floor consists of narrow walkways, and if you fall off the side of a walkway, you will drop to the floor below. The floor below had a treasure chest that you could not access, so fall off anywhere you like and will drop to an area on the floor below.

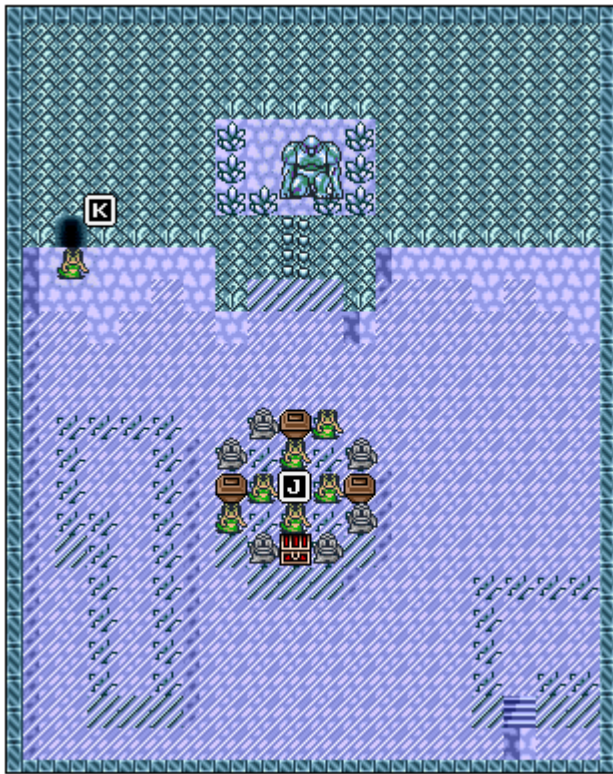
The chest is on the right, and if you want to get out of the area, you will need to trigger the dark statue on the left. The chest contains the Noble Armor, so grab it then climb back up to the fifth floor.

Back on the fifth floor; proceed to the center area with a few enemies around. The center tile seems cracked, and indeed you can bomb the tile to open up a hole. Fall into the hole and you will drop to the floor below. Continue dropping off edges until you get to a floor with a series of dark statues. Trigger all of the dark statues, then drop down one more floor to the basement level.


At the basement level, you will find yourself surrounded by enemies. Fortunately you only need to defeat one of them to get out. The chest contains the Knight's Sword, so be sure to grab that.

The Ice Golem at the top is your boss, but he will not fight you yet. Talk to him, and he will vanish. To get to the doorway at the top-left, you need to get under the floor grating using the ladder at the bottom-right.

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Simply proceed up the long wall with the cat claw, and then across a long stairway to get to the final floor where the Ice Golem will battle you. Prepare yourself and be sure to have plenty of black magic available.


Ice Golem		
	HP	6500
	EXP	246
	GP	0

After the fight, the Water Crystal will be restored and Phoebe will take off to hurriedly inspect Aquaria, leaving you alone. To get out of the dungeon, simply fall off the ledge and work your way back the same way you got up.


Outside, you will notice the land has already thawed, revealing verdant green pastures. Return to Aquaria.


Enemies:


Desert Hag		
	HP	280
	EXP	168
	GP	6


Freezer Crab		
	HP	410
	EXP	237
	GP	9

Gather		
	HP	360
	EXP	192
	GP	9

Lamia		
	HP	300
	EXP	150
	GP	6

Mage		
	HP	330
	EXP	186
	GP	6

Phanquid		
	HP	400
	EXP	231
	GP	9

Sphinx		
	HP	360
	EXP	201
	GP	9

Stoney Roost		
	HP	350
	EXP	165
	GP	6

Summary:

1. Grab the Magic Mirror on the first floor.
2. On the fourth floor, grab the Noble Armor.
3. Blow a hole at floor 5, so you can fall to floor B1.
4. Grab the Knight's Sword out of the chest.
5. Confront the Ice Golem and he vanishes.
6. Get to the sixth floor and defeat the Ice Golem.
7. Obtain the River Coin from the chest.
8. Exit the dungeon and return to Aquaria.



Part 16 Aquaria III

Back in **Aquaria** at last – you will notice the water flowing freely. A man at the inn now sells cure potions if you need. If you talk to **Phoebe**, she will suggest you visit Spencer beneath the house, so go there – you need to get in the water and approach one of the side entrances at the base of **Phoebe's** house.

Spencer's Place is quite large, winding and long. There are no enemies, so just keep on trekking and you will be at Spencer's main room. After speaking with him, he is impressed that you are the knight of prophecy and gives you the **Venus Key** so that you can get the shield of prophecy.

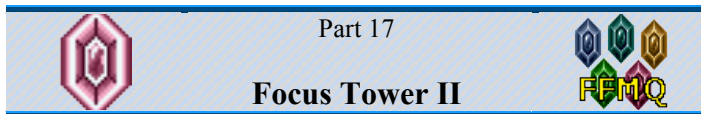
It seems some time ago, **Captain Mac** was sailing when the lake dried up, leaving his ship at a ledge in the canyon. **Spencer** has since then been digging to try and reach the ledge and rescue **Captain Mac**.

FINAL FANTASY MYSTIC QUEST

Just before you leave, **Spencer** mentions some earthquakes happening near **Fireburg**, so that is your next destination.

Summary:

1. Go to Spencer's Place beneath Phoebe's house.
2. Talk to Spencer.
3. Get the Venus Key.
4. Exit.



This section will be split into entering the **Focus Tower** from two different entrances. As you may have noticed, there are now two entrances from the side of **Aquaria**. The southern entrance will take you back to the main room, as if returning to **Foresta**. You will need to go into the northern entrance first – which is the newly accessible entrance north of the **Libra Temple** and past the **Wintry Temple**.

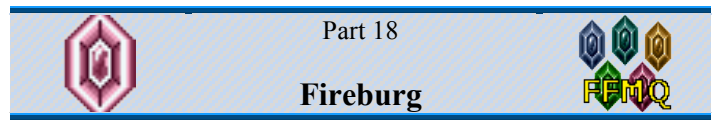
Inside the **Focus Tower** from the northern side of **Aquaria**, talk to the **Old Man** who says a few words about **Captain Mac** and runs off as usual. The sealed door nearby can be opened with a bomb, and behind it is the chest containing the **Venus Shield**. At the western side of this room, you can find another chest containing the **Blizzard Magic** black spell.

The pillar here needs to be pushed just to the right of the spike at the left, which will bridge the northern and southern ledges. After the pillar is in place, exit the **Focus Tower** and enter from the southern side of **Aquaria**.

Run back through the **Sand Coin** door and open the **River Coin** door. Through this area, you will get to hop across the bridge formed using the pillar from before. Proceed through and exit the tower to **Fireburg**.

Summary:

1. Enter Focus Tower from north.
2. Talk to the Old Man.
3. Get the Venus Shield.
4. Get the Blizzard Magic.
5. Set the pillar in place.
6. Exit and re-enter the tower from south.
7. Open the River Coin door.
8. Proceed through to the Fireburg region.



Spencer said **Fireburg** is having some earthquakes, did he? What an understatement! There is an earthquake literally every move you make. Your quest at this point is to stop the earthquake, so you might imagine that restoring power to the Crystal of Fire would be your goal. As the **Old Man** mentioned, you should see a guy named **Reuben**. He lives at the house in the top-left.

When you ask **Reuben** about the Fire Crystal, he says that he cannot deal with that at the moment, because his father, **Arion**, is trapped by a boulder to the north. So it looks like you will have to deal with that first, and happily so. **Reuben** will join your party and suggest meeting the man at the house in the center to learn how to use a special bomb – you need one of these to help **Arion**.

So go to the house at the center, in the pit accessible with your claws. When you try to enter, it seems the house is locked, so now what? You may have noticed some of the townspeople talking about a man in town with some kind of special key. If you enter the Hotel, you will find this man – **Tristam**.

Tristam will give you his special key, the **Multi-Key**. Once you have that, head back to the house in the center and unlock the doorway. Inside, you will meet the friend of **Arion** who ran away. From talking to him, you will learn how to use the game's strongest bomb – the **Mega Grenade**. Unlike the other bombs, these ones can be thrown some distance.

It also seems that the **Volcano** is where the Fire Crystal is, and that the boulder came from the **Volcano**. So helping **Arion** will help you get closer to the Fire Crystal. And to get to the boulder, you will need to go to the **Mine**, and throw the bomb from there to deal with the boulder.

Before leaving **Fireburg**, buy the **Battle Axe** from the lady at the southwest house for 500 GP. There are a ton of new battlefields around, and with Reuben in your party; most of them will be pretty easy. The Mine is also pretty tough, so you may want to train a bit.

If you are interested in doing some battlefields, there are a few prizes you can get that are worth mentioning – the **Gemini Crest** and **Exit Magic** white spell. On the way to the Mine, there is a battlefield containing the very powerful **Thunder Magic** wizard spell. Check out the battlefields section in the appendices.

Summary:

1. Enter Fireburg.
2. Talk to Reuben, and he joins up.

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3. Try to enter the locked house at the center.
4. Talk to Tristam and get the Multi-Key.
5. Go back to the center house and unlock it.
6. Inside the center house, get the Mega-Grenade.
7. Buy Battle Axe for 500 GP.
8. Exit and travel to the Mine.





The **Mine** is not too difficult to get through, but navigating it can seem difficult. From the entrance, begin by going north so that you can get to a treasure chest. Defeat the Red Bone enemy and ignore the doorway, which takes you to a dead-end with just a few wooden coffers.

Cross the escalator to the right and then use the trolley and anchor system to fall beside a few Red Bones guarding a doorway. Defeat them and go inside the little cave. Go up the right side of the little cavern and you will find a chest containing the **Charm Claw**.





Back outside, use the escalator going south and then climb the wall with your claws and ride another escalator back to the mine's entrance. From here, go south this time using the trolley & anchor and ride another escalator into a Zombie.





Continue along the path to the east, defeating another Zombie. Climb up some wall tracks and then ride the escalator north, and then catch another to the east. You will then see a boss enemy guarding a doorway. He is not too difficult, but he comes with two sidekicks, so take them out first.

Jinn 		
	HP	6000
	EXP	504
	GP	15

Inside the cavern behind the boss, you will find **Arion** trapped at the other side behind a boulder. A Mega Grenade sets the boulder rolling away in motion and frees him, who then runs back home to **Fireburg**. You could do the same – if you want, but you can proceed onward to the **Volcano** and work on the Fire Crystal.

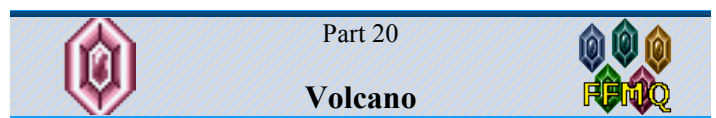
Enemies:

Flazzard 			Red Bone 		
	HP	450		HP	510
	EXP	261		EXP	315
	GP	9		GP	12

Red Cap 			Zombie 		
	HP	480		HP	500
	EXP	294		EXP	324
	GP	12		GP	12

Summary:

1. At the north side, find the Charm Claw.
2. Work your way back to the entrance, and travel down through the south side.
3. Defeat the boss; Jinn.
4. Rescue Arion.
5. Exit.



If you had travelled back to **Fireburg**, **Arion** will mention that the Fire Crystal is in the Lava Dome, which is inside the Volcano. On the map, you will have to pass through the Volcano zone first. That sounded confusing, but here we are at the Volcano first. The Fire Crystal will have to wait for now.

The **Volcano** is not too difficult either with a moderate number of enemies. Your first objective will be to get the treasure chest in the first area. Climb the few stairs at the right and then look for a Were Wolf enemy guarding a tunnel. Defeat the enemy, and pass through the tunnel blindly, which makes a few turns that you will have to figure out. Inside the chest, you will get one of the most powerful spells in the game – **White Magic** wizard spell. Afterwards, climb back down the stairs to the entrance and head to the left, through a Ghost and then climb some stairs to a ledge. Hop across the chasm, defeating a few enemies in the way and go north, up the stairs to the next area.

In the next area, you can go two different ways. If you remember the Ice Pyramid, the enemies were invisible unless you had the Magic Mirror. In the Volcano, there is a similar

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concept – enemies in the gas-fogged areas of the zone will be invisible unless you have the Mask. Getting this item will be a priority, so head to the left first, climbing down stairs and then going through a tunnel to the east side and up some stairs to a new area.

There's only one way to go in this area, so proceed to the left. You may run into the invisible Nitemare here, but it can be avoided by hugging the bottom wall.

The next area has the chest we are looking for. So grab it, which contains the **Mask**, then head back two screens to the junction point mentioned above. This time, proceed north through the Nitemare guarding the stairs ahead.

In the next area, there is only one way to go, so proceed ahead. The enemies here can be avoided, and since you can see them, they should pose no threat.



The summit of the Volcano holds both a boss and the way inside the Lava Dome. Several enemies guard the way, so take them out, and then finally the boss – the Medusa. Be careful; she can take both your characters out using petrify, so have plenty of heals available.



Medusa 			
	HP	6500	
	EXP	510	
	GP	15	



After defeating the boss, climb the stairs to exit the zone and open the way ahead to the next zone.

Enemies:

Ghost 			
	HP	550	
	EXP	330	
	GP	12	

Nitemare 			
	HP	535	
	EXP	396	
	GP	23	

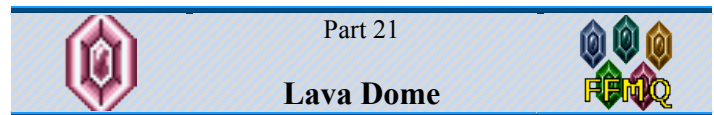
Red Bone 			
	HP	510	
	EXP	315	
	GP	12	

Were Wolf 			
	HP	555	
	EXP	354	
	GP	12	

Summary:

1. Grab White Magic from the chest.
2. Find the Mask.

3. Get to the Summit and defeat Medusa.
4. Exit ahead to the Lava Dome.



Welcome to the third mega dungeon of sorts, housing the Fire Crystal, and indeed the Lava Dome is a huge place with many enemies. It is quite easy to get lost, but that may be a good thing if it means fighting through all the enemies and leveling up. You should expect to hit level 24 before you challenge the boss.

Fortunately the walkthrough for this area is simple. Begin by going down the eastern side of the slopes, through a couple of enemies and into the cavern near a blue Avizzard demon sitting atop some wall tracks. Inside this cavern, head to the right towards the chest. At the stepping stone just before the chest, use a bomb (you can toss mega grenades) to blow up the rock and kill the Stheno. Grab the **Life Magic** white spell here from the chest and exit the way you came in.

Return back to the entrance again of the zone and this time head down the left. Past the Hot Wings, turn left again at the bottom of the stairs and defeat a Ninja nearby a cavern, just beside some wall tracks.

The cavern here is huge and has a lot of enemies, but most of them can be avoided unless you want to level up a bit. You can go either way, and will eventually go both ways. First we should grab the new helmet, so head to the northwest first – you will need to blow up some rocks again with your bombs.

In the next area, proceed ahead through a bunch of enemies, and grab the **Moon Helm** from the chest here. Then simply return the way you came, back into the huge cavern with some lava stepping stones. This time, go towards the southeast of the cavern, and through to the next area. The next area has a few enemies that you have to defeat, so just destroy them and pass through.

You will appear back on the outside of the dome at the slopes, and beside a monster guarding a weird icon. This is a switch that must be pressed to get to Fire Crystal, so defeat the enemy and walk on top of the icon. The big doors to the left a bit will open up. Now return the way you came, back through the big cavern with the lava stepping stones, and back through the way you first entered that cavern.

Your next goal is to get the big doors you just unlocked, and the trip is quite lengthy. Back out in the main area, head to the east and defeat another ninja, and then go down the stairs here. To the left is a blue Avizzard that you can avoid. Enter the



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cavern nearby. In the next area, simply proceed through a couple enemies and into another area.

This next chamber contains some turtles – which are weak to axes and the morning star. Kill the turtle to the left and then pass through the canyon of sorts to a green lizard. Proceed north of here to a pair of Stheno's and get onto the upper track via the short ladder. Wrap around to the east, and hop across a narrow gap to the eastern ledge. Follow this ledge to another doorway. In the next area, simply proceed through and you will be back outside in the main area again.

Here, proceed to the left and up a big ladder to another cavern. Inside, just proceed through the tunnel to the next large area which is similar to the previous large area. Defeat the nearby Hot Wings and then, down on the lower track, head south until you can get back on the upper track, guarded by a green lizard. Kill it, and then go north again on the upper track to a chasm that you can hop across to the east. After the Hot Wings here, get back down on the lower track and head south, through another Hot Wings. There is a wooden coffer to the left, and to the right, is a short ladder to the upper track. Get back on the upper track, then head south through a Ninja, then hop across to the left. Proceed along this path to another green lizard and exit the cavern via the nearby exit.


This brings you back outside to the main area, and just beside the big doors. Enter through to the dungeon's main chamber, where the Fire Crystal lies guarded by a huge boss. Just inside, proceed north to the green lizard and turn left. Hopping across the stones, turn north and then to the right past a few more enemies. This will place you just before the boss, so save the game and prepare for a long battle.

Dualhead Hydra 		
	HP	14000
	EXP	429
	GP	0


After defeating the hydra, the Fire Crystal will be restored and the volcano will erupt (with you inside it!) Fortunately, this does you no harm and actually opens a path past the eastern side of the mountain. Be sure to grab the **Sun Coin** from the chest before exiting via the doorway to the east.


Enemies:


Adamant Turtle 		
	HP	630
	EXP	420
	GP	15


Avizzard 		
	HP	666
	EXP	402
	GP	15


Fangpire 		
	HP	600
	EXP	381
	GP	15

Hot Wings 		
	HP	585
	EXP	372
	GP	12

Iflyte 		
	HP	660
	EXP	420
	GP	12

Ninja 		
	HP	580
	EXP	396
	GP	12

Salamand 		
	HP	640
	EXP	411
	GP	15

Stheno 		
	HP	630
	EXP	432
	GP	15

Summary:

1. Find the Life Magic from a chest.
2. Grab the Moon Helm from a chest.
3. Unlock the main chamber doors via a switch.
4. Enter the main chamber.
5. Defeat the boss.
6. Grab the Sun Coin.
7. Exit via the back door.



Part 22

Focus Tower III



Is it time to go back to Fireburg? Actually Reuben stays with you and is interested in helping you with the final crystal, which he mentions is somewhere near **Windia**. To get there, you have to go back to the **Focus Tower**, of course. So start by heading there, either via the **Fireburg** side, or the southern **Aquaria** side.

Make your way to the room with the crystal coin doors, and unlock the last one at the right – the **Sun Coin** door. At the

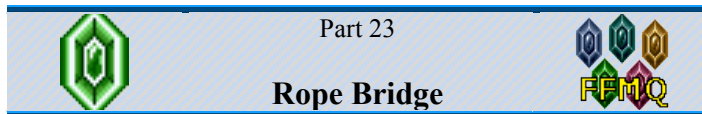
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other side, there are some immediate stairs which you should take to pick up an item. When you go this way, you will end up in a small secluded region of the **Doom Castle**, which you will visit much later in the game. There is also one enemy here which you need to defeat, and then afterwards you can pick up the treasure from the chest to get the **Aero Magic** black spell.

Back at the stairs near the crystal coin doors, proceed down along the side and through the tunnel at the bottom to exit to the world map.

Summary:

1. Return to the crystal coin doors.
2. Unlock the Sun Coin door.
3. Head down the stairs to Doom Castle.
4. Pick up the Aero Magic.
5. Return back the junction inside the tower.
6. Exit via the tunnel at the south.



Time to get on with getting to **Windia**! There's a pretty rickety bridge that you will have to cross first, so enter the zone just ahead: the **Rope Bridge**.

Shortly just inside, a scene will occur. A stray enemy appears out of the blue, and **Reuben** offers to take care of it alone. Unfortunately, his foolhardiness gets the better of him and he is knocked off the bridge. You will have to defeat the enemy yourself – a single Mummy.

Afterwards, a quick vine ride down the side gives you a glance at **Reuben** to make sure he is OK. Turns out that he is, but he is trapped on a ledge and, well, yeah, injured too. Suddenly **Tristam** will pop along to join on your adventure for a while so things do not get too difficult. Just simply travel east to exit at the other end.

Summary:

1. Watch Reuben get stomped on.
2. Defeat the Mummy enemy.
3. Check on Reuben real quick
4. Tristam comes along to join.
5. Exit stage right.







The next phase of your journey takes you into this dense forest. Passage is typically impossible due to density of the wood, and it looks like you will need the help of the great tree spirit to gain passage.

Inside this zone, head south across a bridge, defeating a few enemies, and then further south through some small trees until you can spot a treasure chest. Inside you will get a very powerful weapon that you will no doubt relish – the **Giant Axe**.

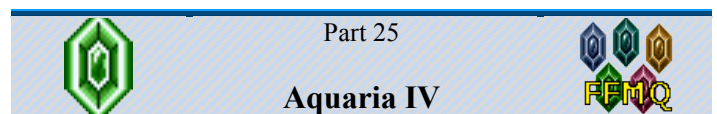
Continuing along, you will find a really big tree that you can try to talk to. Unfortunately, it looks as if its lips are sealed. Maybe you just do not know how to speak to trees? **Tristam** suggests getting the help of **Kaeli**, who is resting at **Aquaria** under the care of **Phoebe**. So there is nothing you can do for now but exit the forest and head back to **Aquaria**.

Enemies:

Mummy 			Specter 		
	HP	685		HP	690
	EXP	459		EXP	453
	GP	15		GP	15

Summary:

1. Grab the Giant Axe from a chest.
2. Try to talk to the tree forest spirit.
3. Return to Aquaria to find Kaeli.



Back in **Aquaria**, if you head to **Phoebe's** house, you can only talk to **Phoebe** who suggests talking to **Spencer** beneath the house. So travel there, and see what **Spencer** has to say. He mentions a man from **Windia**, and that he cannot dig any further without **Otto's** help. During the conversation, **Spencer** asks who is traveling with you, and **Tristam** will instantly become a treasure hunting buddy at the mention of some magical armor. The two of them take off with nary a care, but before **Tristam** disappears this time, he parts with his hook-shooting weapon, the **Dragon Claw** – you may remember this from your trip in the **Bone Dungeon**.

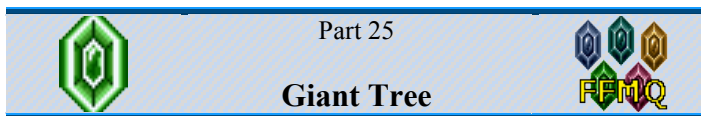
FINAL FANTASY MYSTIC QUEST

Before you can play with your new toy, **Phoebe** appears with a brilliant idea of picking up where **Spencer** left off – with a bomb. Unfortunately, it seems like she screwed up something major as the cave shakes and the two of you run out. It looks like now the place is caved in, and you are unable to get back inside, as **Phoebe** runs off in a fit of depression. It's time to go get **Kaeli**.

