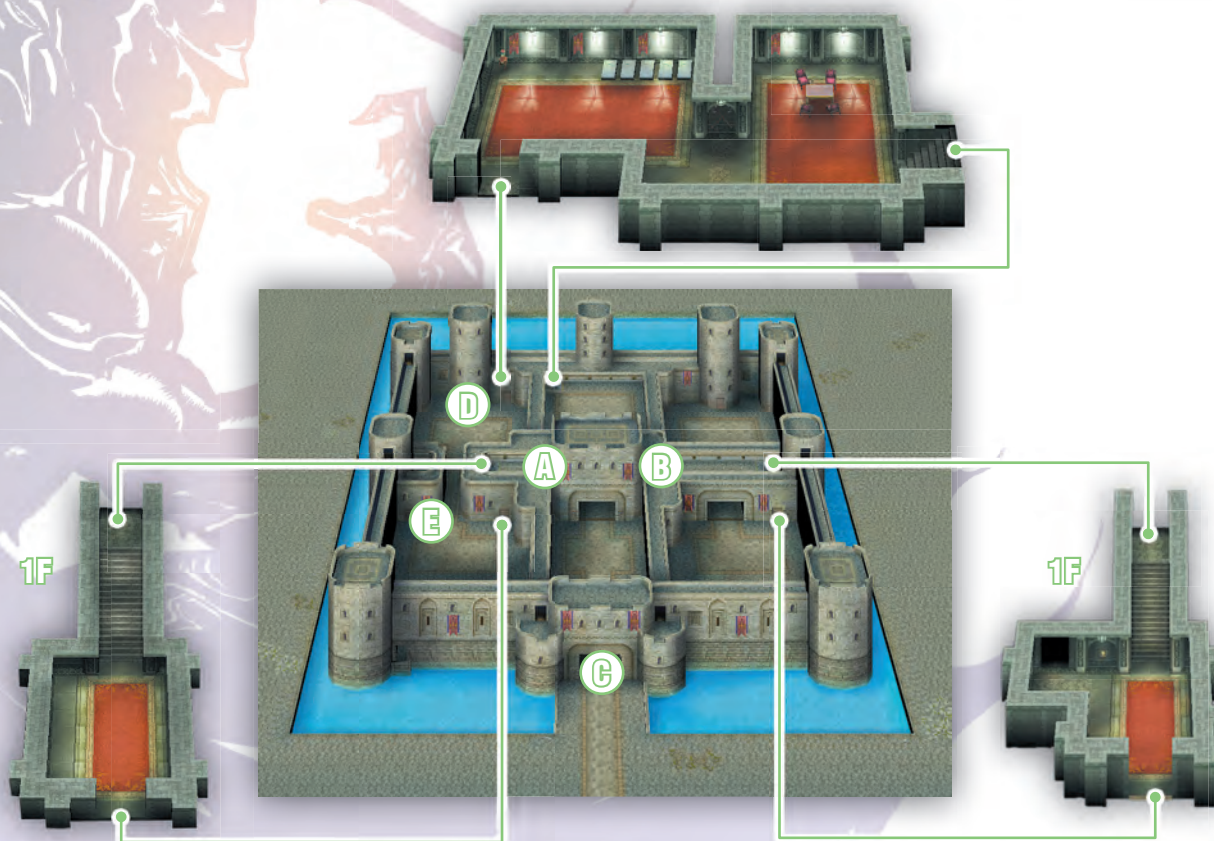




Baron Castle

Items Found: 480 gil, Tent, Ether



AN UNEASY TRIP HOME

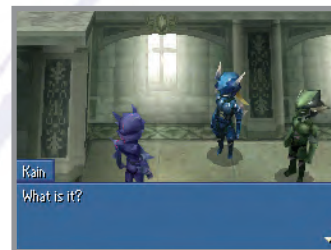
Cecil and the Red Wings are on a return flight to Baron Castle from a questionable mission to the town of Mysidia. Their conversation about the increased encounters with monsters is interrupted by the appearance of two Floating Eyes.

You can use Cecil's Darkness ability to end the battle sooner, or rely on regular attacks if you're not concerned about the length of the fight.



After winning the battle, the rest of the trip is uneventful and Cecil is brought before the king. At the end of the audience, the king hands over the **Carnelian Signet**.

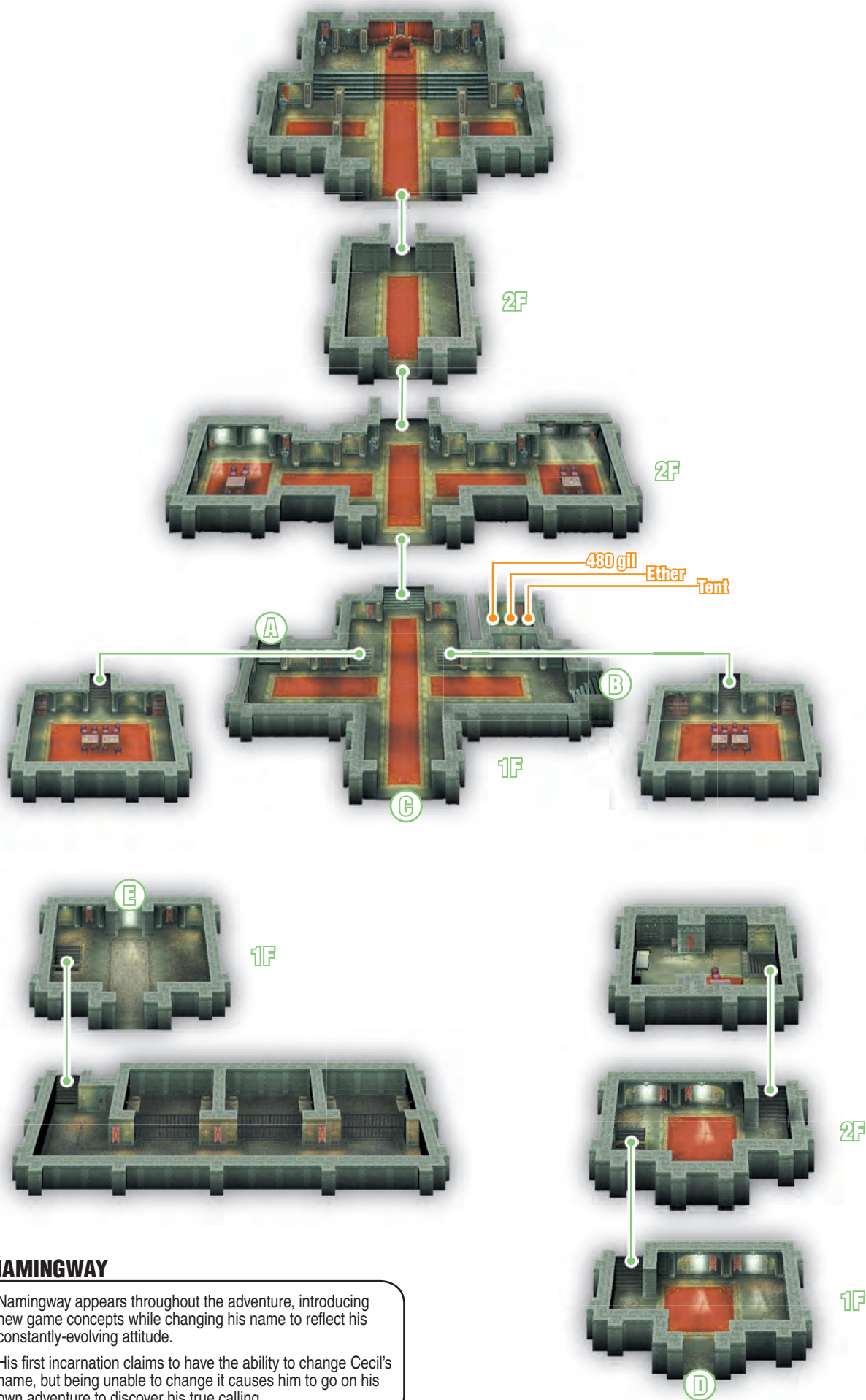
When you regain control over Cecil, don't be in a rush to rest right away. Instead, visit the next room to the east and talk with Kain, who is looking out the window.