Back above ground, you can talk to **Kaeli** now at **Phoebe's** house, and she will join you pleasantly.

Summary:

1. Talk to Phoebe.
2. Go underground and talk to Spencer.
3. Get the Dragon Claw from Tristam.
4. Phoebe blows up things.
5. Talk to Kaeli and she joins.
6. Exit Aquaria.



Now, return to **Alive Forest** with **Kaeli** and talk to that big tree again – and it answers back this time. Inside him are quite a slew of monsters, and if you can take care of them, the tree will gladly help you along to **Windia**.

This zone is inside the spirit of the forest, and it is a huge place filled with many monsters. Fortunately most of them either have exploitable weaknesses or can be taken out with a single hit by **Kaeli**.

In the first room, make your way to the northeast and climb up to the ledge with your claws. From this point, you will notice obstacles on adjacent ledges that you can grab on with your dragon claw's hook shot. You basically need to wrap around the room, using the claw from ledge to ledge counterclockwise until you get to room's north door.

In the next section, you can see an unreachable treasure chest, so go for it first by going through the door just below it. The ledge itself is actually a room of sorts that you need to pass through to get the chest. Inside the room you can see a door at the north side which takes you just below the chest containing the **Meteor Magic** wizard spell – one of the most powerful in the game, so be sure to grab it.

Head back through the little room and then head to the west side. There is a dragon claw point you can use to get across the hole in the floor. Across the ledge are a few enemies and a doorway just above a claw wall that you can climb up. Go through this doorway, but first take notice of the ledge to the

west with a doorway to the north. You will eventually want to get here, but the only way to do so is by falling down from above.

The next room has a lot of leeches – purple worm enemies. The vines that you see are basically holes you can fall through to get to the floor below. The accessible vines at the east and north are useless. Your job in this room is to use the vine at the west to fall down to the previous floor at the ledge to the west. But for now, the only things you can do are to use the dragon claw point and shoot over to the left. This lands you on a path which takes you to the northeast and to a doorway.

This smaller room has a lot of mushrooms to cut down, and only one other exit. So just make your way through them and you will pop back out of the larger room that you just came from.

Head southwest a bit and you will see the vine that you could not reach before. Kill the enemy, and climb down to land at the ledge mentioned before at the west of the second floor. There is a door to the north, so go through it and you will find yourself back at the floor just above, but beside some claw walls that you can climb. You need to basically follow each track and then fall and grab on to the next, until you get to the leech at the top guarding a doorway.

The next room has some new enemies. Defeat a few of them as you work your way to the bottom of this room, and you will see three doorways. They all take you to the same room, but some of them are dead-ends. Take one of the left doors and work your way inside to the doorway at the opposite end. This will bring you back outside in the previous room, but at a higher ledge. From here simply work your way along the path to another doorway to the final room.

In the final room, just head to the north and up the claw wall to the chimera-type enemy. This is the boss, called Gidrah. With your meteor magic and **Kaeli's** aero, it will go down very quickly.

Gidrah 		
	HP	13000
	EXP	729
	GP	18



After defeating Gidrah, try to exit via the doorway at the top. The great tree will then talk to you and thank you for defeating the enemies. He then gives you a lift through the forest to the other end. Afterwards, use exit and you will be able to move along at the world map towards **Windia**.

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A few battlefields are along the way if you want to train a little bit. The **Kaidge Temple** has no significance to your quest, but if you go inside, you will find the **Old Man** mutter some more nonsense about **Captain Mac**.



Enemies:



Leech 			
	HP	745	
	EXP	504	
	GP	18	

Live Oak 			
	HP	710	
	EXP	447	
	GP	15	



Mad Toad 			
	HP	740	
	EXP	480	
	GP	18	

Mummy 			
	HP	685	
	EXP	459	
	GP	15	

Ooze 			
	HP	750	
	EXP	540	
	GP	18	

Skuldier 			
	HP	750	
	EXP	513	
	GP	18	


Snipion 			
	HP	690	
	EXP	459	
	GP	15	

Spector 			
	HP	690	
	EXP	453	
	GP	15	


Summary:

1. Return to Alive Forest.
2. Talk to the big tree.
3. Enter inside – to the Giant Tree zone.
4. Find Meteor Magic.
5. Defeat Gidrah, the boss.
6. Exit at the top branches for a free ride.
7. Exit the normal way back to the world map.





Part 26
Windia



At long last, Windia is in sight. As you might have imagined from the name, this town is pretty windy. Weathervanes are spinning like crazy and the window shutters on houses are flapping madly.


In one of the first houses, you will find a man named **Otto**, who you have heard of before from **Spencer**. He seems mindless at the moment, because he is fretting over his daughter **Norma**, who is trapped at his tower to the north. Because the wind is blowing hard, his bridge making device no longer functions. It seems the wind is coming from **Mount Gale** to the east, so perhaps the Wind Crystal is there (fat chance.) Nevertheless, your objective for now is to defeat the enemies at **Mount Gale** so that you can get to the tower in the north.

Before you leave, you can buy a **Cupid Locket** from the southwest house for 300 GP. Afterwards, head out of town and travel east to **Mount Gale**.


Summary:

1. Travel to Windia.
2. Talk to Otto.
3. Buy a Cupid Locket.
4. Exit town and Travel to Mount Gale.





Part 27
Mount Gale





Mount Gale is not a very huge place, and it should not be too difficult to navigate. The enemies are very sparse and few, but you should not pass up the opportunity to train a little bit.

Begin by heading east, along the southern ridge until you meet a green Water Hag enemy. Defeat it and climb the stairs north to the yellow Skuldier enemy. Again, defeat it and head north to the dragon claw hook shot object. Use it to cross the gap north and then hop across a smaller gap to the east. Follow the path now south to another Water Hag enemy. Defeat it and continue south to a Vampire.

Continue south of the vampire and then east to another stairs with a Skuldier at the top. Defeat it and proceed north to the rope bridge. Cross the bridge via the north-most section to reach a Water Hag guarding the way to a ledge at the north which holds a treasure chest. Defeat a few more enemies in your way and grab the chest to obtain the strongest helmet in the game – the **Apollo Helm**. Defeat the Water Hag to the west and hop across the gap, and then use the dragon claw to get back to the ledge south of you. Head back east to the rope bridge and then use the south-most portion of the bridge to cross back into the peak of the mountain. Defeat the Vampire in your way and proceed up to the boss.



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Dullahan packs quite a punch, but with your strong spells and perseverance, he will go down like many others have in your past.



Dullahan 		
	HP	14000
	EXP	750
	GP	21

After Dullahan is defeat, the wind will stop. Return to **Windia** and you will notice that the shudders are no longer flapping like crazy anymore. Talk to **Otto** and he will get his machine powered up so that a Rainbow Road connects **Windia** to **Pazuzu's Tower** in the north. Now it is time to go rescue **Norma** and defeat Pazuzu!

Enemies:

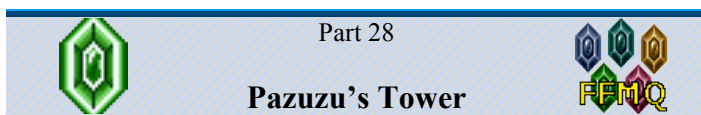
Skuldier 		
	HP	750
	EXP	513
	GP	18

Vampire 		
	HP	780
	EXP	561
	GP	18

Water Hag 		
	HP	765
	EXP	576
	GP	18

Summary:

1. Grab the Apollo Helm from a chest.
2. Defeat the zone's boss, Dullahan.
3. Return to Windia and talk to Otto.
4. Head north to Pazuzu's Tower.



Welcome to your fourth and final of all the big four zones – this one is no different than the rest in being huge and a menacing trove of monsters. Pazuzu is actually waiting for you at the first floor. But you will not get to fight him until you figure out the way that the tower works. Everytime you talk to Pazuzu, he will use the elevator to go up or down

floors. The trick is to activate switches found only on even numbered floors.

There is no need to confront Pazuzu until you are ready to fight him. Begin by talking to Norma first, and she will run along home, unharmed. Afterwards, use the tunnel at the east and defeat the Beholder to go up a few flights of stairs.

At the third floor, proceed to the west side of the room, through another Beholder, a Manticor and then a Chimera. Beyond that are stairs leading to the fifth floor, with a triplet of enemies festering about the stairway.

At the fifth floor, head along the path to the south, through the Garuda, and then through the tunnel to another pair of stairs. Defeat the enemies along the stairway as you get to the highest and seventh floor.

There are a lot of enemies at the seventh floor. There are stairs at the southeast and northeast, of which it makes no difference which set you take. Pass through the hoard of Sorcerers and Chimeras and take whichever seems the more pleasant of the stairs going down one floor to the sixth floor.

The sixth floor has the first of three switches that you must flip, which lies at the room's center just in front of the elevator – Pazuzu may be here, but it is too early to fight him just yet. Flip the switch using your axe, and then focus on getting the treasure chest at the south, which contains the most powerful magic, the **Flare Magic** wizard spell. Follow the path through a tunnel just north of the chest, and then use the stairs to get down to the fifth floor.

Defeat the nearby Thanatos and proceed along the path to the east, hopping across the small gap. Take the northern branch to another Thanatos and use the stairs down to the fourth floor.

Another switch is on this floor. There is also another chest that you will want to grab as well. Inside the chest is the most powerful sword – **Excalibur**. At the room's northwest, you will find the switch that you can flip with your axe. And just beside it are stairs heading down two flights to the second floor.

There are quite a few enemies in your way on this floor if you want to get to the final switch. Nevertheless, defeat them all and use your axe to trap Pazuzu wherever he is. By now you should be able to get to any floor without too much difficulty. Depending where you want to go, read one of the following paragraphs.

1st Floor: take the nearby stairs at the second floor to get down to the first floor. From here, use the dragon claw to hook over to the left, then you will be able to proceed up to Pazuzu.



FINAL FANTASY MYSTIC QUEST

3rd Floor: From the second floor's switch, use the stairs at the center to get up to the third floor. Then, use the dragon claw to connect to the north where Pazuzu is.

5th Floor: From the second floor's switch, go downstairs to the first floor and use the dragon claw to get to the left. As you did when you first entered the tower, use the flight of stairs at the east to get up to the third floor, and then to the fifth floor. From here you can get to where Pazuzu is.

7th Floor: Same as if Pazuzu was at the fifth floor, except continue going up flights of stairs to the final floor.



Pazuzu has a lot of HP and will use a skill which can reflect your magic, so be careful and pay attention to the battle log. Otherwise you will be killing yourself quite often.



Pazuzu 		
	HP	25000
	EXP	618
	GP	0



After Pazuzu is defeated, the crystal of Wind is restored. Be sure to grab the nearby chest for the **Sky Coin**, and then return to **Windia**.



FINAL FANTASY MYSTIC QUEST


Enemies:



Beholder 		
	HP	810
	EXP	576
	GP	18



Chimera 		
	HP	870
	EXP	684
	GP	21



Gargoyle 		
	HP	888
	EXP	669
	GP	21

Garudah 		
	HP	824
	EXP	588
	GP	18

Manticor 		
	HP	840
	EXP	612
	GP	21

Naga 		
	HP	870
	EXP	627
	GP	21


Sorcerer 		
	HP	540
	EXP	627
	GP	12

Thanatos 		
	HP	900
	EXP	654
	GP	21


Summary:

1. Grab the Flare Magic from a chest.
2. Find Excalibur from a chest.
3. Flip all switches on even floors.
4. Chase Pazuzu to an odd floor.
5. Defeat Pazuzu.
6. Get the Sky Coin.
7. Exit the Tower, return to Windia.





Part 29
Windia II



Now that all four crystals have been restored, what is left to do? If you have been following the story, you will remember that **Captain Mac** is still stranded at his ship in the dried up lake. So you still need to save him. Talk to **Otto** to get started with this task. Remember that **Spencer** was digging to try to save **Captain Mac**, but then he got frozen within, and then **Tristram** stole his attention with treasure, and then **Phoebe** screwed the tunnel up. **Otto** has an idea though, but to reach

Spencer's Place again, you need **Thunder Rock** to make his machine even more powerful.

Meanwhile, **Reuben** comes in talking about a discovery he made within the **Focus Tower**. Seems there is another door you can unlock, like before, but this time with the **Sky Coin**. And this door takes you straight to the top of the tower, so that is interesting. He also mentions that his father, **Arion**, should have some Thunder Rock. So leave with him to Fireburg. (**Kaeli** leaves to take care of **Norma**, and **Reuben** will be in your party.)


At **Fireburg**, talk to **Arion** at the house in the northwest to get the **Thunder Rock** – simple enough. Then hike back to **Windia** and talk to **Otto** again.

Otto will upgrade his machine, which spawns another Rainbow Road even further to the north that connects to **Spencer's Place**. Leave **Windia** and head to **Spencer's Place**.


Summary:

1. Talk to Otto.
2. Hear from Reuben as he comes in.
3. New plans to fill the lake up with water.
4. Travel to Fireburg and get Thunder Rock.
5. Return to Windia and talk to Otto.
6. Travel north to Spencer's Place.





Part 30
Spencer's Place



The moment you step inside, **Reuben** insists on doing the honors and uses a bomb to get the lake filled up again. Now that water flows freely again, the cavern also fills up with water. There is a chest inside that you can get, but it can be tricky, since you need to open up a tunnel with a bomb on one end, and go through the tunnel at the other path. The chest contains the **Mobius Crest**, which you will need to get to the next zone.

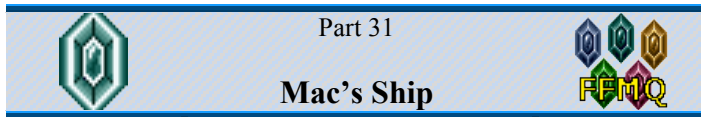
Exit the cavern and return to **Windia**. Talk to **Kaeli** who will give you the **Captain Cap** when you see him aboard his ship. To get to his ship there is a crest warp in the basement of a house to the north in **Windia**. Use it via your recently acquired **Mobius Crest**, and you will appear at the **Ship Dock**. From here, you can simply walk up to the deck of **Mac's Ship**.

Summary:

1. Reuben blows the place up, the lake fills up.

FINAL FANTASY MYSTIC QUEST

- Grab the Mobius Crest from the chest.
- Return to Windia.
- Talk to Kaeli at Otto's place and get Captain Cap.
- Use Mobius Crest to Shipdock warp (via the basement of a house in the north of Windia.)
- Board Captain Mac's Ship.



Mac's Ship is not too difficult, and if you know how to get through, it can be really short and easy. If not, then you are in for a long ride. The enemies are all the same as those you fought back in **Pazuzu's Tower**.

Begin by going north, and look for the first Naga you see guarding a single tile of stairs. Defeat it, and the nearby Thanatos, and then move the barrel out of the way. The mast at the center can be climbed, so face it and climb it northward. At the crossing at the top, turn right and then use the rope to continue north to another wooden mast of sorts. Climb to the center of the mast and then back down to the deck between a pair of Thanatos enemies. Defeat one and then use the nearby stairs to go below deck, and then use the sequence of stairs that follow until you see some enemies. You do not need to face the enemies – just use the west hallway and proceed south to the stairs, which lead to another pair of stairs and then to the final room.

In the final room, grab the chest containing the strongest armor in the game – the **Gaia's Armor**. Afterwards, talk to **Captain Mac** nearby. **Kaeli** will then come, and after some quick chatting, you will appear back at the **Ship Dock**.

Kaeli has taken **Captain Mac** back to **Windia** to cure his wounds. At the **Ship Dock**, you will run into **Spencer** and **Tristam**, who are still at the hunt for treasure. They tell you that **Phoebe** is waiting for you in **Windia**, so you might as well head there.



Back in **Windia**, head to the Inn and talk to **Phoebe**. **Reuben** will fall down again, indicating a relapse to his injury at the **Rope Bridge** earlier in your adventure. **Phoebe** will send him to bed and replace his spot in your party.



You still need to talk to **Captain Mac** to learn about that prophecy, so head upstairs and find him. He will inform you about the **Dark King**, who is your real foe and must be stopped before you can call it a game. You can use his ship to get to the **Focus Tower** and from there, reach the **Dark King**.


So head back to the **Ship Dock** via the mobius warp, and enter **Mac's Ship** once again. On board again, approach the



steering column at the center of the bridge and touch it to set sail to the base of the **Focus Tower**.

Enemies:

Chimera 			
	HP	870	
	EXP	684	
	GP	21	

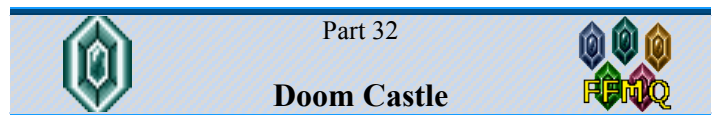
Gargoyle 			
	HP	888	
	EXP	669	
	GP	21	

Naga 			
	HP	870	
	EXP	627	
	GP	21	

Thanatos 			
	HP	900	
	EXP	654	
	GP	21	

Summary:

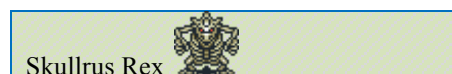
- Grab the Gaia's Armor from the chest.
- Talk to Captain Mac.
- Kaeli comes in, and you will exit the ship.
- Talk to Tristam and Spencer.
- Visit Phoebe at the Inn in Windia, who joins you.
- Talk to Mac upstairs of the Inn in Windia.
- Return to the Ship dock and board the ship.
- Touch the steering column to ride the boat.
- Enter the Focus Tower, AKA Doom Castle.




The Doom Castle is your final zone in the game, and it actually consists of parts of the Focus Tower. For convenience we shall treat each of the zones accessible from this port as the Doom Castle.

Your task inside this final zone is to ultimately reach and defeat the Dark King. But to do so, you will need to pass through several sub zones and defeat bosses along the way which resemble those you have already defeated.



When you first enter, proceed through the basement zone and you will reach the Sand Zone of the tower. This place is similar to the **Bone Dungeon**, and has a treasure chest that you will want to get.





FINAL FANTASY MYSTIC QUEST

	HP	10000
	EXP	759
	GP	0



After defeating the Skullrus Rex, you can advance and you will find yourself in the Focus Tower, set before the green **Sky Coin** door. Unlock it and you will enter a spire of sorts with a series of rooms and barriers which will not be removed unless you defeat the boss within each of the rooms. Inside the first room is the Ice Zone, which is a remake of the **Ice Pyramid**.

Stone Golem 		
	HP	10000
	EXP	762
	GP	0


The next zone is the remake of the **Lava Dome**.

Twinhead Wyvern 		
	HP	15000
	EXP	600
	GP	0

The fourth room is a remake of **Pazuzu's Tower**.

Zuh 		
	HP	20000
	EXP	750
	GP	0

In the final room you will hear a voice from the statue in the center. It will give you the power of all the crystals, and open the way beyond. The treasure chests all contain common items. Beyond here is the game's final room, and a fight with the final boss, the **Dark King**.



Dark King 		
	HP	40000
	EXP	0


	GP	0
--	----	---



The Dark King goes through several forms and has a ton of HP. After you defeat him, the game's ending sequences will unfold.


There are indeed five crystals, and you will be surprised to find that the fifth one has been with you all along. After revisiting everyone, it is time to set sail and see the rest of the world. But will you do so alone? Defeat the final boss for yourself and find out!



Enemies:

Cerberus 		
	HP	935
	EXP	675
	GP	21


Chimera 		
	HP	870
	EXP	684
	GP	21


Freezer Crab 		
	HP	410
	EXP	237
	GP	9



Gorgon 		
	HP	150
	EXP	114
	GP	3


Iflyte 		
	HP	660
	EXP	420
	GP	12

Minotar Zombie 		
	HP	190
	EXP	120
	GP	3

Phanquid 		
	HP	400
	EXP	231
	GP	9

Shadow 		
	HP	925
	EXP	675
	GP	21

Stheno 		
	HP	630
	EXP	432
	GP	15

Thanatos 		
	HP	900
	EXP	654
	GP	21

Summary:

1. Grab the Aegis Shield from a chest in the Sand section of the castle.
2. Defeat Skullrus Rex.
3. Defeat Stone Golem

FINAL FANTASY MYSTIC QUEST

4. Defeat Twinhead Wyvern.
5. Defeat Zuh.
6. Defeat the Dark King.



FINAL FANTASY MYSTIC QUEST

Appendix A – Items

<i>Item Name</i>		<i>Description</i>
Cure Potion		Can be used to recover some life.
Heal Potion		Can be used to recover from all status ailments except Fatal.
Seed		Can be used to restore all magic units.
Refresher		Can be used in battle to recover from status decreases.
Elixir		Gift from Tristam after completing the Bone Dungeon zone.
Tree Wither		Gift from a man in Level Forest, after helping him.
Wakewater		Gift from the Old Man in the Life Temple.
Venus Key		Gift from Spencer in Spencer's Place after you thaw the ice.
Multi-Key		Gift from Tristam in Fireburg.
Mask		Found in the Volcano zone.
Magic Mirror		Found in the Ice Pyramid.
Thunder Rock		Gift from Arion in Fireburg, obtained after restoring the crystal of wind.
Captain Cap		Gift from Kaeli in Windia, after obtaining the Thunder Rock.
Libra Crest		Found in a chest in the Wintry Cave.
Gemini Crest		Found in a battlefield - #13. Refer to Appendix E.
Mobius Crest		Found in Spencer's Place after refilling the lake.
Sand Coin		Found in the Bone Dungeon.
River Coin		Found in the Ice Pyramid.
Sun Coin		Found in the Lava Dome.
Sky Coin		Found in Pazuzu's Tower.

FINAL FANTASY MYSTIC QUEST

Appendix B – Weapons

<i>Weapon Name</i>		<i>Power</i>	<i>Description</i>
Steel Sword		5	The first weapon – the hero begins with this sword equipped.
Knight Sword		47	Found in the Ice Pyramid. Increases speed by 5.
Excalibur		127	Found in Pazuzu's Tower. Increases speed by 5.
Axe		9	Gift from Kaeli in Level Forest.
Battle Axe		62	A lady in Fireburg will sell this to you for 500 GP.
Giant's Axe		105	Found in Alive Forest.
Cat Claw		2	Gift from Phoebe after falling in the Wintry Cave. Increases magic by 5. Can inflict a variety of status ailments: Poison, and Paralyze.
Charm Claw		37	Found in the Mine. Increases magic by 5. Can inflict a variety of status ailments: Poison, Paralyze, Sleep and Confusion.
Dragon Claw		80	Gift from Tristam in Spencer's Place. Increases magic by 5. Can inflict a variety of status ailments: Poison, Paralyze, Sleep, Confusion, Blind, Stone and Silence.
Bomb		63	Sold by Tristam in the Bone Dungeon. Bombs target all enemies and damage is split evenly. Does not stack with the player's strength rating.
Jumbo Bomb		112	Gift from Phoebe in Falls Basin. Bombs target all enemies and damage is split evenly. Does not stack with the player's strength rating.
Mega Grenade		162	Gift from Arion's friend in Fireburg. Bombs target all enemies and damage is split evenly. Does not stack with the player's strength rating.
Ninja Star		26	An NPC weapon of "shoot attack" type, used by Tristam. Can inflict status ailments: Poison and Paralyze.
Bow of Grace		20	An NPC weapon of "shoot attack" type, used by Phoebe. Can inflict the status ailment: Blind.
Morning Star		110	An NPC weapon of "axe attack" type, used by Reuben.













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Appendix C – Armor

<i>Armor Name</i>		<i>Defense</i>	<i>EVA</i>	<i>Description</i>
Steel Armor		6	-	The default, starting armor. You begin the game with this equipped.
Noble Armor		12	EVA+6	Found in the Ice Pyramid. Adds resistances to Water and Poison.
Gaia's Armor		15	EVA+7	Found in Mac's Ship. Adds resistances to Water, Poison, Wind and Sleep.
Mystic Robe		13	-	An NPC armor worn by Phoebe. Adds resistances to Wind and Water.
Relica Armor		15	-	An NPC armor worn by Kaeli. Adds resistances to Water and Petrification.
Flame Armor		14	-	An NPC armor worn by Reuben. Adds resistances to Fire.
Black Robe		13	-	An NPC armor worn by Tristam. Adds resistances to doom.
Steel Helmet		4	EVA+5	Can buy this helmet from a lady in Aquaria for 200 GP. Increases Attack by 2.
Moon Helm		9	EVA+9	Found in the Lava Dome. Adds resistances to Fire. Increases Attack by 2.
Apollo Helm		15	EVA+15	Found at Mount Gale. Adds resistances to Fire. Increases Attack by 2.
Steel Shield		5	EVA+6	Found in the Bone Dungeon. Increases Speed by 5 and Attack by 2.
Venus Shield		10	EVA+12	Found in the Focus Tower. Adds resistances to Petrification. Increases Speed by 5 and Attack by 2.
Aegis Shield		14	EVA+14	Found in Doom Castle. Adds resistances to Petrification and Paralysis. Increases Speed by 5 and Attack by 2.
Ether Shield		12	-	An NPC shield worn by Phoebe. Adds resistances to Paralysis and Sleep.
Charm		1	EVA+1	Found in Battlefield #2. Increases Magic by 5.
Magic Ring		3	EVA+3	Found in Battlefield #6. Adds resistances to Silence. Increases Magic by 5.
Cupid Locket		6	EVA+6	Bought in Windia. Adds resistances to Silence, Confusion and Blindness. Increases Magic by 5.

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Appendix D – Magic

<i>Magic Name</i>		<i>Type</i>	<i>Description</i>
Exit		White	Used to exit from zones. Can be used in combat to eradicate a single enemy, but it has no effect on some enemies and most bosses.
Cure		White	Restore a character's HP. Can be used against some enemies to inflict damage.
Heal		White	Restore a character's status. Can be used against some enemies to inflict status ailments.
Life		White	Completely restore a character. Can sometimes be used to instantly kill enemies.
Quake		Black	Inflict earth element damage to all enemies.
Fire		Black	Inflict fire element damage to all enemies or single enemies.
Blizzard		Black	Inflict water element damage to all enemies or single enemies.
Aero		Black	Inflict wind element damage to all enemies or single enemies.
Thunder		Wizard	A powerful spell that inflicts thunder element damage to all enemies or single enemies.
White		Wizard	A powerful spell that inflicts damage to all enemies.
Meteor		Wizard	A powerful spell that inflicts earth element damage to all enemies.
Flare		Wizard	A powerful spell that inflicts fire element damage to all enemies.

You may only cast a spell if you have a unit available to consume within that magic type (White, Black or Wizard). Units can be restored either by sleeping at an Inn or via using a Seed. As you level up, the maximum number of units for each type will increase. A brief overview of the growth of units is given below. The maximum growth is capped at (42/21/10) of each type of magic.

<i>White Magic</i>		<i>Black Magic</i>		<i>Wizard Magic</i>	
10 Units	Level 8	5 Units	Level 18	2 Units	Level 8
20 Units	Level 18	10 Units	Level 38	5 Units	Level 20
30 Units	Level 28	15 Units	Level 28	8 Units	Level 32
40 units	Level 38	20 units	Level 38	10 units	Level 40

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Appendix E – Battlefields

In total, there are 20 battlefields spread about the overworld of Final Fantasy Mystic Quest. Many of them merely reward players with EXP or GP, but some of them are houses for rare treasure. To get the most of your experience with the game, refer to this appendix to see the prizes and enemies of each battlefield.


	<i>Location</i>	<i>Prize</i>	<i>Enemies</i>
1.	North of Level Forest	54 EXP	Mad Plant, Poison Toad
2.	West of Sand Temple	Charm	Basilisk, Mad Plant, Poison Toad
3.	East of Sand Temple	150 GP	Basilisk, Minotar Zombie, Poison Toad, Sand Worm
4.	South of Libra Temple	99 EXP	Mintmint
5.	East of Libra Temple	300 GP	Giant Toad, Mintmint
6.	South of Aquaria	Magic Ring	Giant Toad, Mintmint, Scorpion
7.	South of Wintry Cave	99 EXP	Edgehog, Giant Toad, Scorpion
8.	West of Wintry Cave	600 GP	Desert Hag
9.	South of Ice Pyramid	540 EXP	Desert Hag, Lamia
10.	North of Libra Temple	Exit Magic	Phanquid, Sphinx
11.	North of Wintry Temple	744 EXP	Freezer Crab, Gather
12.	North of Focus Tower ~ Fireburg	900 GP	Jelly
13.	Southeast of Fireburg	Gemini Crest	Jelly, Sting Rat
14.	East of Fireburg	816 EXP	Plant Man
15.	West of Fireburg	1200 GP	Flazzard, Plant Man
16.	South of Mine	Thunder Magic	Flazzard, Red Cap
17.	West of Volcano	1200 EXP	Ghost, Red Bone, Zombie
18.	South of Volcano	1068 EXP	Iflyte, Stheno
19.	East of Kaidge Temple	2808 EXP	Ooze, Skuldier, Water Hag
20.	South of Window	2700 EXP	Vampire, Water Hag


Note: For Battlefields 18 and 20, you will always encounter unexpected attacks.

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Appendix F – Bestiary

Adamant Turtle		
	HP	630
	EXP	420
	GP	15

Location: Lava Dome
Weakness: Axe, Earth
Groups:




Avizzard		
	HP	
	EXP	
	GP	

Location: Lava Dome
Weakness: ?
Groups:


Basilisk		
	HP	
	EXP	
	GP	

Behemoth		
	HP	
	EXP	
	GP	

Beholder		
	HP	
	EXP	
	GP	

Brownie 		
	HP	50
	EXP	66
	GP	3

Location: Level Forest
Weakness: ?
Groups: ?

Centaur		
	HP	
	EXP	
	GP	


Cerberus		
	HP	
	EXP	
	GP	

Chimera		
	HP	
	EXP	
	GP	

Desert Hag		
	HP	
	EXP	
	GP	

Edgehog		
	HP	
	EXP	
	GP	

Fangpire 		
	HP	600
	EXP	381
	GP	15

Location: Lava Dome
Weakness: ?
Groups:
?


Freezer Crab		
	HP	
	EXP	
	GP	

Gargoyle		
	HP	
	EXP	
	GP	

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	HP	
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FINAL FANTASY MYSTIC QUEST

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FINAL FANTASY MYSTIC QUEST

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FINAL FANTASY MYSTIC QUEST

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FINAL FANTASY MYSTIC QUEST

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FINAL FANTASY MYSTIC QUEST

Appendix G – Maps

Hill of Destinyx

Level Forestx

Forestax

Sand Templex

Bone Dungeonx

Focus Tower I

Libra Templex

Aquariax

Wintry Cavex

Life Temple

Falls Basinx

Ice Pyramidx

Focus Tower- Aquaria North

Focus Tower – Aquaria South

Fireburg

Mine

Volcano

Lava Dome

Sealed Temple

Focus Tower

Rope Bridge

Alive Forest

Giant Tree

Kaidge Temple

Windia

Windhole Temple

Mount Gale

Pazuzu's Tower

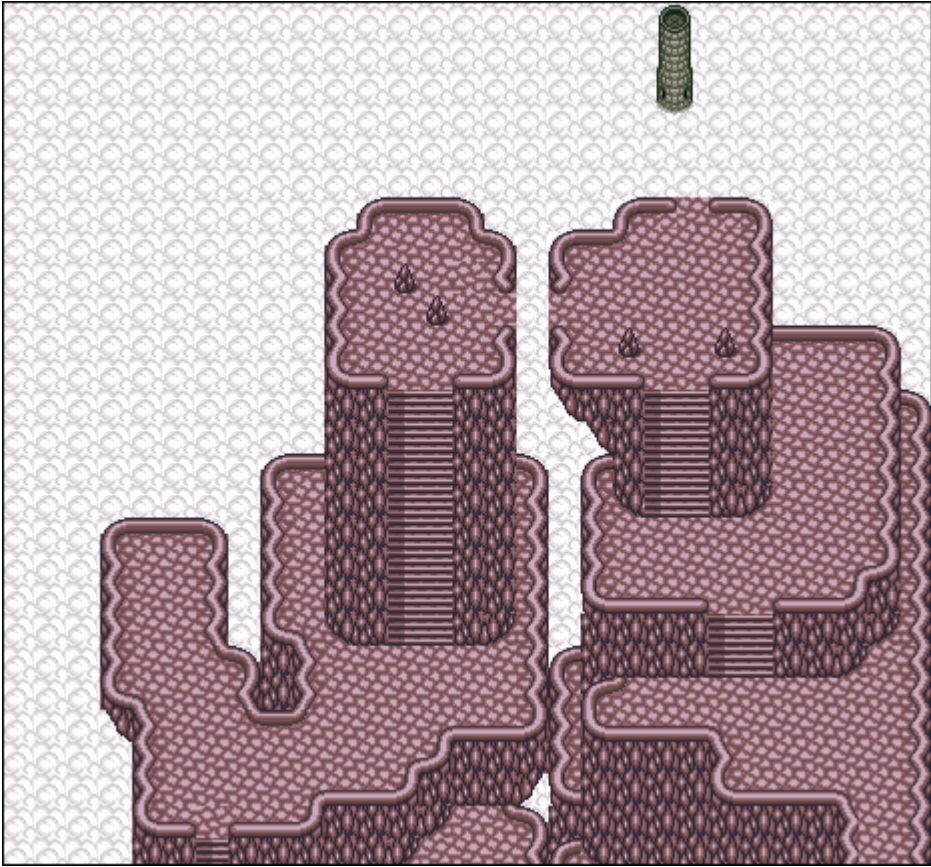
Spencer's Place – Filled with Water

Ship Dock

Mac's Ship

Doom Castle

Hill of Destiny

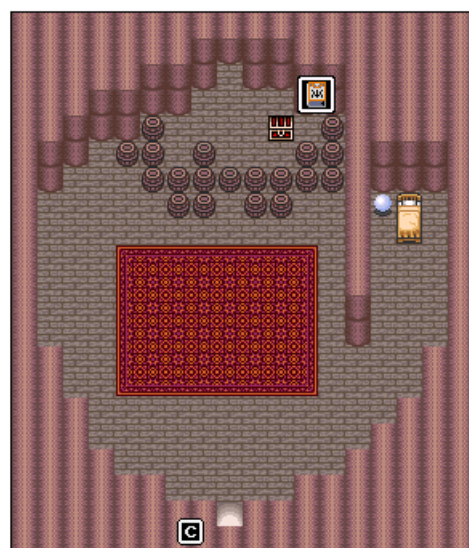
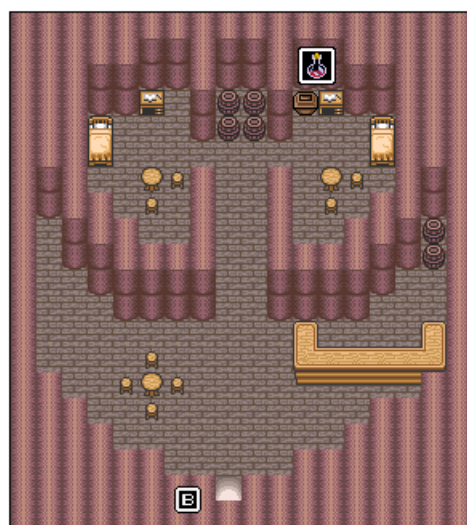
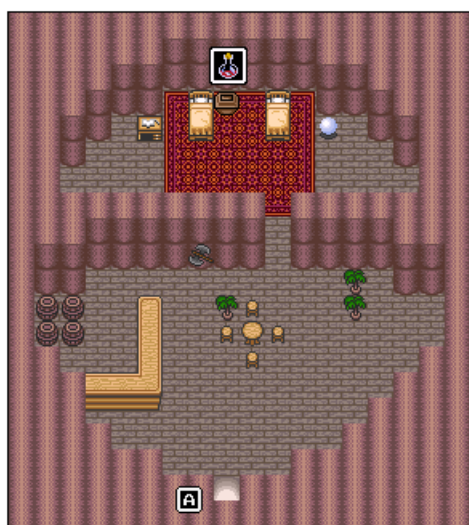
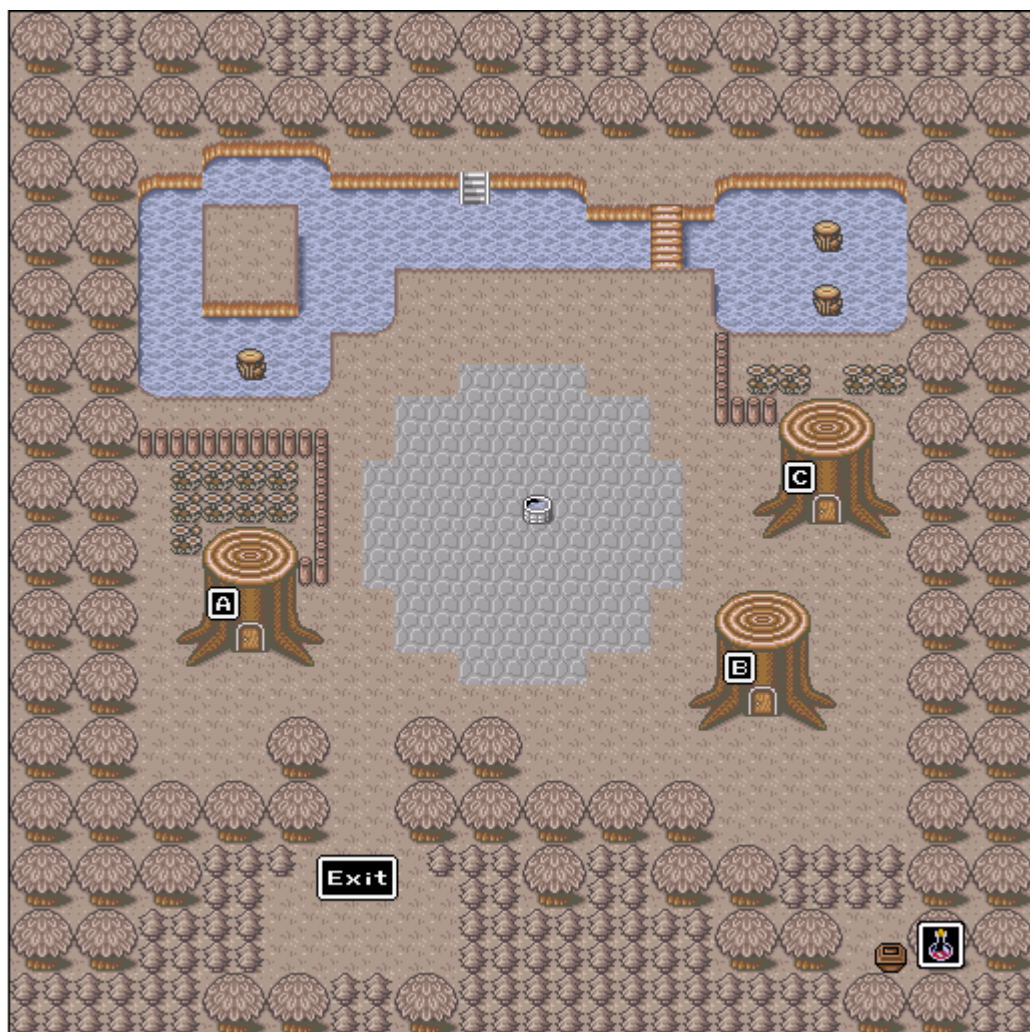


Level Forest

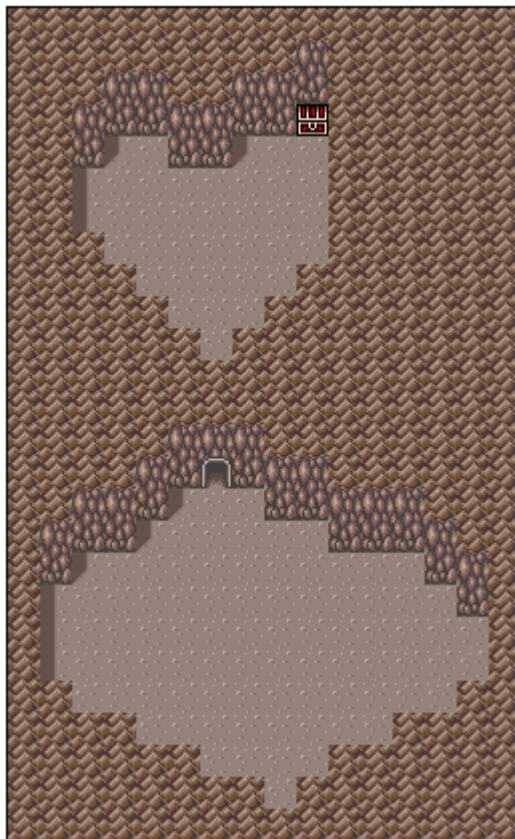


FINAL FANTASY MYSTIC QUEST

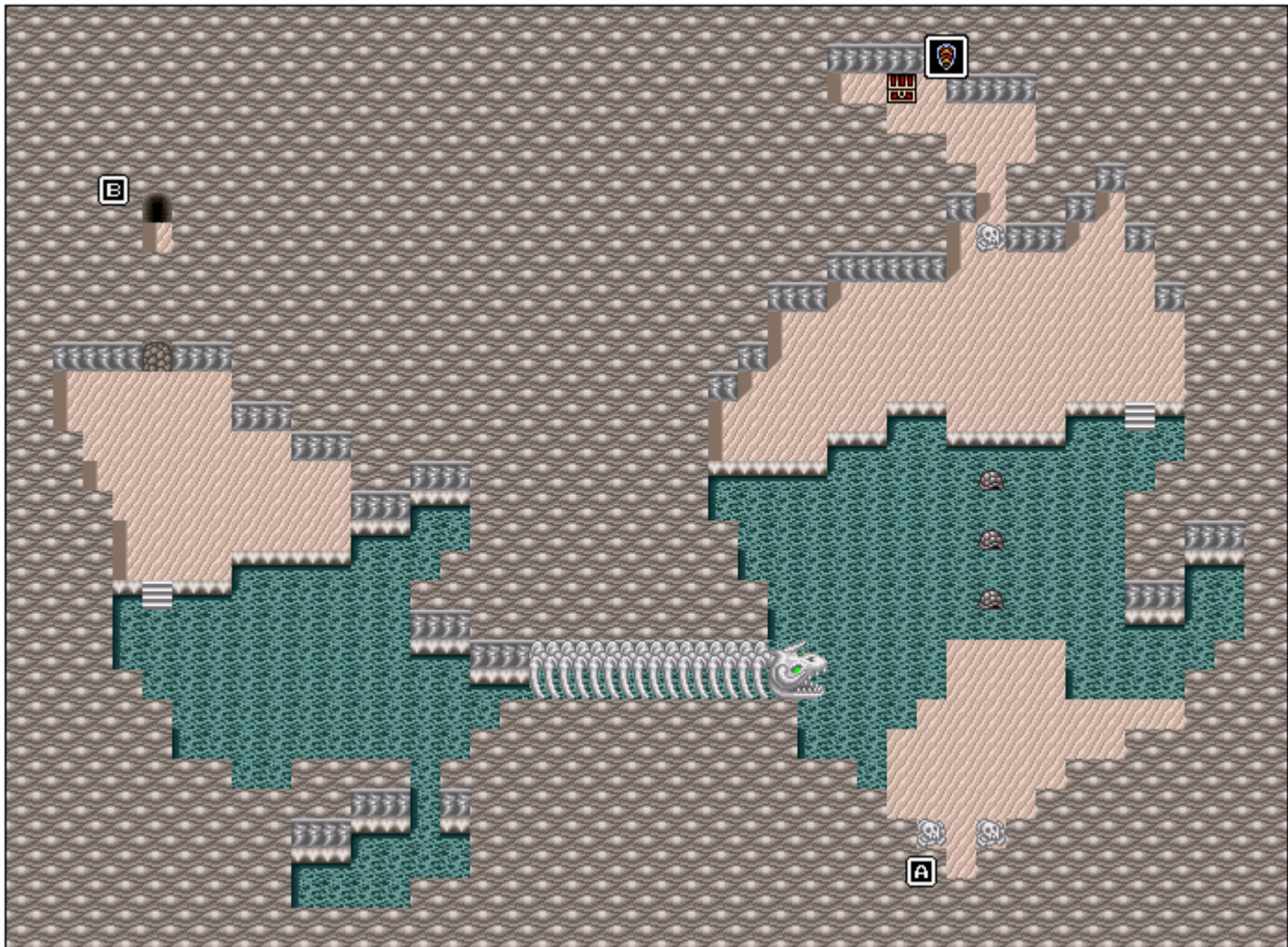
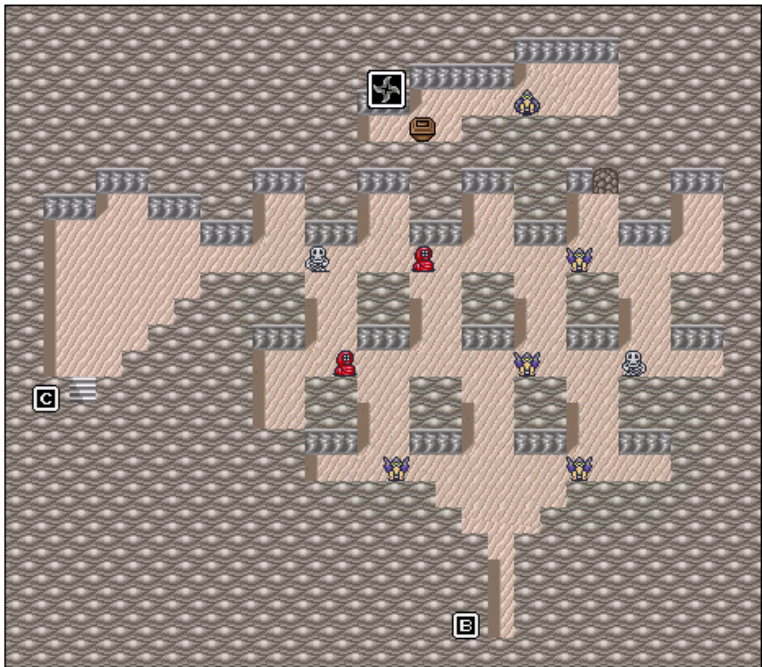
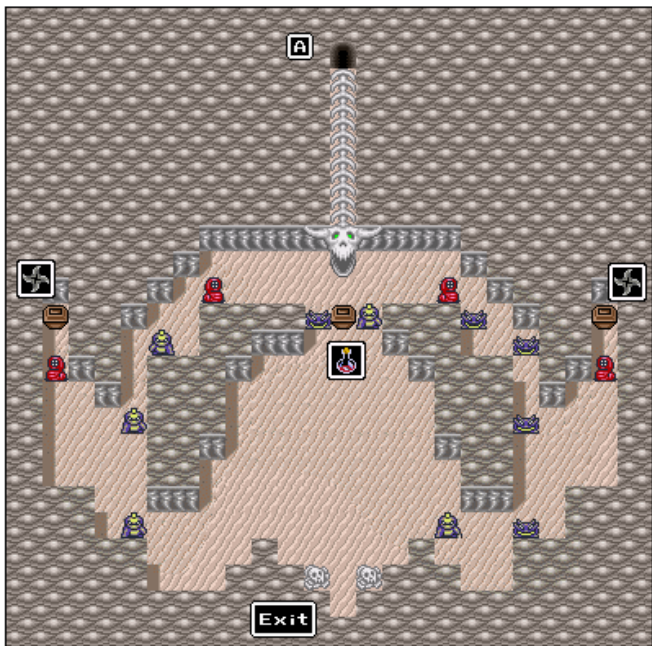
Foresta