The next stop is down one level on Baron Castle 1F. Speak with the guard in the east alcove, then use the switch on the wall to open a secret door. Head inside and grab the **480 gil**, **Ether**, and **Tent** from the chests.

Most of the castle is open for exploration, but some sections are off-limits. Your final destination is the West Tower and Cecil's room, so head that way after some exploration and conversation with the castle's denizens. Upon reaching Cecil's Bedchamber, press the A Button near the bed to rest for the night.





NAMINGWAY

Namingway appears throughout the adventure, introducing new game concepts while changing his name to reflect his constantly-evolving attitude.

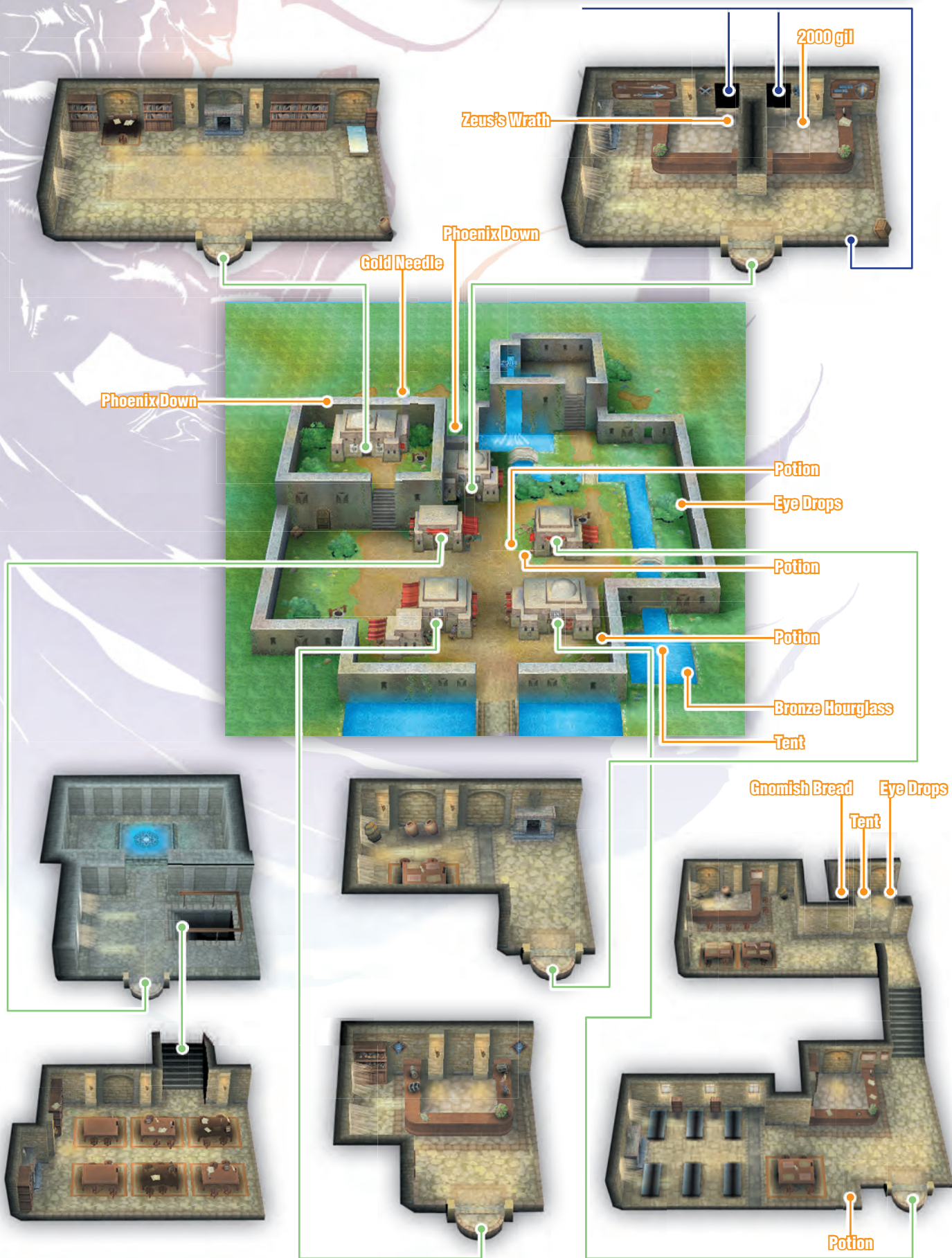
His first incarnation claims to have the ability to change Cecil's name, but being unable to change it causes him to go on his own adventure to discover his true calling.





Baron

Items Found: Potion x4, Gnomish Bread, Tent x2, Eye Drops x2, Gold Needle, Phoenix Down x2, Bronze Hourglass



Inn

Cost

50 gil

Sundries

Item	Cost	Use/Effect
Potion	30	Restores 100 HP.
Phoenix Down	100	Removes KO status.
Gold Needle	80	Removes Stone status.
Eye Drops	30	Removes Blind status.
Antidote	40	Removes Poison status.
Tent	100	Restores HP, MP, and status of entire party.
Bestiary	50	Casts Libra.

The Armorer and Weaponsmith are both closed initially, which means the Sundries shop is the only place to purchase items. If you acquire everything available in town and from Baron Castle, obtaining Antidotes becomes your only real need.

WHAT TO BUY

Armorer

Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.	Notes
Headband	450	1	10	1	1	Strength +5
Kenpo Gi	4000	5	20	2	1	Strength +3
Silver Armlet	650	4	10	4	4	None

Weaponsmith

Item	Price	Attack	Accuracy	Notes
Thunder Rod	700	12	80	Intellect +2, Element: Thunder.
Healing Staff	480	9	80	Spirit +3, Heals the target.
Flame Claws	350	5	95	Stamina +1, Element: Fire.
Ice Claws	450	5	95	Stamina +1, Element: Ice.
Thunder Claws	550	5	95	Stamina +1, Element: Thunder.

Encounters Outside Baron

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Floating Eye	11	40	150	7	Fire, Wind	Earth	--	Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)	Eye Drops (60%)
Goblin	10	30	90	5	--	--	--	Potion (20%), Tent(12%), Bronze Hourglass (5%), Goblin (0.4%)	Potion (60%)
Sword Rat	10	31	93	5	--	--	--	Potion (20%)	Potion (60%)
Helldiver	10	28	56	4	Wind	Earth	--	Gold Needle (32%), Phoenix Down (5%), Cockatrice (0.4%)	Phoenix Down (60%)

STOCKING UP IN BARON

Next up is a trip to the nearby town of Baron. Speak with the citizens while collecting the **Potions** and **Eye Drops** found inside the town walls.

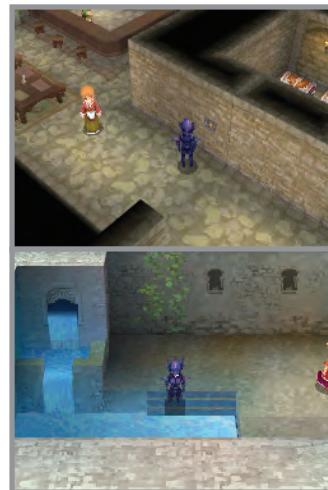
A stairway located at the north end of town leads into the water. Follow the waterway to the square pool near the entrance to the town and search the water for a **Tent** and a **Bronze Hourglass**.

Use the small doorway east of the waterfall to venture outside the town's walls. Stay close to the wall and head west. Grab the pair of **Phoenix Downs** and a **Gold Needle**, then return inside the city walls.