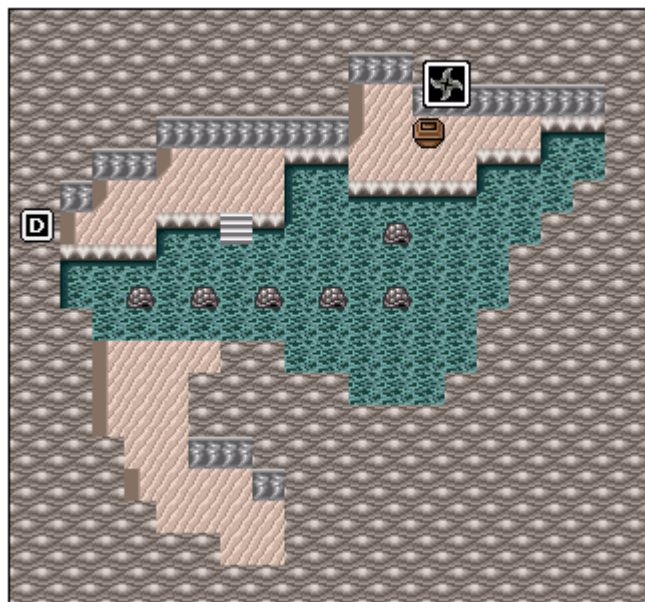


Sand Temple

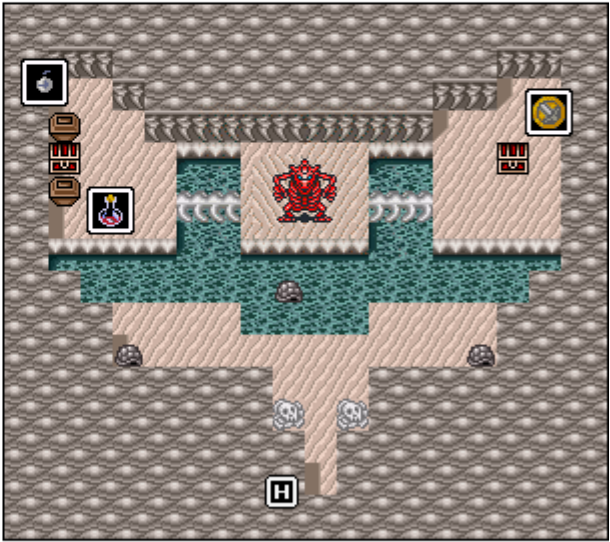
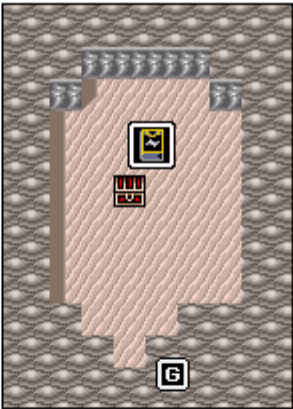
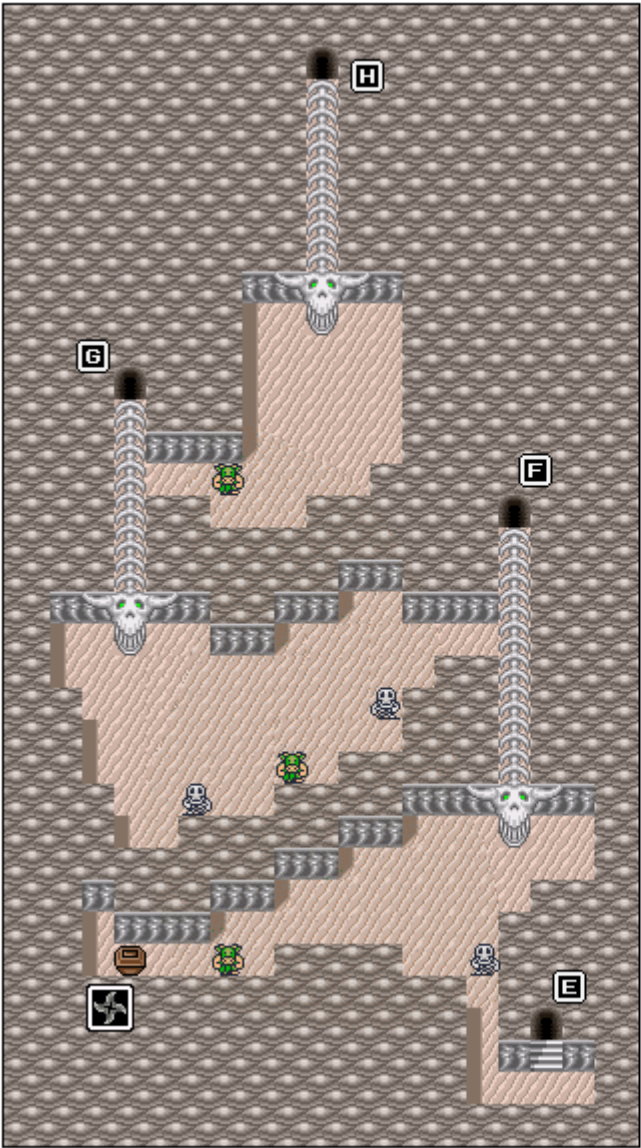


Bone Dungeon

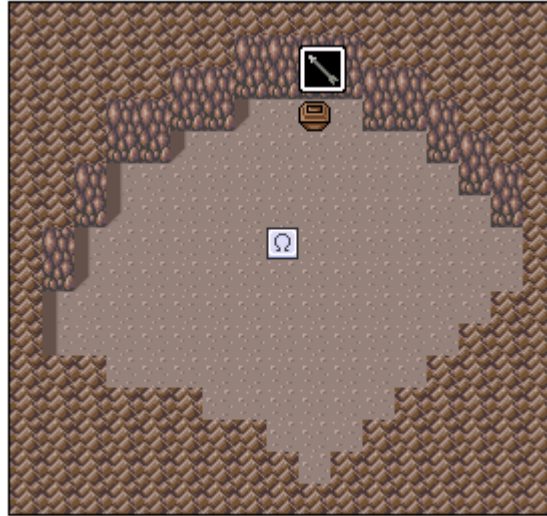




FINAL FANTASY MYSTIC QUEST



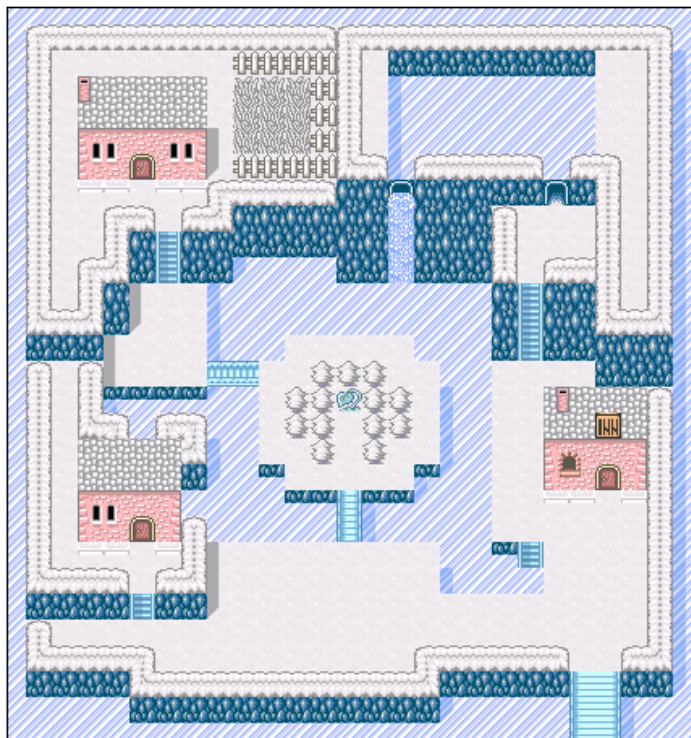
Libra Temple



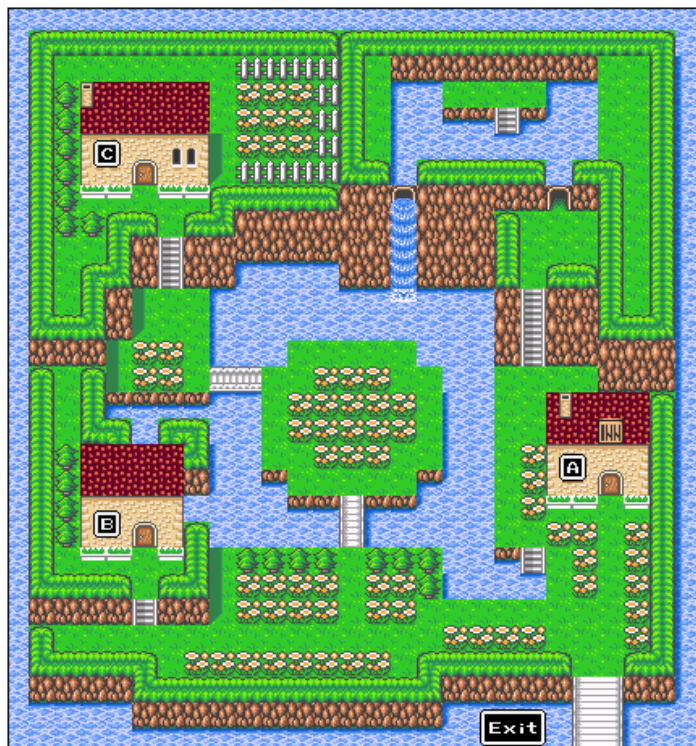
(Libra Warp: Life Temple)

FINAL FANTASY MYSTIC QUEST

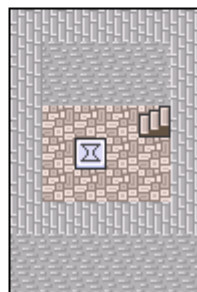
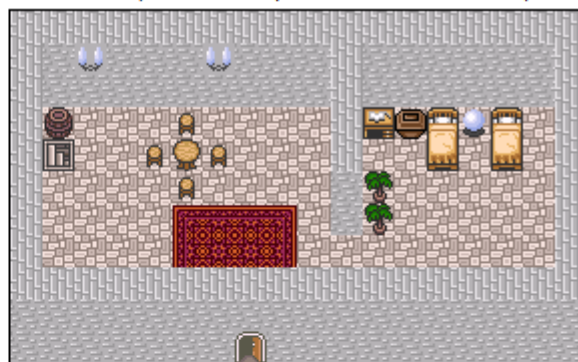
Aquaria



(Aquaria before Crystal of Water is restored)

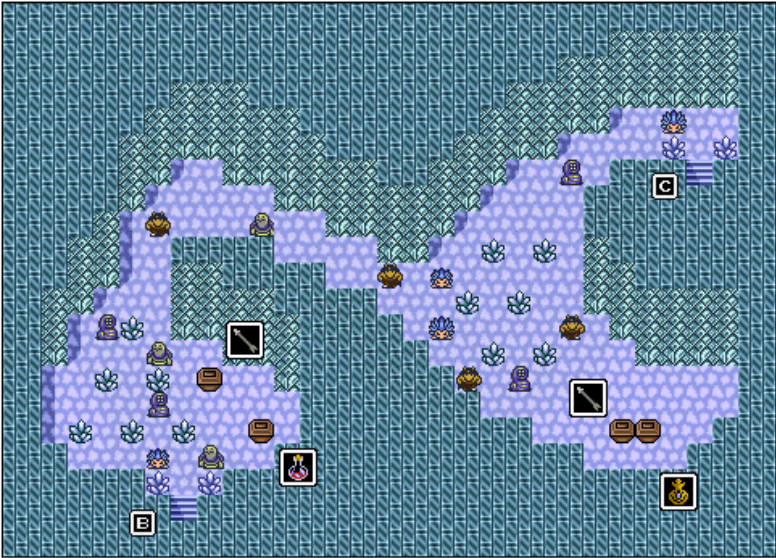
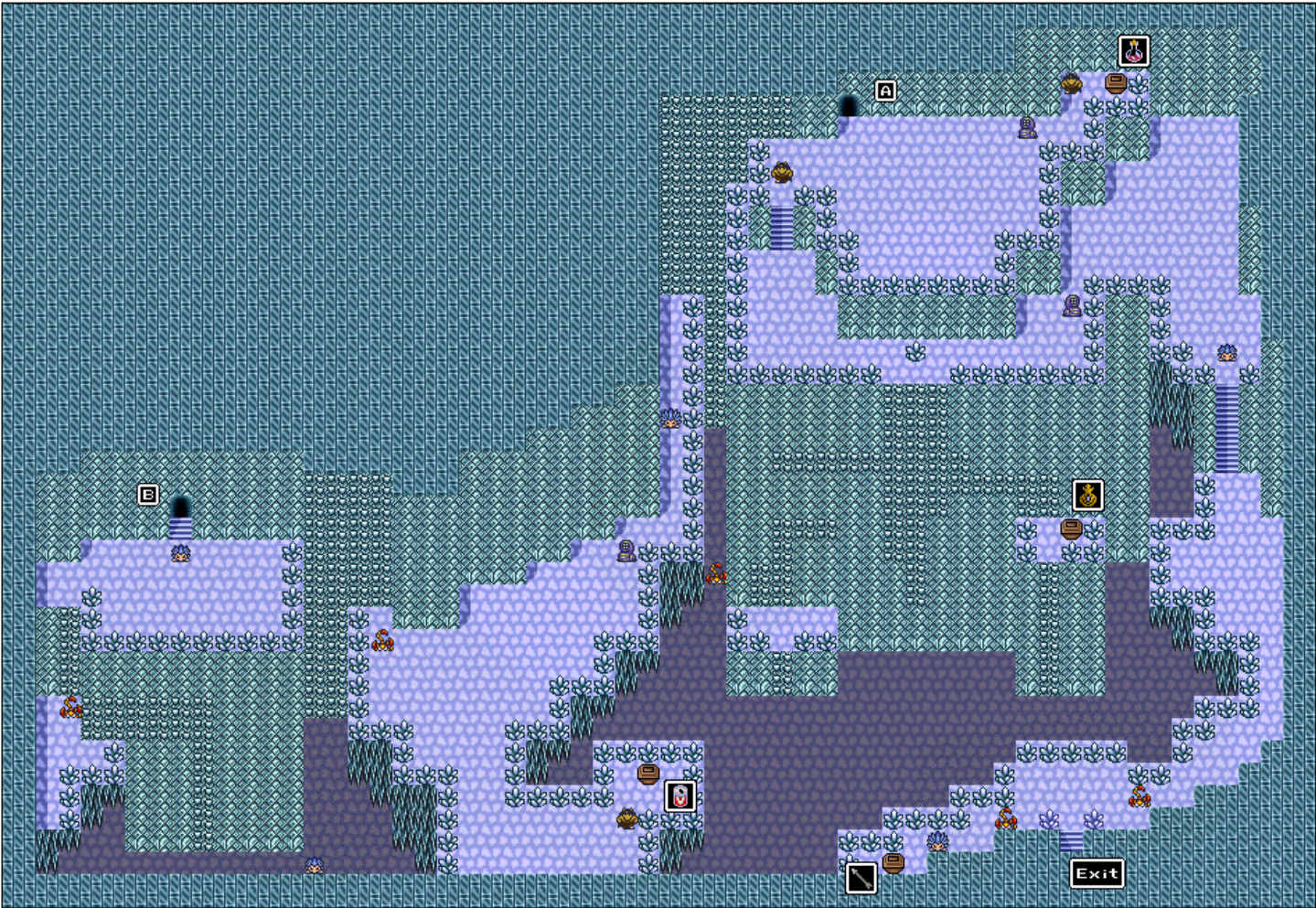


Aquaria after Crystal of Water is restored)

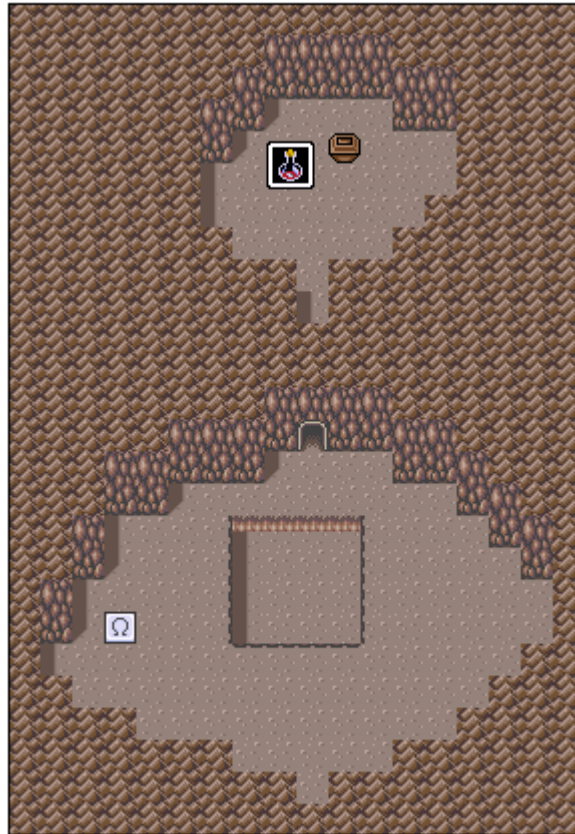


(Gemini Warp: Fireburg)

Wintry Cave



Life Temple



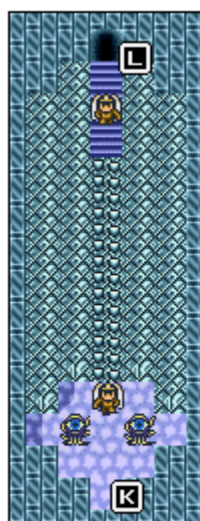
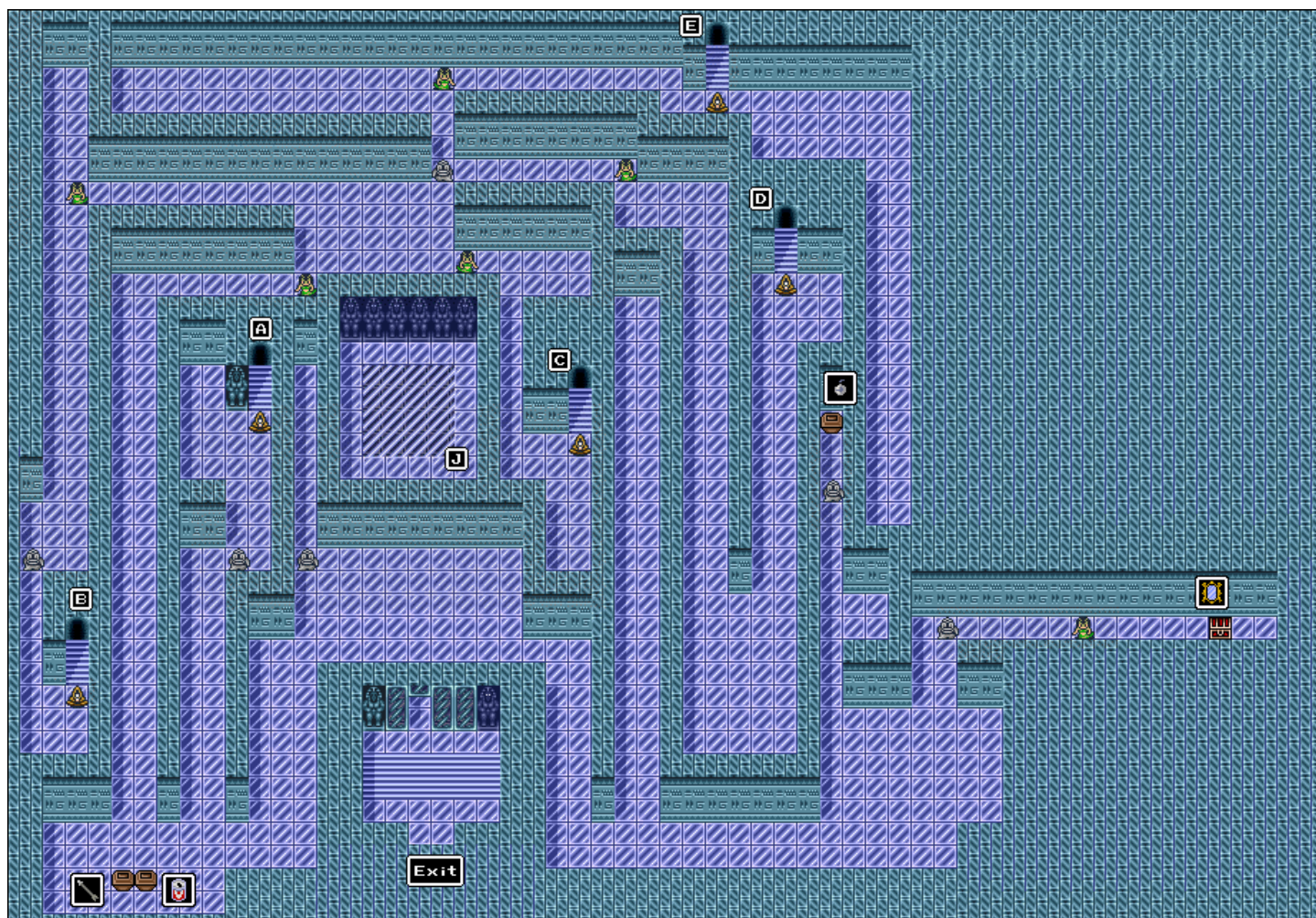
(Libra Warp: Libra Temple)

Falls Basin

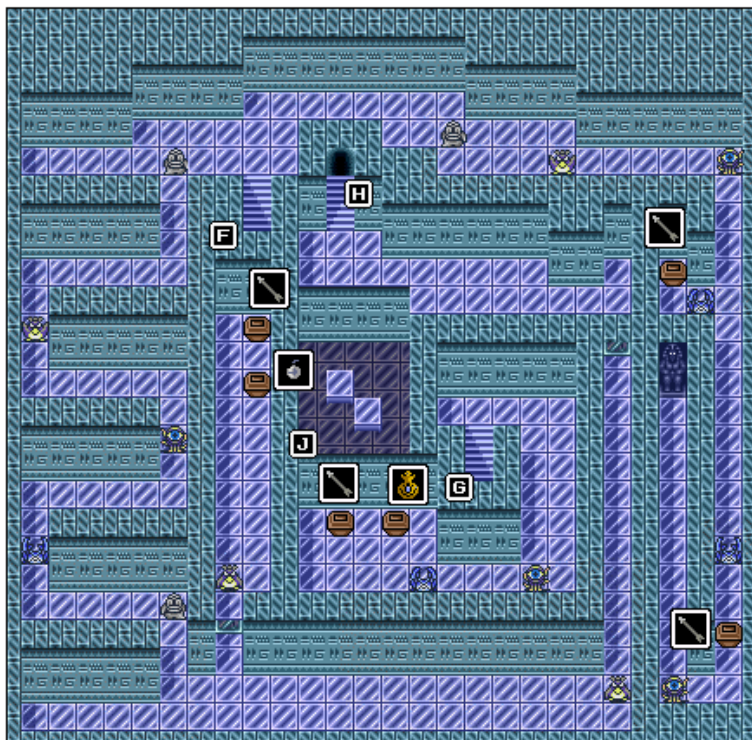
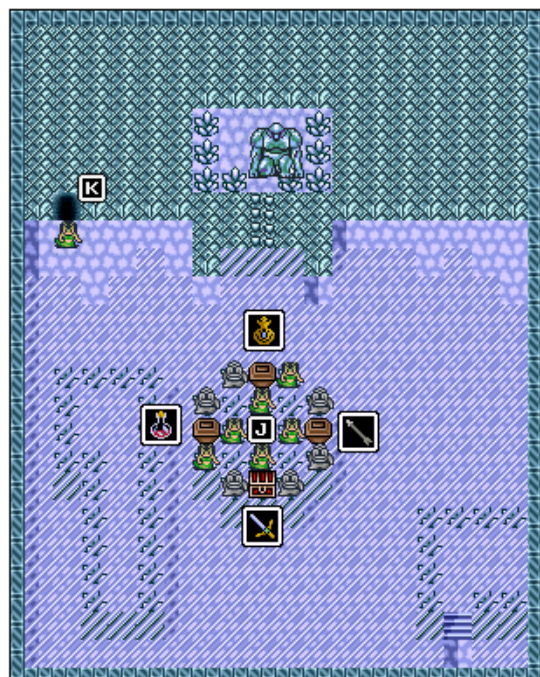
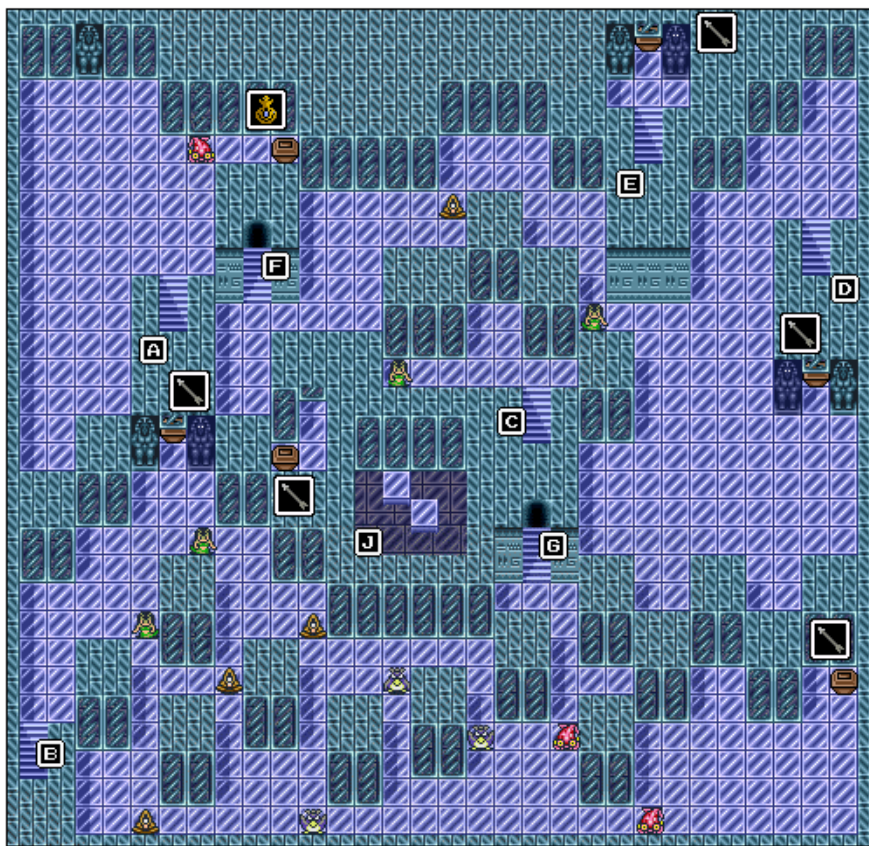


FINAL FANTASY MYSTIC QUEST

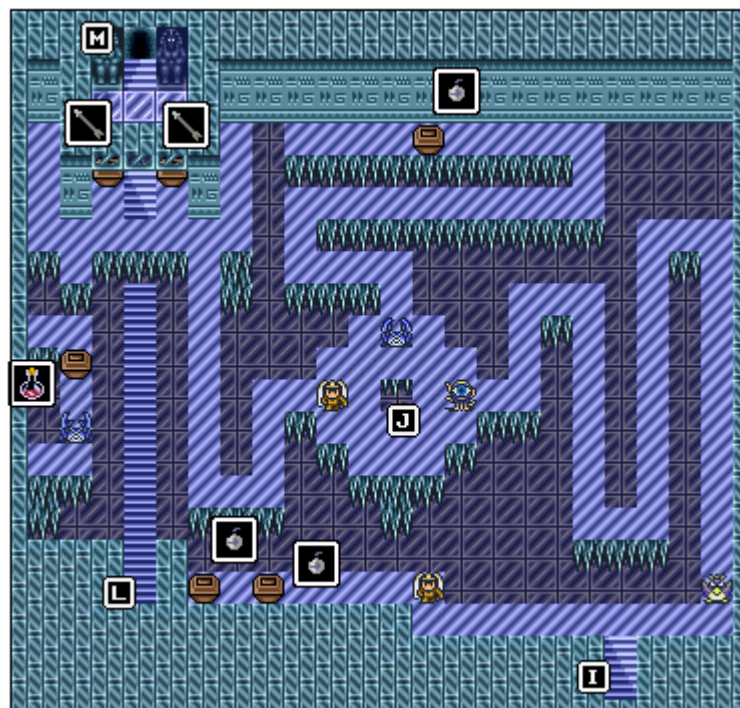
Ice Pyramid



FINAL FANTASY MYSTIC QUEST



FINAL FANTASY MYSTIC QUEST

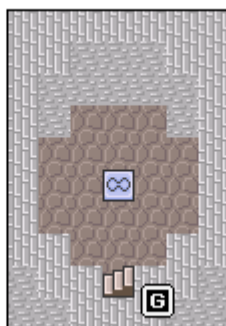


Wintry Temple



(Gemini Warp: Sealed Temple)

Fireburg

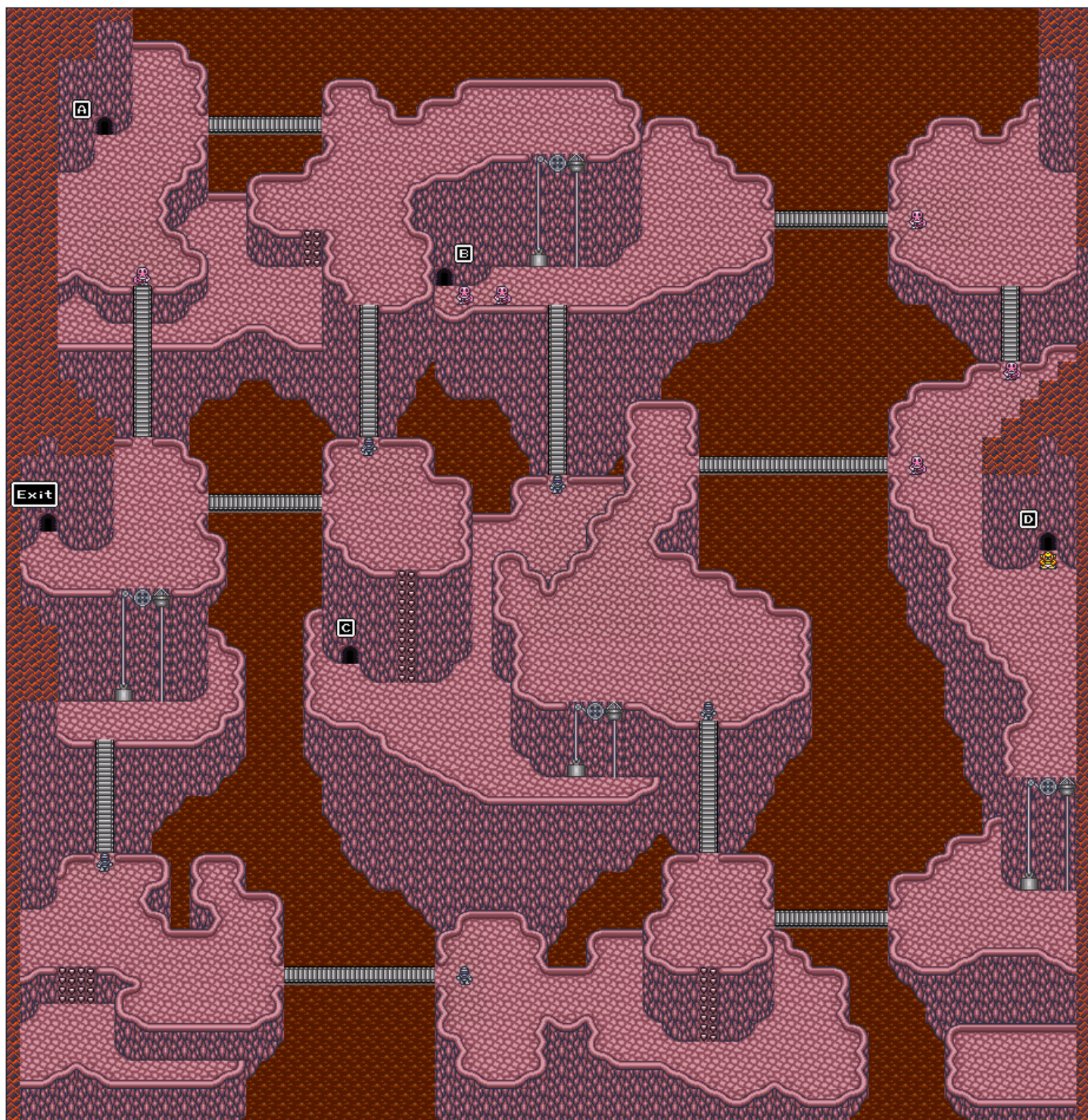


(Mobius Warp: Windia) (Gemini Warp: Aquarius)

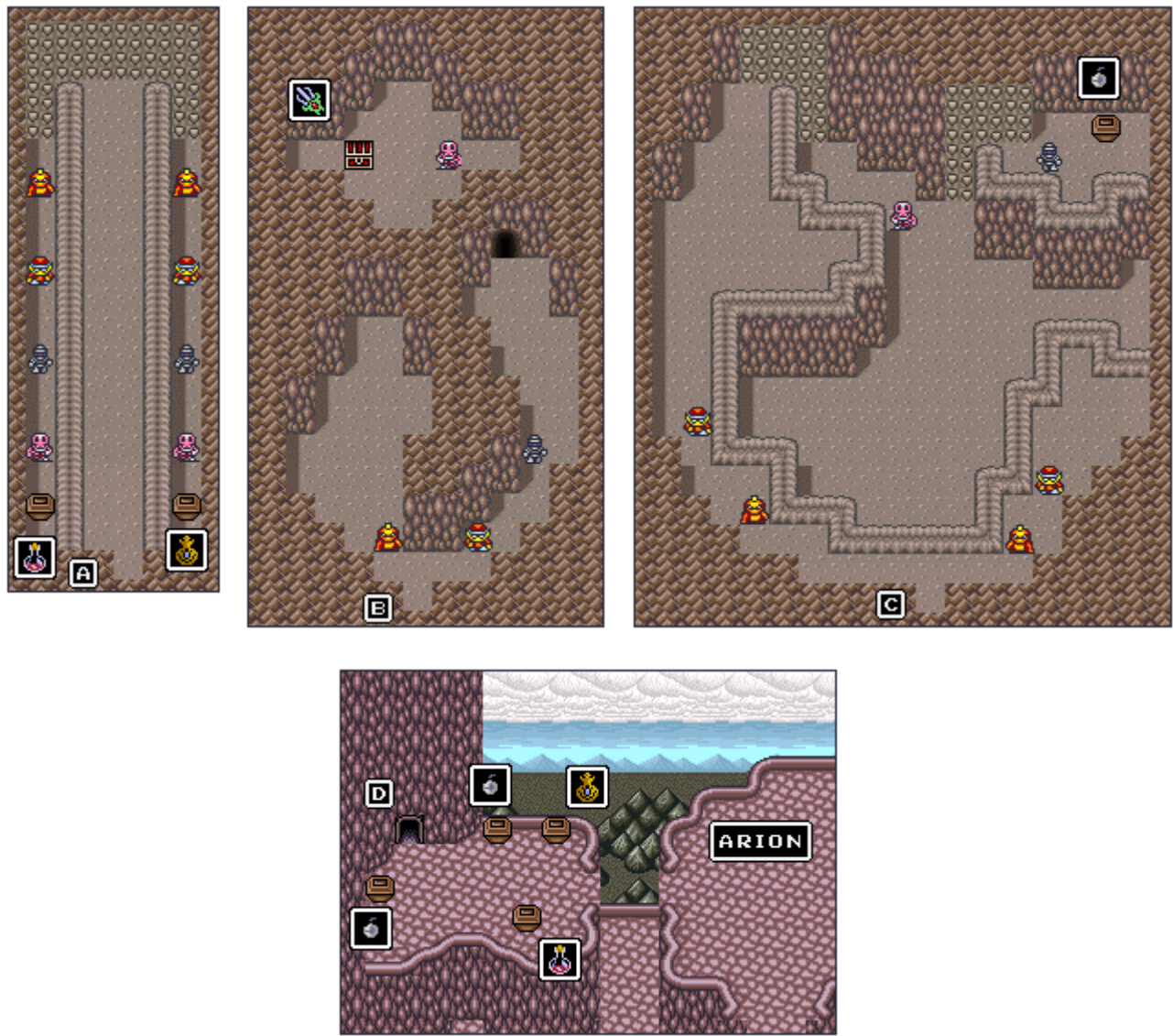
FINAL FANTASY MYSTIC QUEST



Mine



FINAL FANTASY MYSTIC QUEST

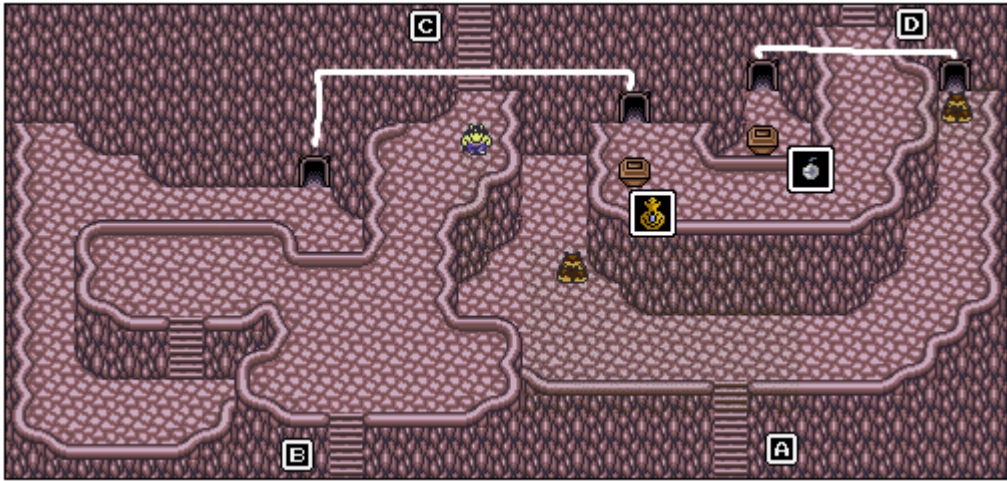


Sealed Temple

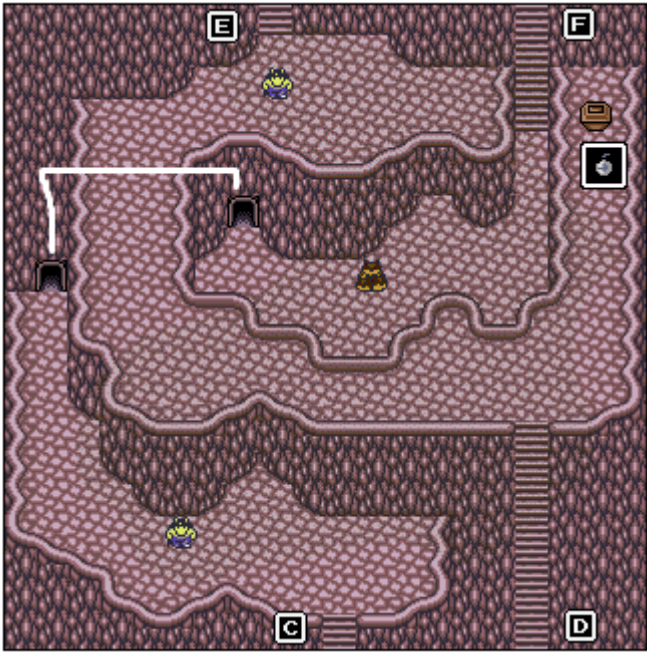


(Gemini Warp: Wintry Temple)

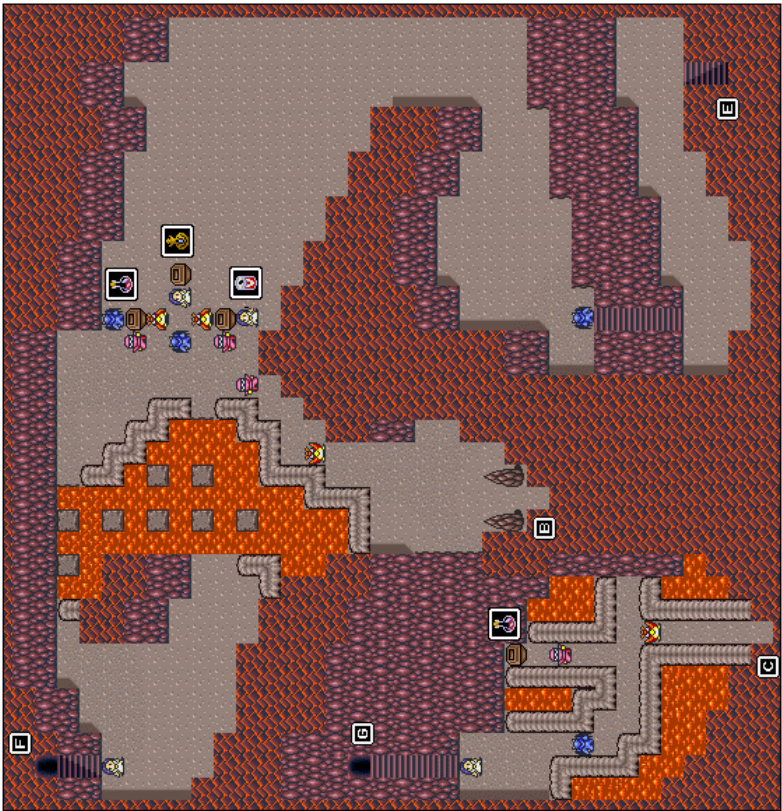
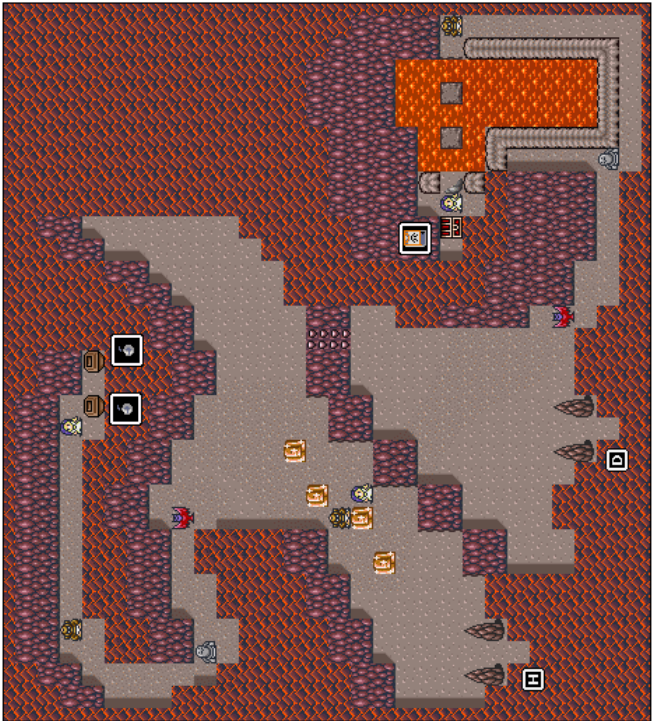
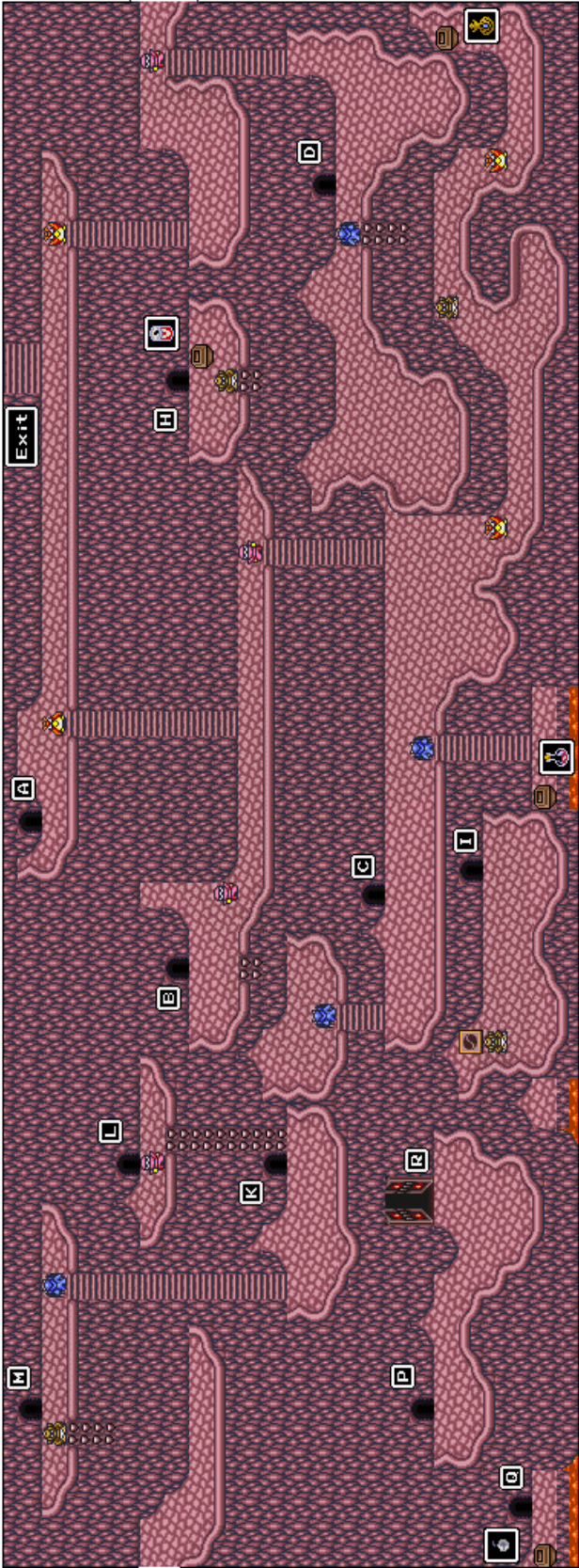
Volcano