A few doors are locked currently, but there's nothing you can do with them right now. If you need a refresher on some game controls, go to the basement of the Devil's Road building, which is down the stairs from Cid's House.

Go inside the Inn and examine the urn nearest the door to collect a **Potion**. Go up the stairs and use the switch on the wall to open the secret door to collect the **Gnomish Bread**, **Tent**, and **Eye Drops**. That's it for the town, so now it's time to depart for Mist.



The path to Mist goes through Mist Cave. To reach the cave, go north and then west from Baron. You must cross the river to reach it, but there are a few bridges to utilize for this purpose. Follow the valley through the mountains to reach the entrance to Mist Cave.



CARTOGRAPHY BONUS

Namingway appears before the party takes a second step into the cave. Now known as Mappingway, he hands over the **Wayfarer's Map**. This item draws maps of areas as you explore them or, in some cases, displays a completed map. Even better, when you complete a previously blank map, you receive a reward!

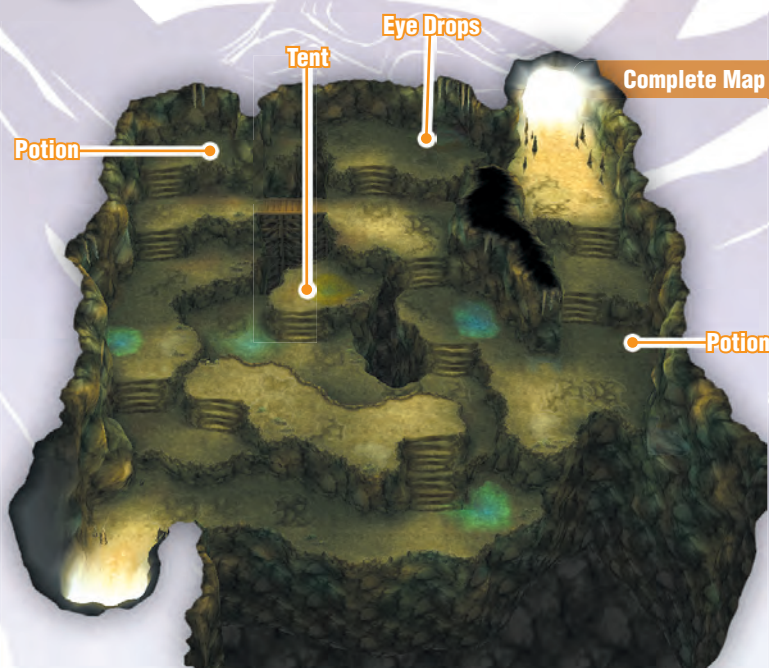
CHOCOBO FOREST

A Chocobo Forest is due south of the path to Mist. You can't do much here until you acquire some Gysahl Greens. If you speak with the white chocobo, however, it restores everyone's MP! When riding chocobos out in the field, you avoid all random encounters. Talk with a yellow chocobo to use it as a mount.



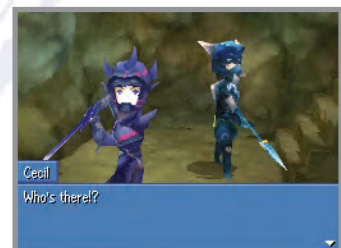
Mist Cave

Items Found: Potion (x2), Eye Drops, Tent



Cecil and Kain begin in the southwest corner of the map, while the exit is in the northeast corner. Take some time to explore the area, pick up the treasures from the chests, and explore every inch of the area to earn the bonus for opening the entire map.

As Cecil and Kain approach the exit, a voice warns them to stay away. Select "No" if you need to use Potions to restore their health or remove any negative status effects, or choose "Yes" when you're ready to fight the Mist Dragon.