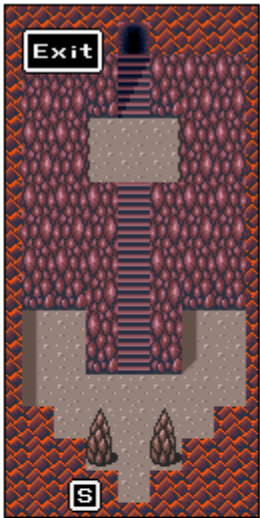
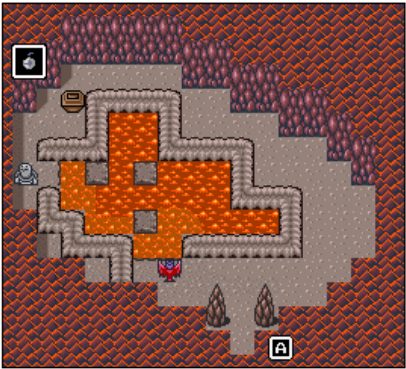
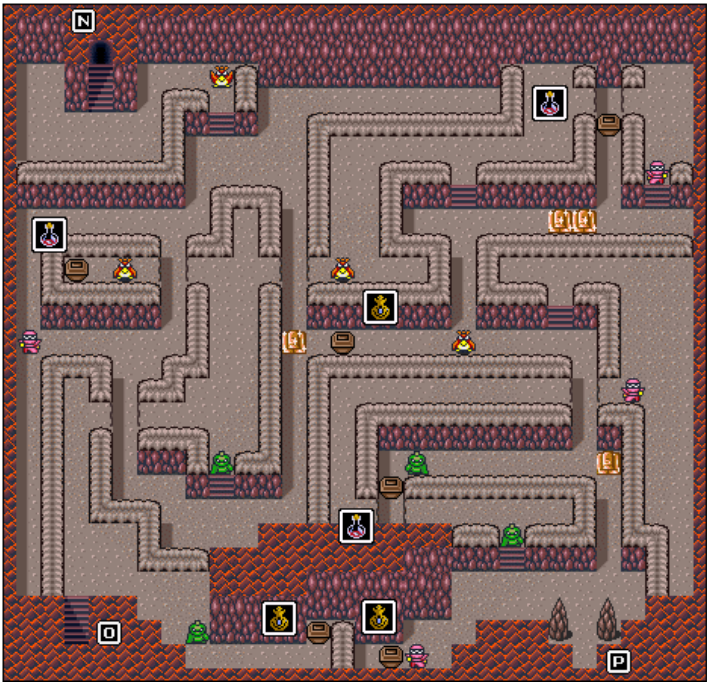
FINAL FANTASY MYSTIC QUEST



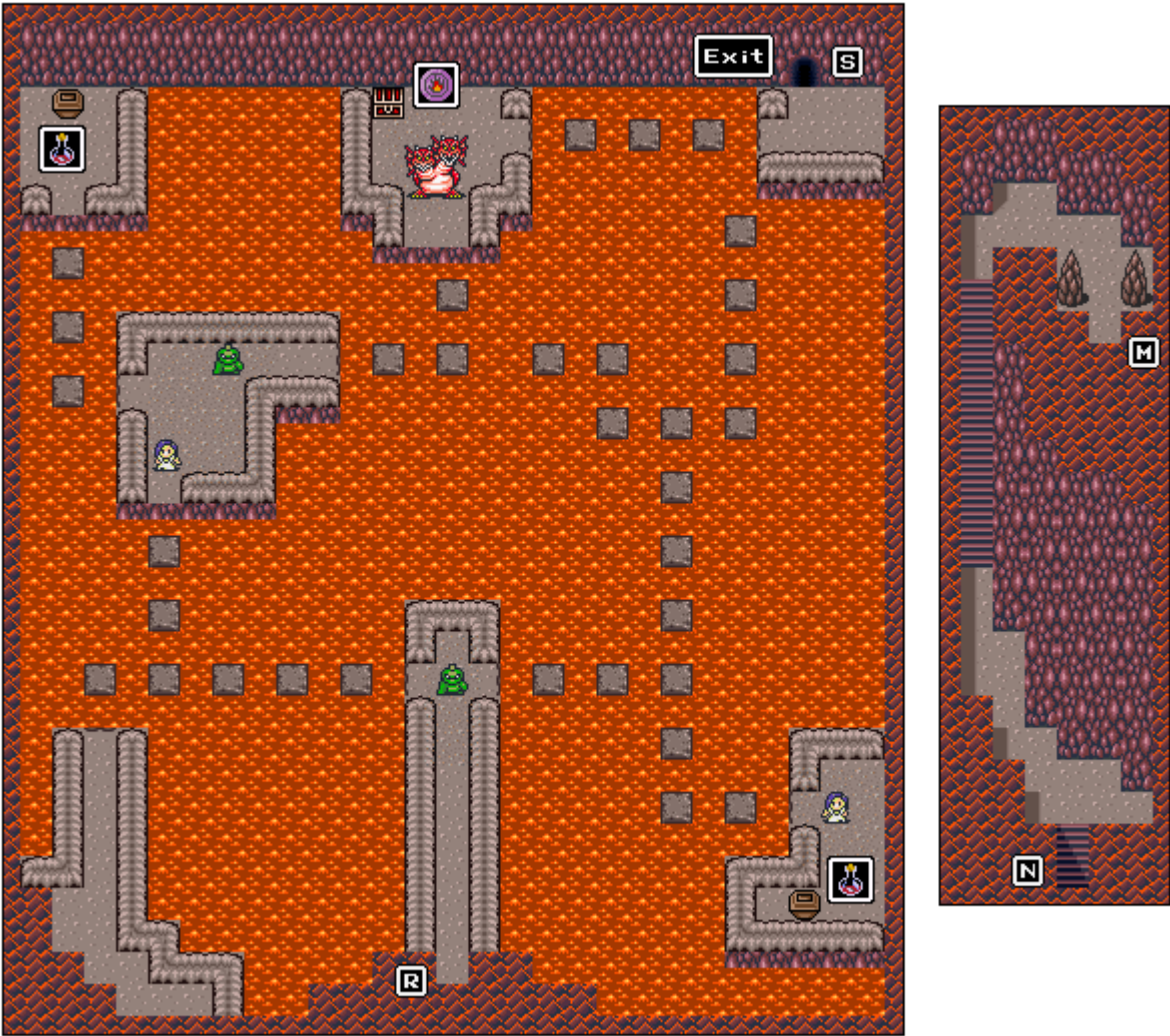
Lava Dome



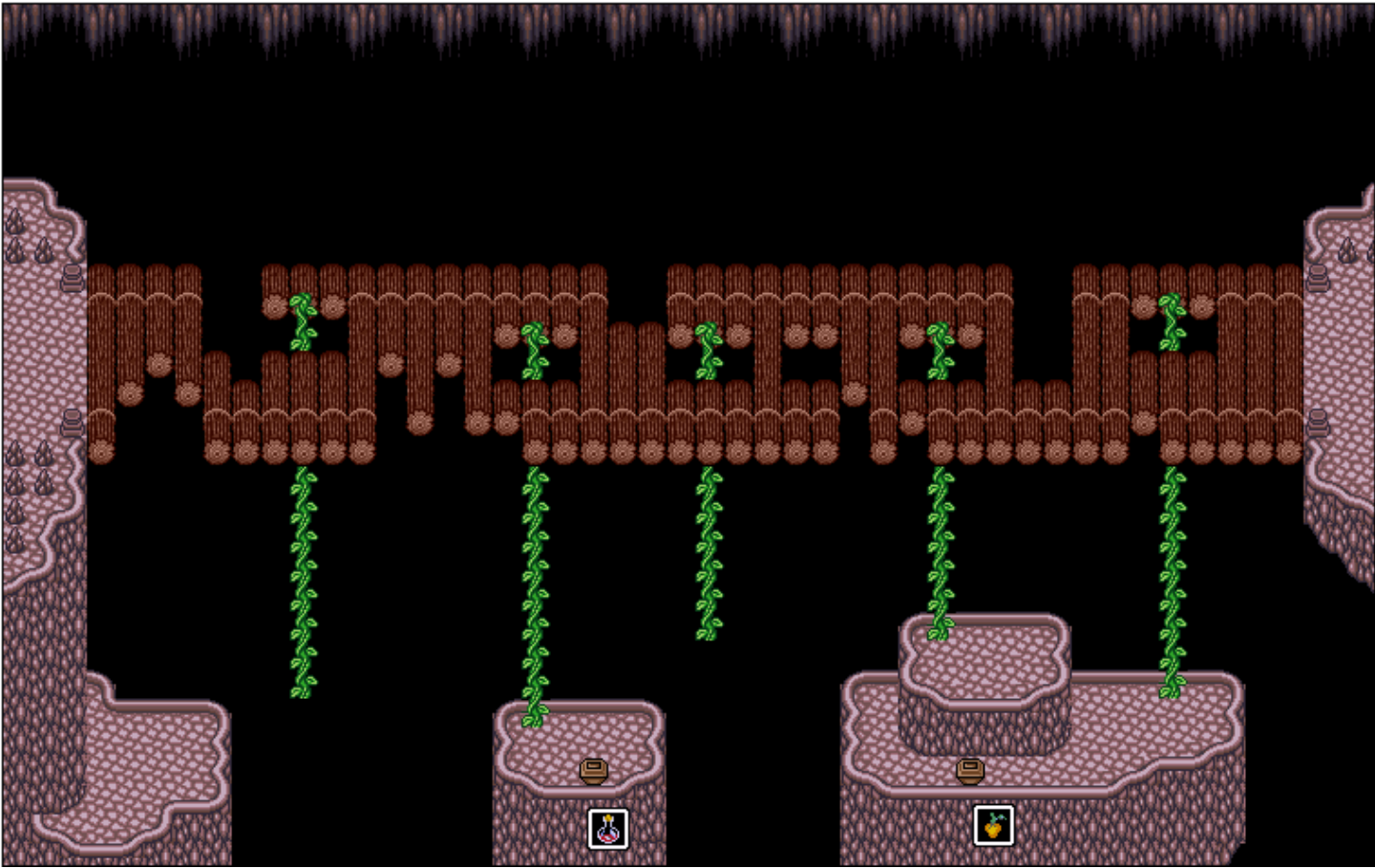
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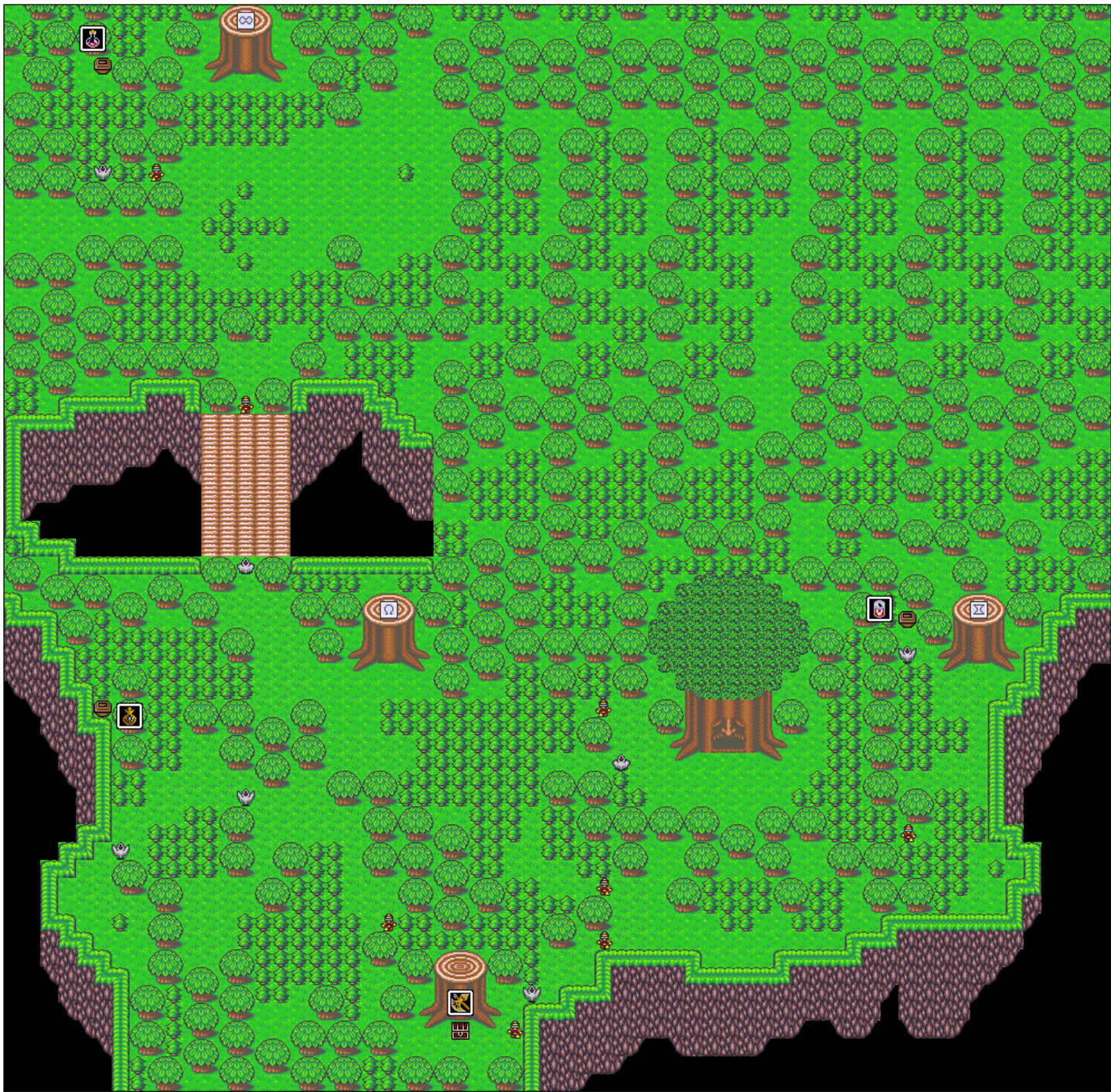
FINAL FANTASY MYSTIC QUEST



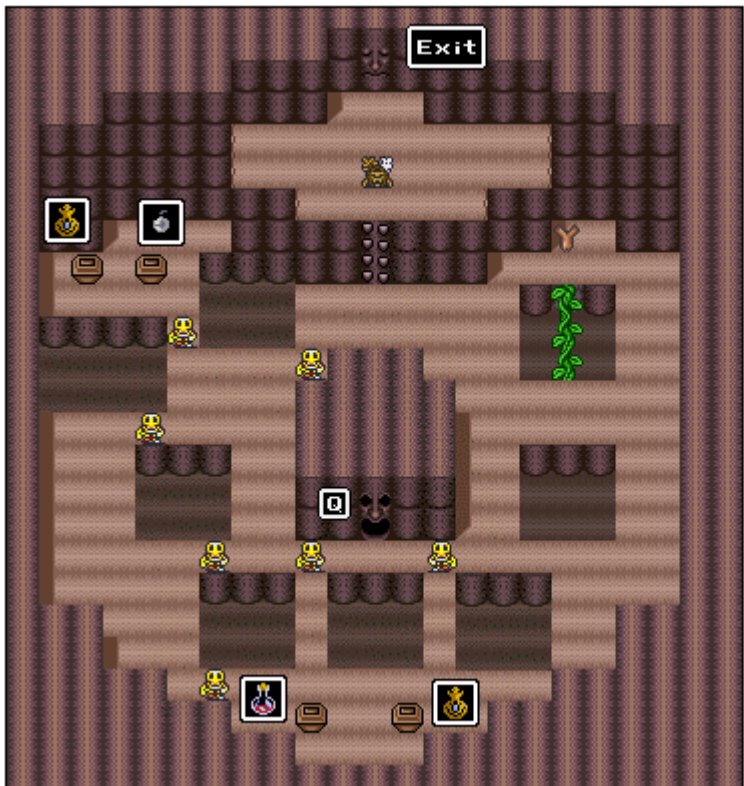
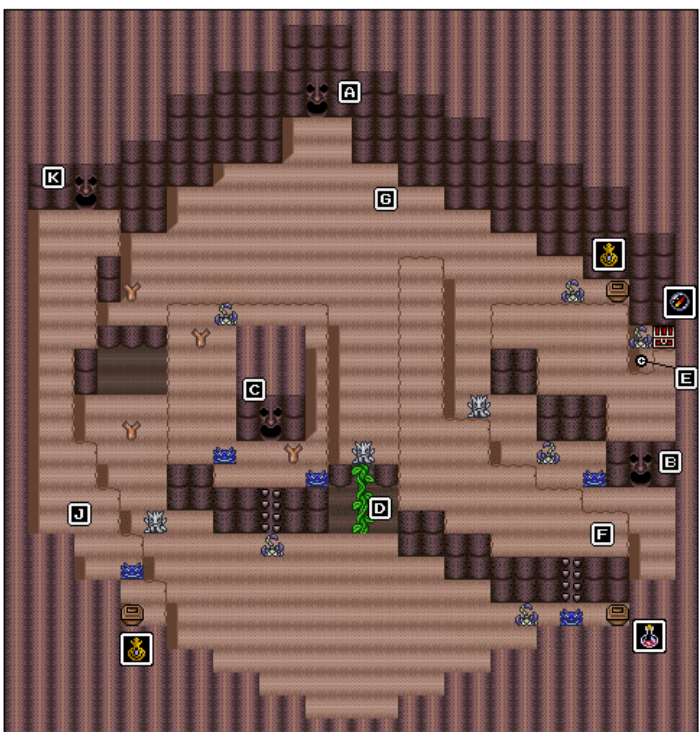
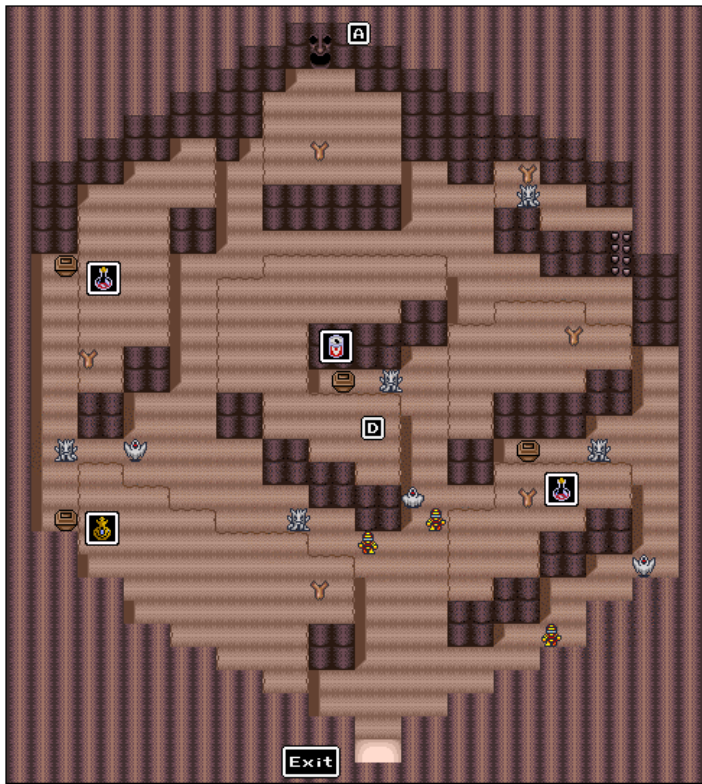
Rope Bridge



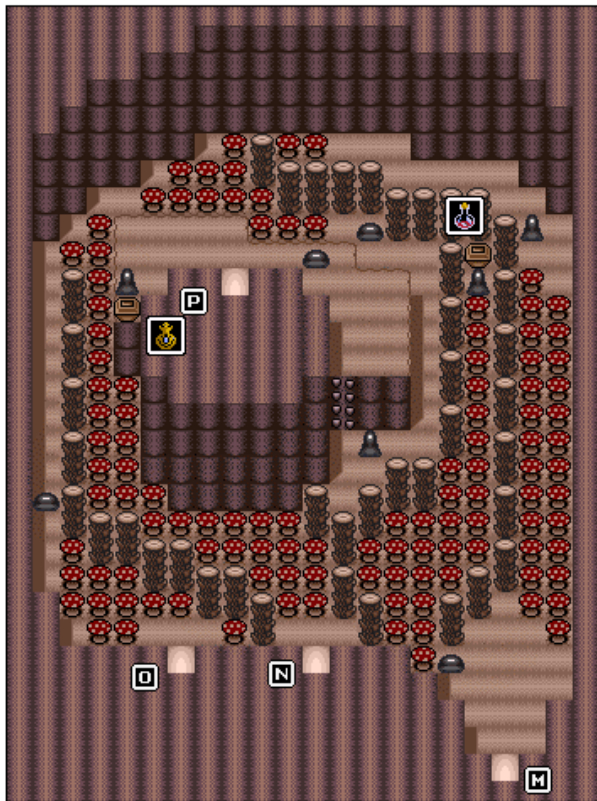
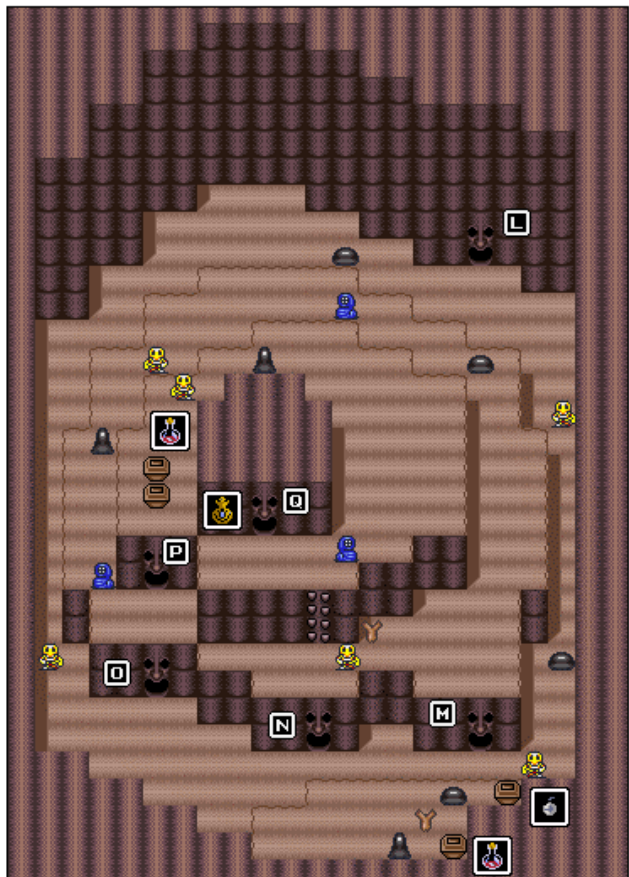
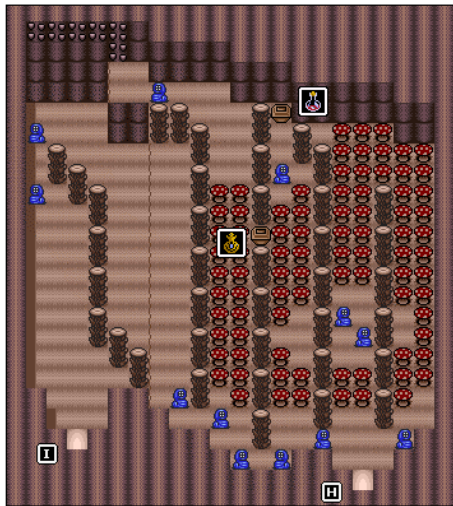
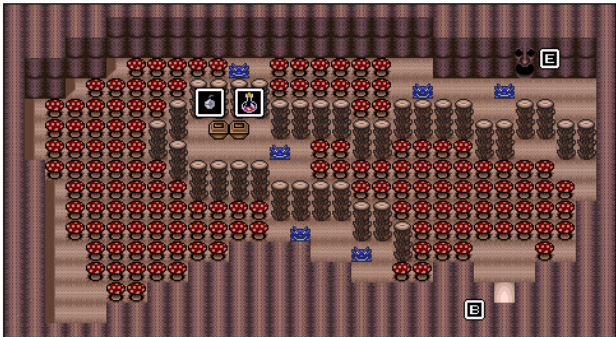
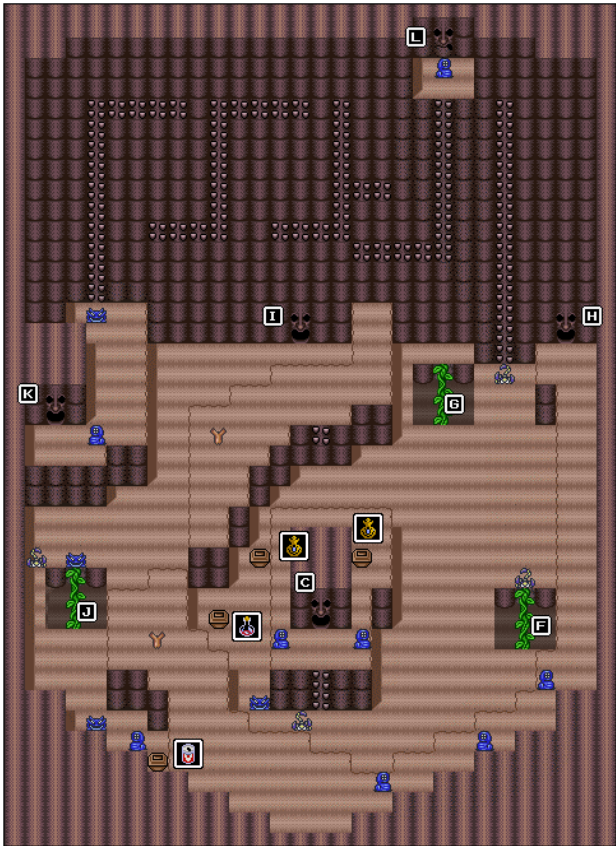
Alive Forest



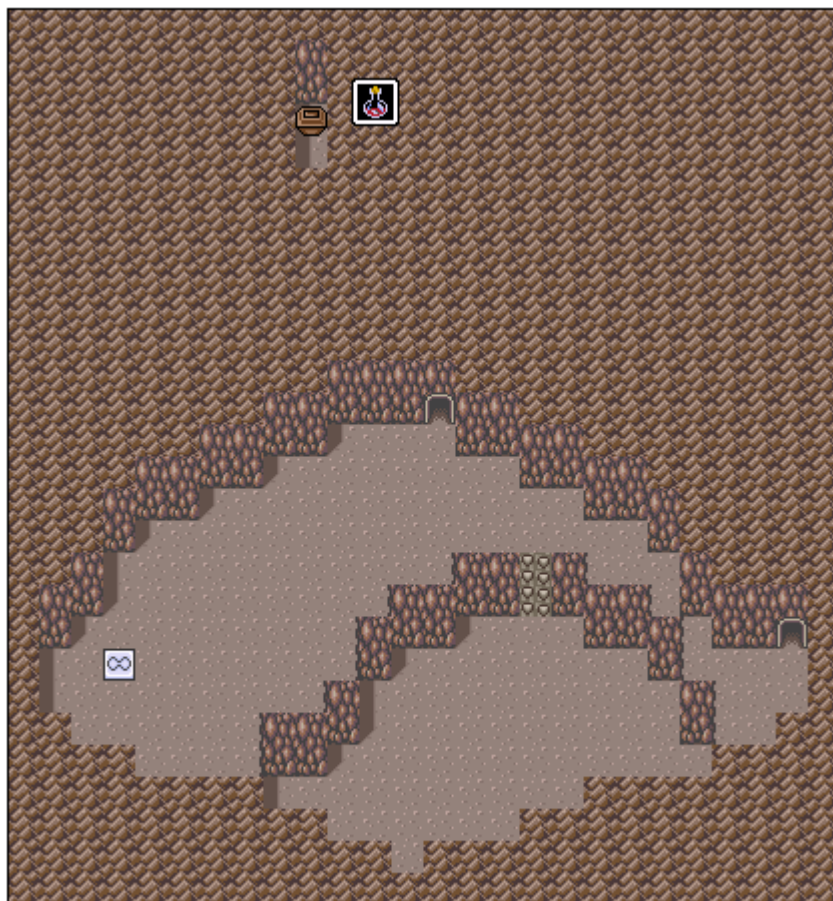
Great Tree



FINAL FANTASY MYSTIC QUEST

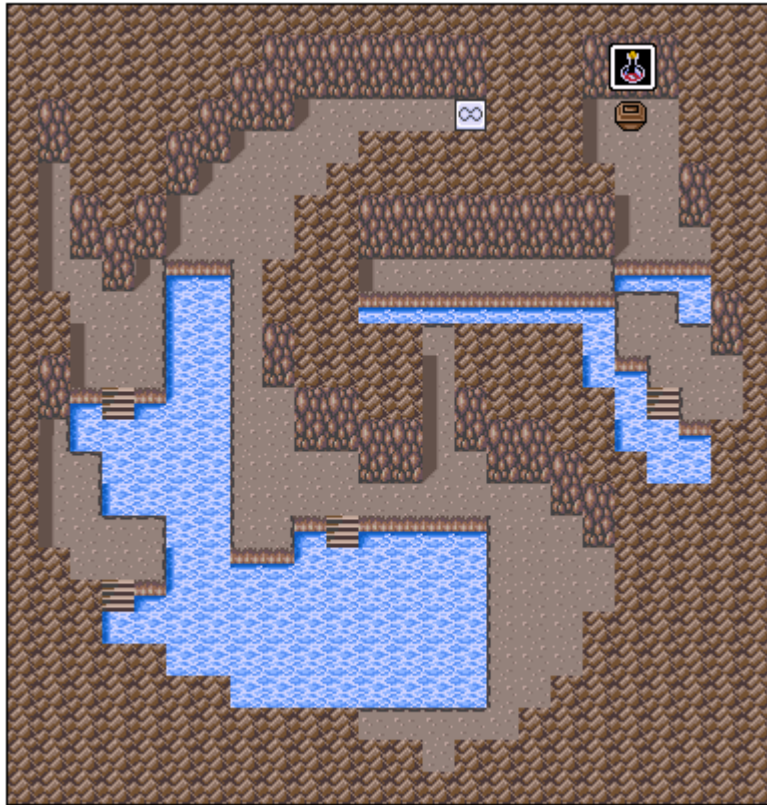


Kaidge Temple



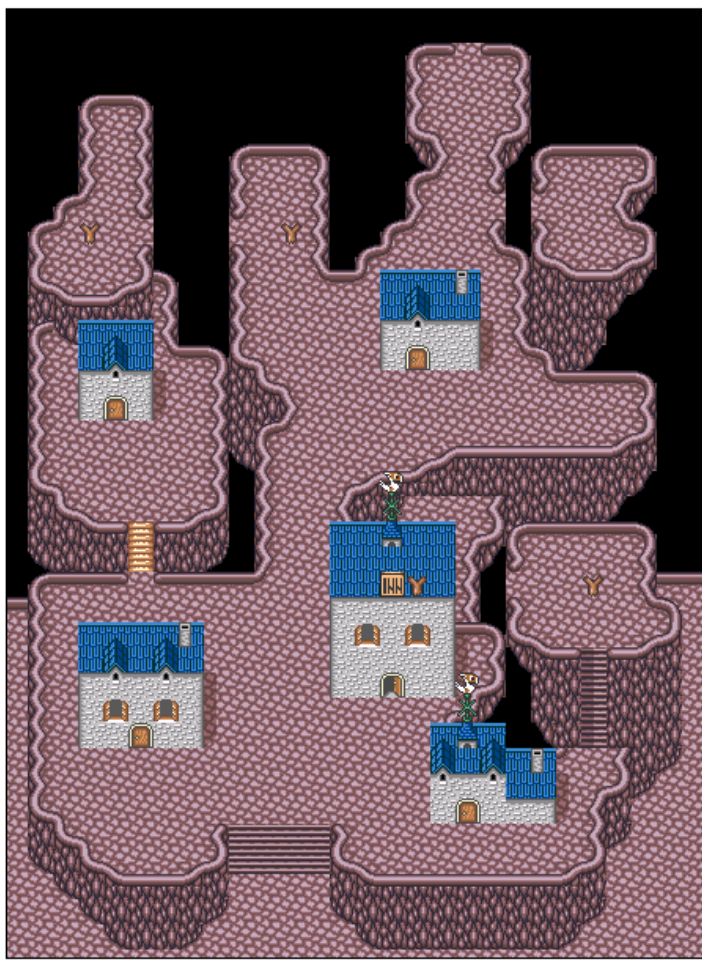
(Mobius Warp: Light Temple)

Light Temple

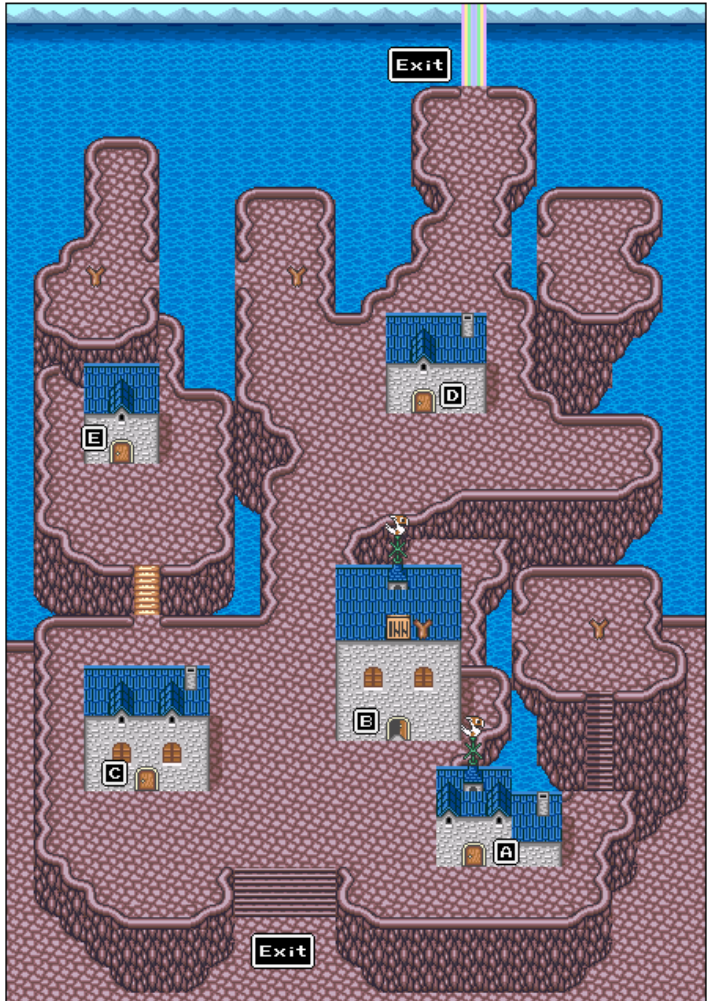


(Mobius Warp: Kaidge Temple)

Windia



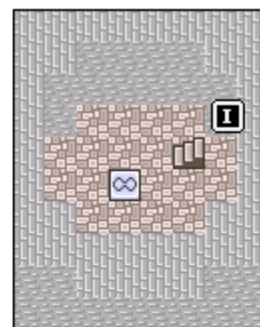
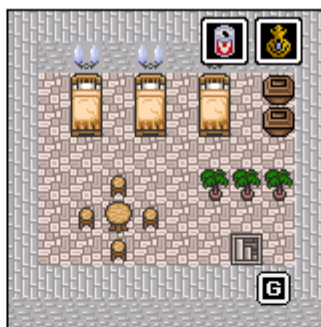
(Windia before refilling the dried lake)



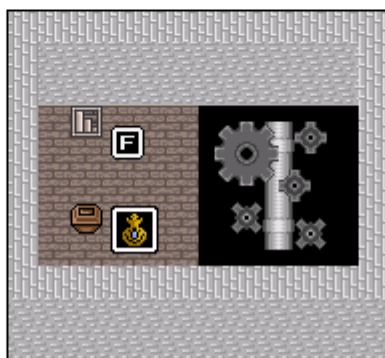
(Windia after refilling the dried lake)



FINAL FANTASY MYSTIC QUEST



(Mobius Warp: Fireburg)

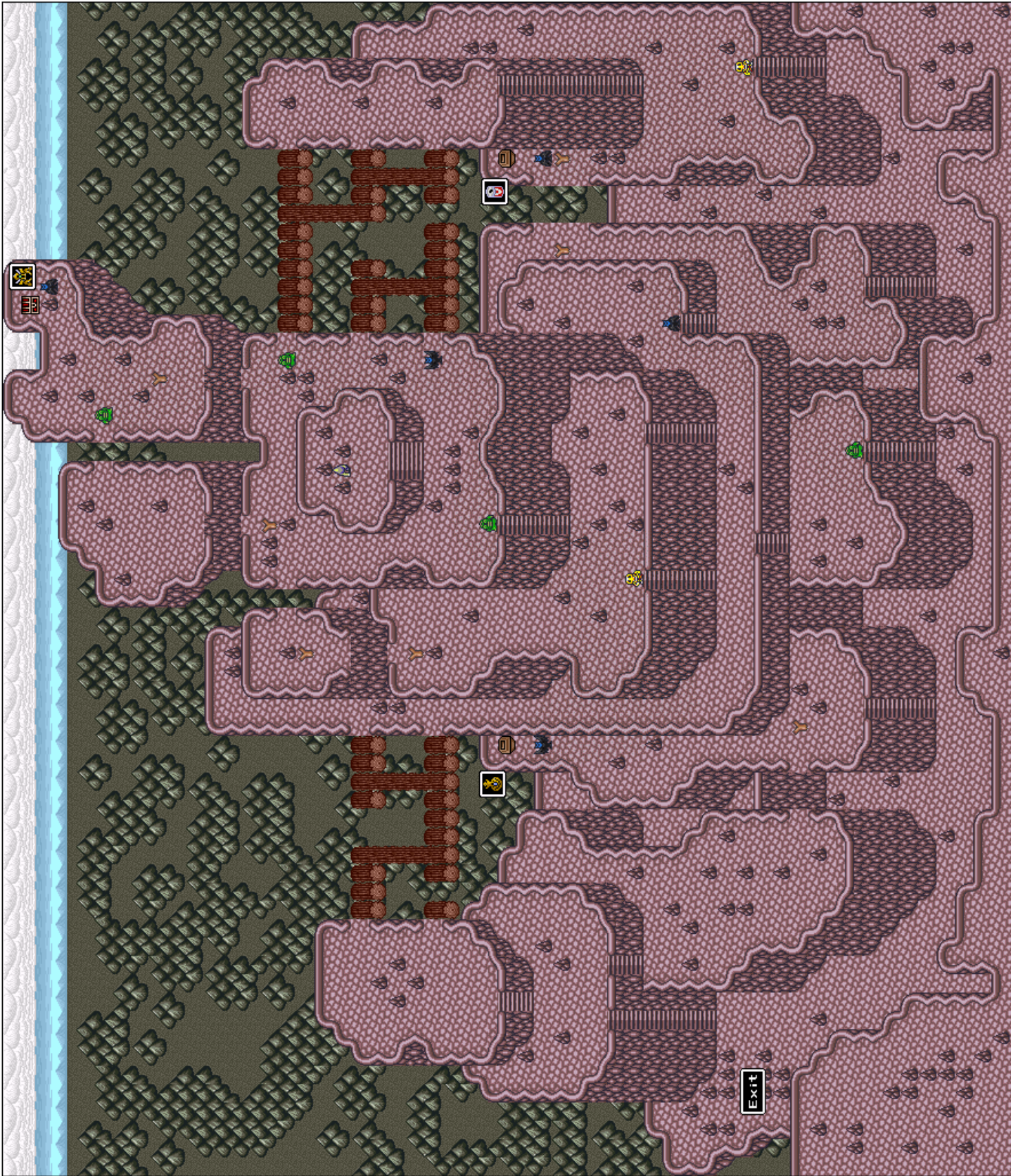


(Mobius Warp: Ship Dock)