Encounters in Mist Cave

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Eyewing Moth	12	39	78	5	Wind	Earth	--	Eye Drops (20%), Phoenix Down (12%), Alarm Clock (5%), Gold Needle (0.4%)	Eye Drops (60%)
Larva	10	25	50	4	Ice	--	--	Potion (20%), Hi-Potion (5%)	Potion (60%)

Mist Dragon

HP 1566
Lv 12
Exp 1112
Gil 10

Wk → ● Res → ◆ Absorb → ◆ Susc. to → Slow, Sap



Rely on standard attacks from Cecil to open the battle. It's okay to let Kain Jump for his first action, but switch to regular attacks afterward, or use the Red Fang that was in the starting inventory. When the boss shifts to mist form, do not attack, since it counters with Freezing Mist. Use Potions to restore health, or simply Defend until the dragon reverts to its normal form.

MIST

The village of Mist lies to the east of the cave's exit point. Entering the village begins a catastrophic chain of events that result in Cecil being separated from Kain and becoming in charge of taking a young girl to safety. There is an encounter that appears to be a boss fight, but it ends quickly whether you choose to attack or Defend.



Kaipo





Inn

Cost

50 gil



Armorer

Item	Price	Defense	Evasion	Mag. Def.	Mag. Eva.
Leather Cap	100	1	5	1	1
Clothing	50	1	10	--	--
Leather Clothing	200	3	10	1	1
Iron Armlet	100	2	10	2	1

Pick up two Leather Caps (one each for Rydia and future allies) as soon as you visit the Armorer. There's nothing as important to purchase from the Weaponsmith, but you can equip Rydia with the Staff to add a slight boost to her melee damage. However, it is generally more effective to keep her in the back row using an equipped Rod as an item to cast Mage Arrows.

WHAT TO BUY



Weaponsmith

Item	Price	Attack	Accuracy	Notes
Rod	100	5	80	Intellect +1
Staff	160	6	80	Spirit +1
Bow	220	10	75	Speed +1
Iron Arrows	50	5	80	None



Encounters in the Desert

Enemy	Level	HP	EXP	Gil	Weak	Resist	Absorb	Drop	Steal
Sand Worm	12	500	1750	54	Ice	Fire	Earth	Potion (20%), Hi-Potion (12%), Remedy (5%), Silver Apple (0.4%)	Potion (60%)
Desert Sahagin	12	40	100	6	Ice	Fire	Water	Antidote (20%), Echo Herbs (12%), Cross (5%), Tent (0.4%)	Antidote (60%)
Hundlegs	12	46	115	7	Ice	Fire, Earth	--	Antidote (20%), Potion (12%)	Antidote (60%)
Tiny Mage	13	50	224	16	--	--	--	Rod (20%), Silver Armlet (12%), Ether (5%), Dry Ether (0.4%)	Rod (40%)

JOURNEY ACROSS THE SANDS

The young girl's outburst leaves a mountain range between Cecil and Mist. The nearest town is northeast, through the desert. Cecil can slay most of the foes in this area by himself, so don't worry. If a Sand Worm appears, though, it's best to run away as this foe has a special Whirlwind ability that inflicts major damage!

Upon entering Kaipo, Cecil takes Rydia to rest in the Inn. Unfortunately, uninvited guests from Baron spoil the night's rest and they challenge Cecil for possession of the young girl!



General

Baron Soldier (x3)

HP 100
Lv 14
Exp 300
Gil 100

Wk None
Res None
Abs None
Drp None
Stl None



The soldiers should fall after being struck by a single attack from Cecil, but let at least one soldier live. If the General is the last one standing, he'll flee from battle. Eliminate the General first, since this leaves the remaining Soldiers in a confused state.

None
None
None
None
None

Wk
Res
Abs
Drp
Stl

HP 45
Lv 9
Exp 112
Gil 6

Susc to Paralyze, Confuse, Petrify, Toad, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Berserk, Stop, Slow, Sap

Susc to Paralyze, Sleep, Confuse, Petrify, Silence, Mini, Blind, Poison, Death, Critical, Gradual Petrify, Pig, Curse, Berserk, Stop, Slow, Sap