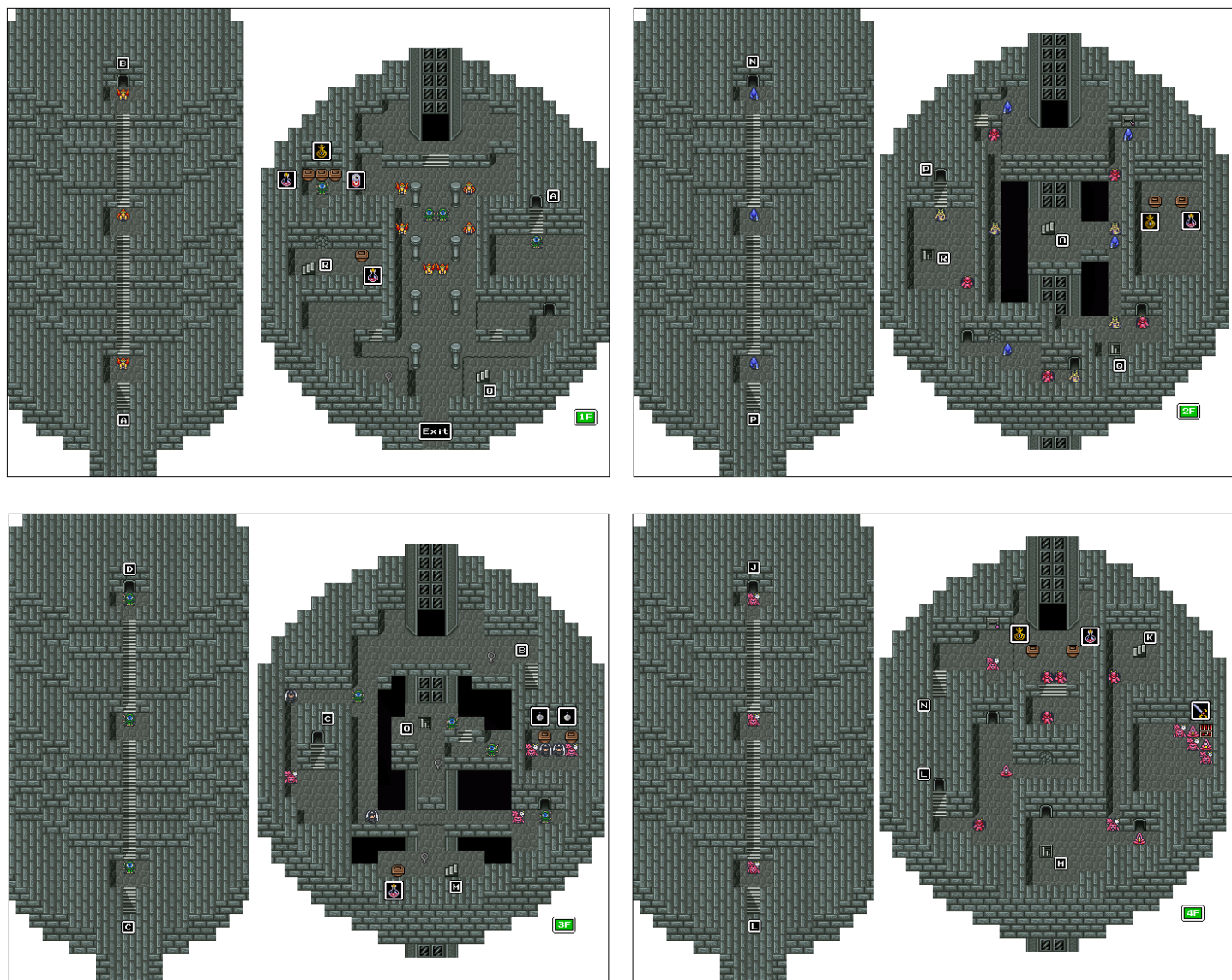
Windhole Temple



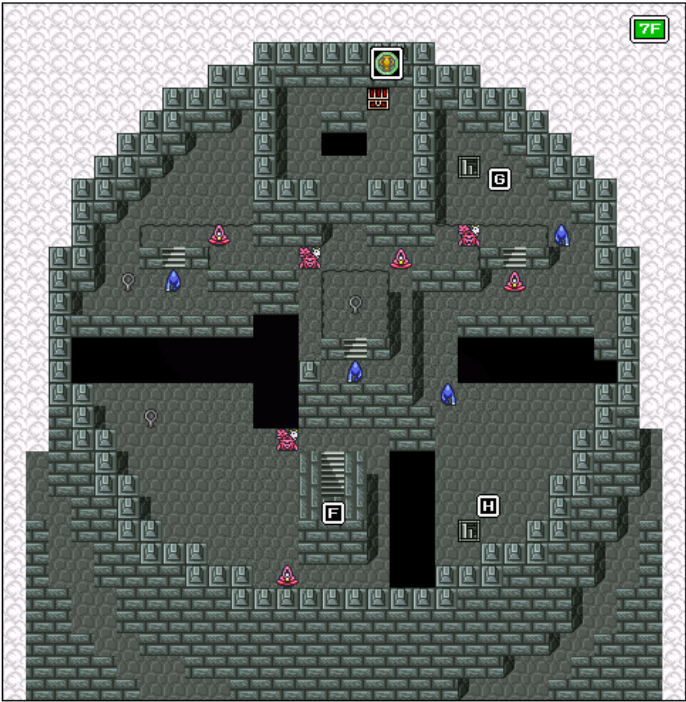
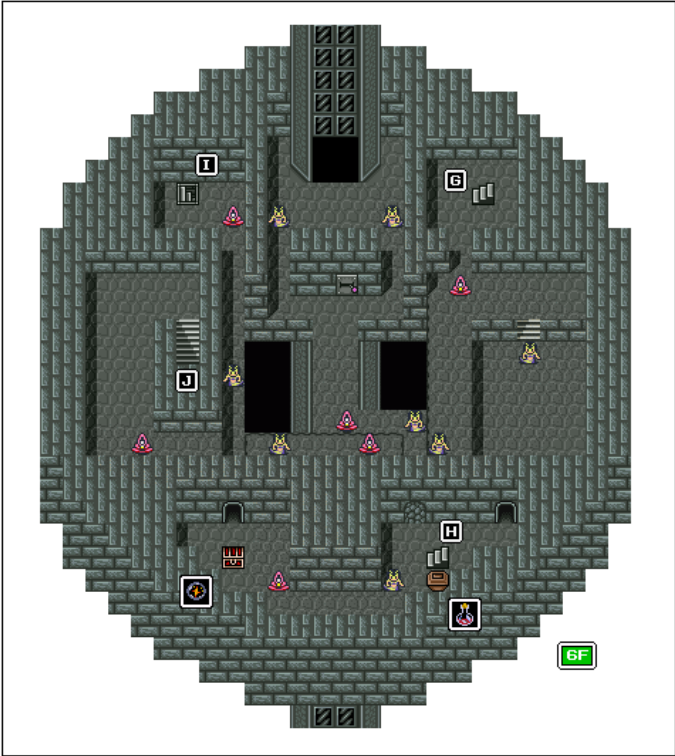
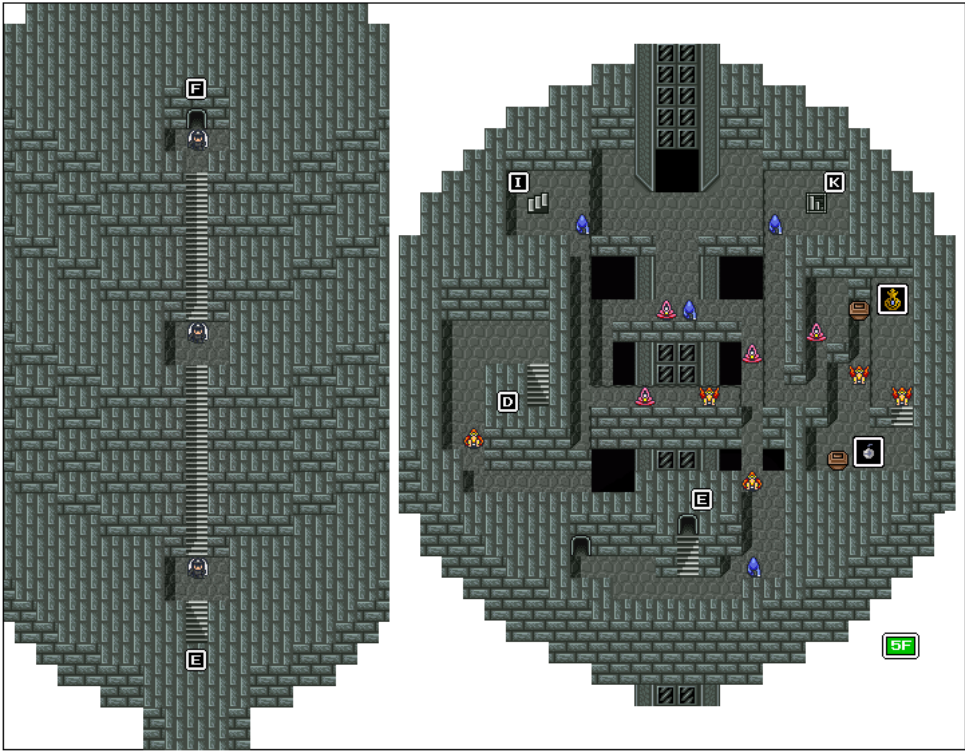
Mount Gale



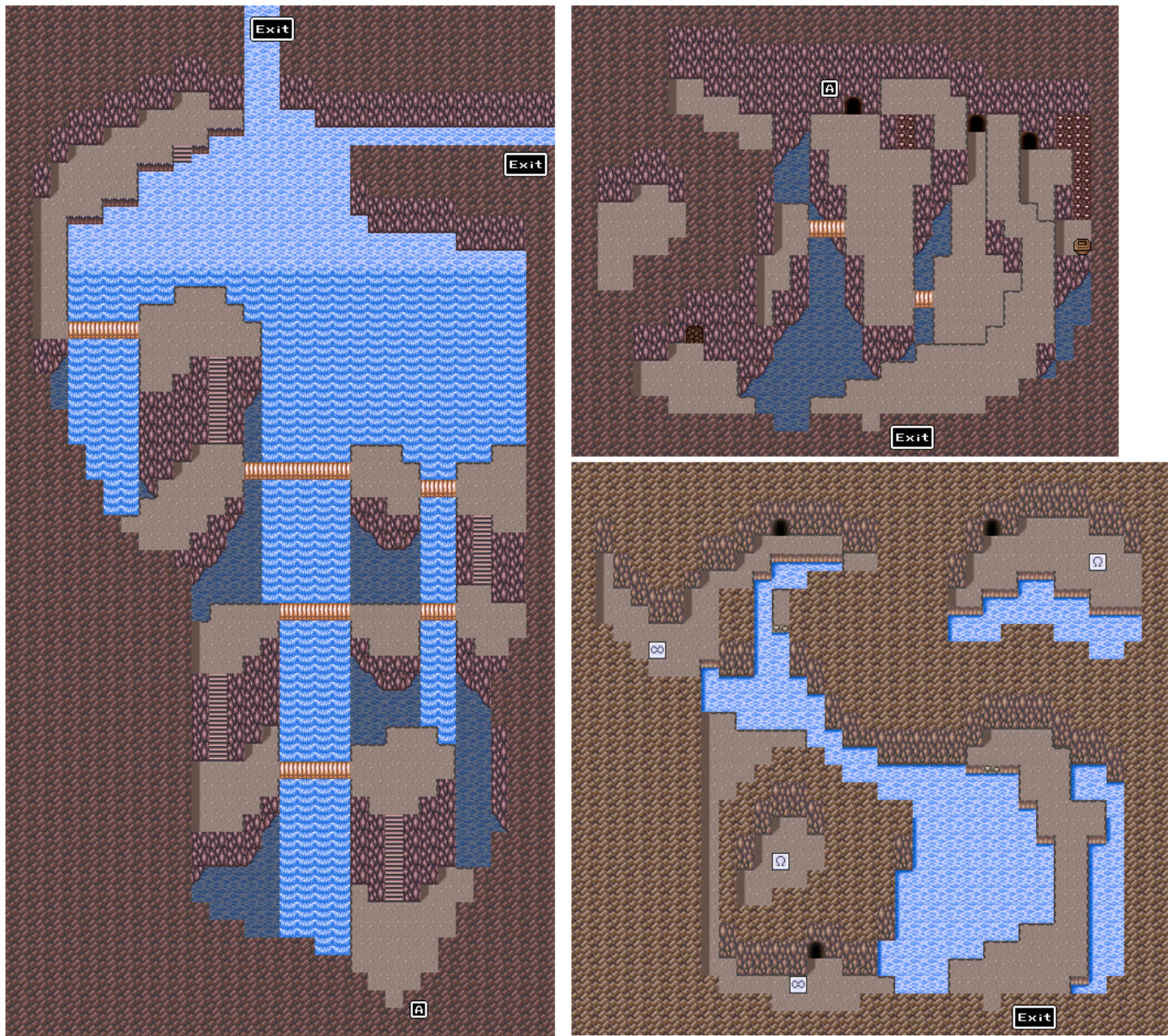
Pazuzu's Tower



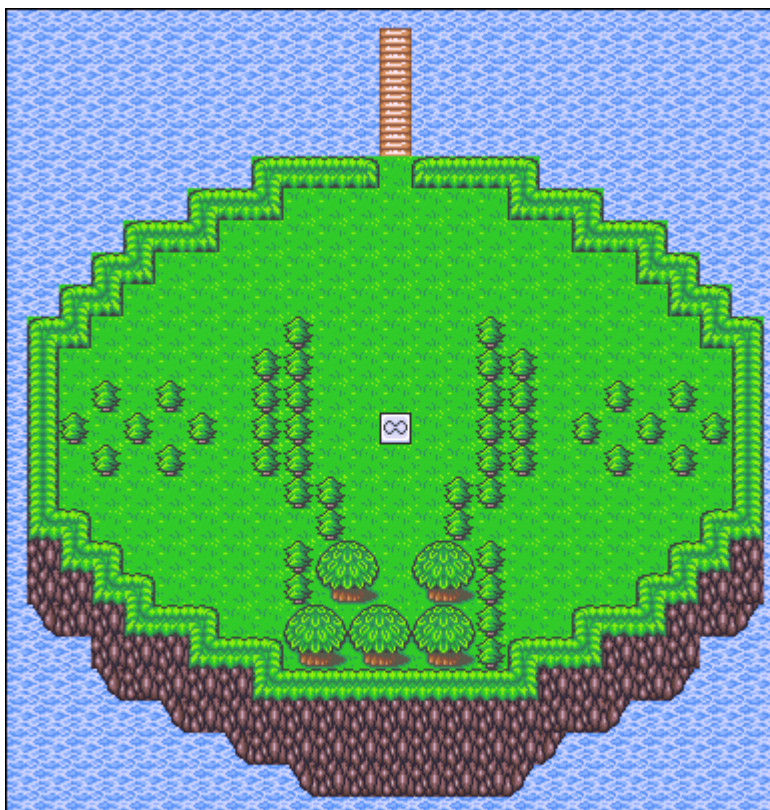
FINAL FANTASY MYSTIC QUEST



Spencer's Place



Ship Dock



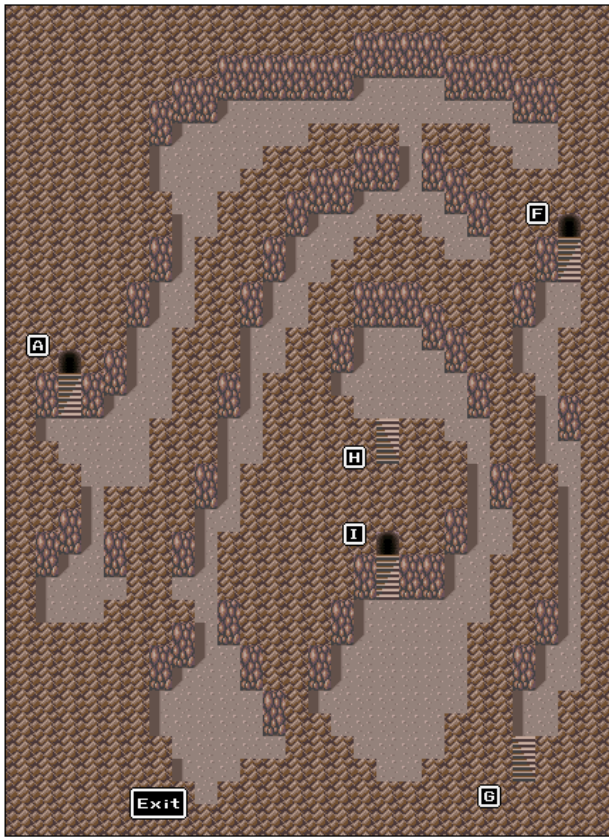
(Mobius Warp: Windia)

Mac's Ship

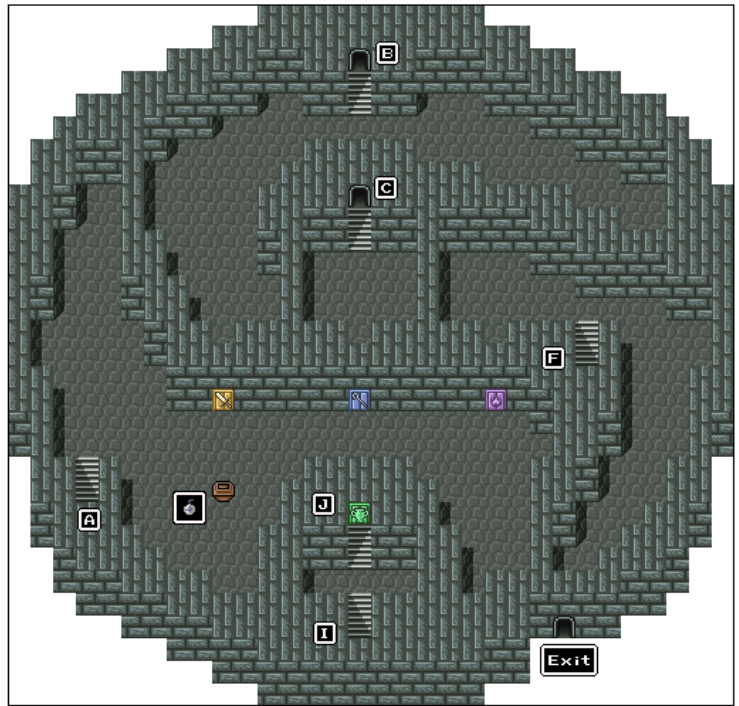


FINAL FANTASY MYSTIC QUEST

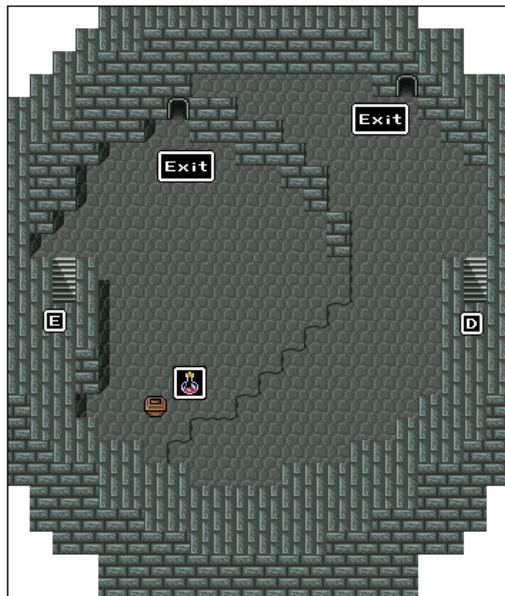
Focus Tower



Exit: To Foresta area



Exit: To Windia Area



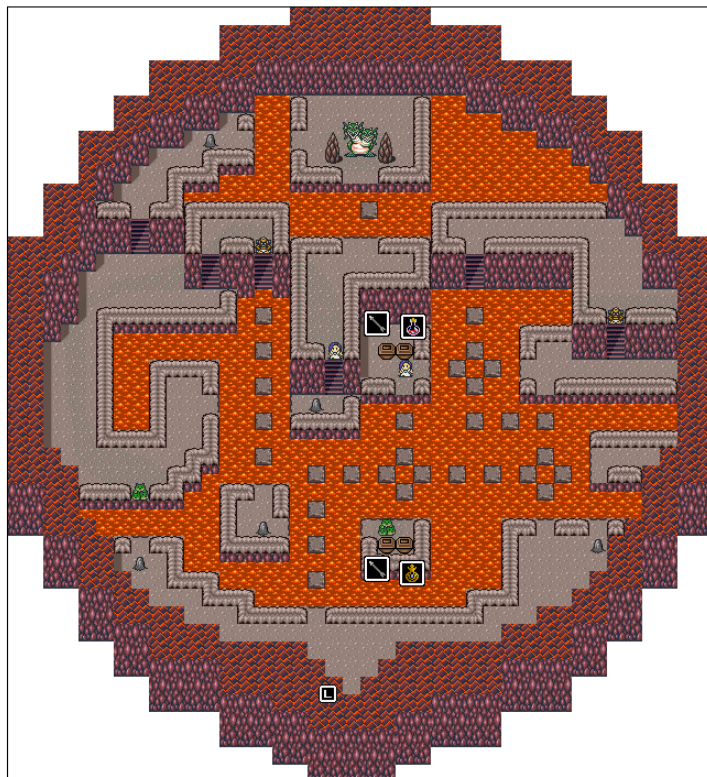
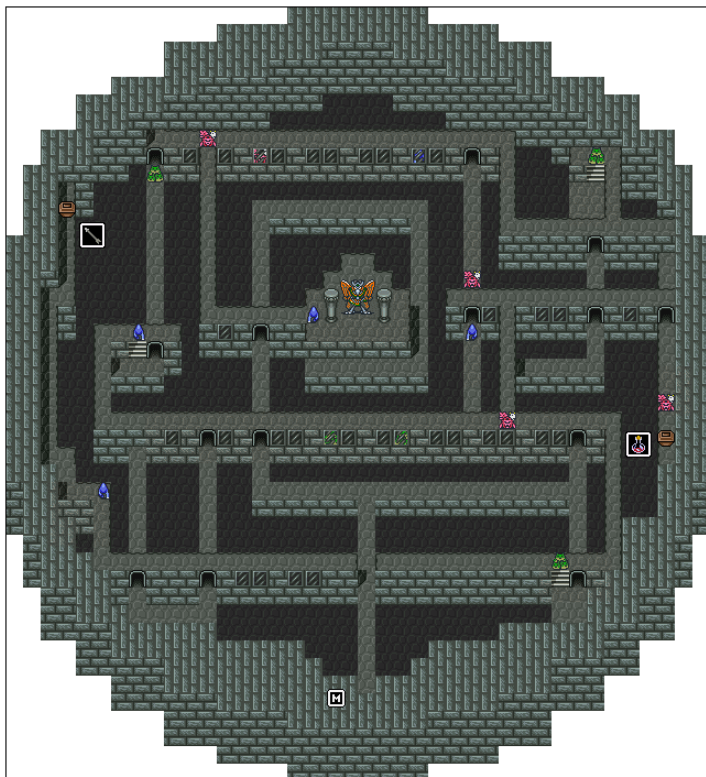
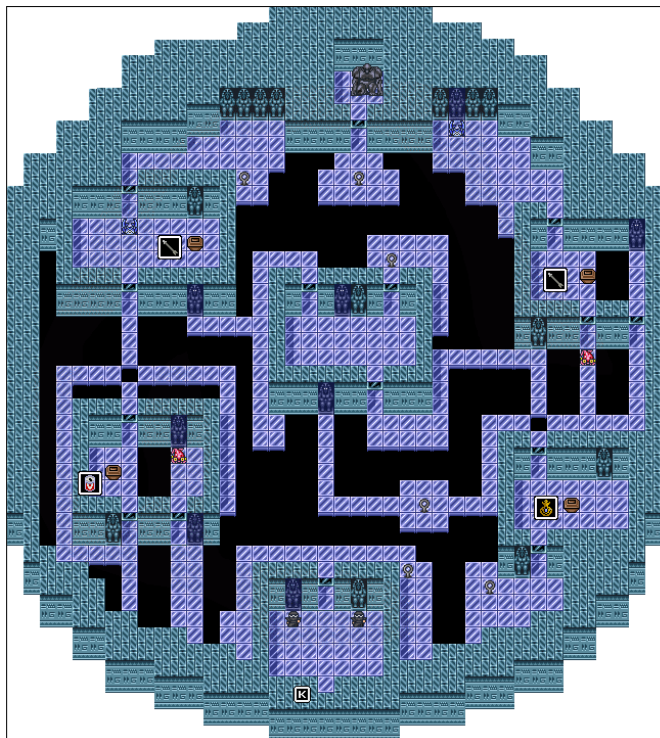
Left Exit: To Fireburg Area
Right Exit: To Aquaria (Upper) Area



Exit: To Aquaria (lower) Area

FINAL FANTASY MYSTIC QUEST

Doom Castle



FINAL FANTASY MYSTIC QUEST

