

Any% NQSM: Double Black Mage Route

Final Fantasy 1 Pixel Remaster

By: CaptotoftheDorks

Run Timing: Timing starts on character confirmation. Splits are usually done on the start of the death animation of the boss. Final split is on the death animation of Chaos.

Party:

(1): Warrior (2): Monk (3): Black Mage (4): Black Mage [Character Choice](#)

Leveling Objectives:

1. Mages to 30 INT:

At 30 INT, spells do 50% more damage.

Typically achieved at Level 15-20. Level 20 guaranteed 30 INT. [Stat Growth](#)

2. Health at Chaos (recommended):

Monk: 300+

Black Mages: 240+ [Leveling/HP Targets](#)

Black Mage Spells: FF1 PR uses the DND spell level slot system.

Lv.1 Spell Slot: **Thunder**

Lv. 2 Spell Slot: **Temper**

Lv. 3 Spell Slot: **Thundara**

Lv. 4 Spell Slot: **Haste** [Speed States](#)

Lv. 5 Spell Slot: **Firaga**

Lv. 6 Spell Slot: **Thundaga**

Lv. 7 Spell Slot: **Blizzaga**

Spell Charge Quantity:

Spell	Cost	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Lv.1 - Thunder	50	(-)	1	2	4	7	10	14	19	24
Lv.2 - Temper	250	2	3	5	9	13	17	24	28	
Lv.3 - Thundara	1,000	5	6	8	11	15	20	27	31	
Lv.4 - Haste	2,500	8	9	11	14	18	23	29		
Lv.5 - Firaga	4,000	12	13	15	18	23	27	32		
Lv.6 - Thundaga	13,000	16	21	23	26	30				
Lv.7 - Blizzaga	30,000	20	21	24	26	29				

Ether Conservation: In the early game, ethers are scarce. Juggle Thundara's and Firaga's to have ethers replenish one of each to ensure one of each is recharged from each ether. [Item Conservation](#)

Appendix: Check for in-depth concepts of each section. [Appendix](#)

Table of Contents

<i>Cornelia</i>	4
<i>Walk to Chaos Shrine</i>	5
<i>Cornelia-2</i>	6
<i>Walk to Pravoka</i>	6
<i>Pravoka</i>	7
<i>Boat to Elfheim</i>	8
<i>Elfheim</i>	9
<i>Marsh Cave</i>	10
<i>Western Keep</i>	13
<i>Collection Quests</i>	14
<i>Preparations for Earth Cave</i>	17
<i>Earth Cave – Vampire</i>	18
<i>Collecting the Earth Rod</i>	20
<i>Earth Cave – Lich</i>	21
<i>Canoe</i>	22
<i>Ice Cavern</i>	23
<i>Supply Run</i>	27
<i>Waterfall Cave</i>	29
<i>Oxyale</i>	30
<i>Sea Shrine – Kraken</i>	31
<i>Speaking the Language</i>	36
<i>Flying Fortress – Tiamat</i>	38
<i>Mount Gulug – Malirith</i>	42
<i>Temple of Fiends</i>	45
<i>Appendix</i>	51
Character Choice	51
Speed States	51
Stat Growth	51
Leveling/HP Targets	52
Movement	52
Buff Boss Strategy	53

Full Heals.....53

Save Scum Ideology53

Early Game Reset53

Marsh Mindset.....54

Item Conservation.....54

Continuing with Dead Characters.....54

Cornelia

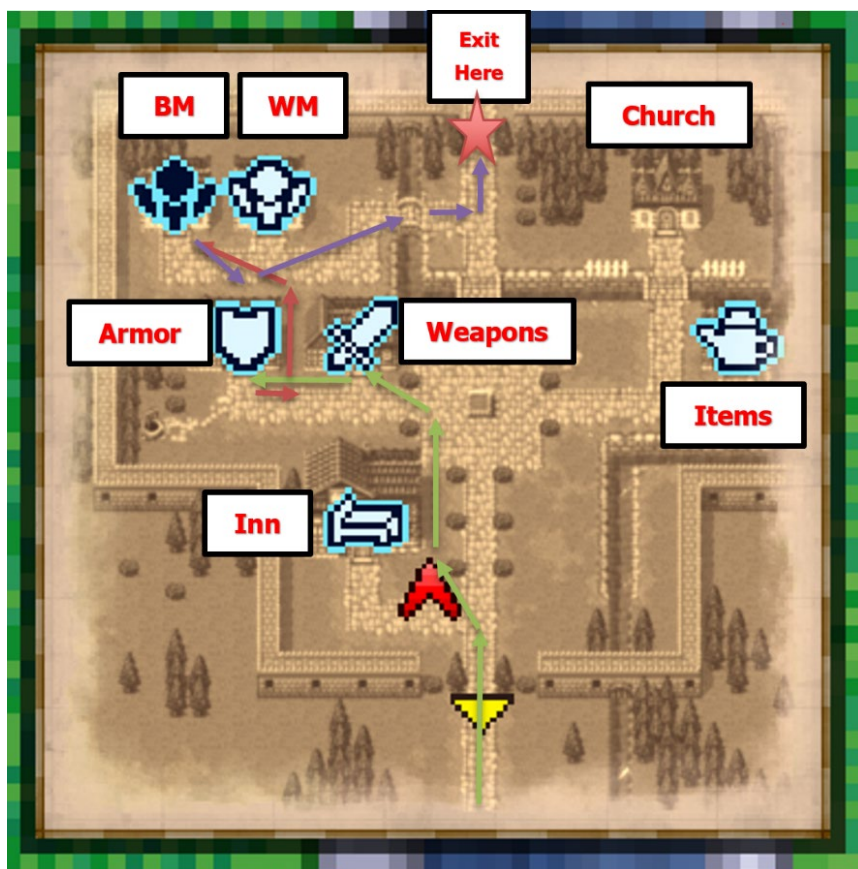
Game Release: 1:57

The game opens on you on the world map. **Enter Cornelia** to the **left**.



Menu (Configuration)

- **Continue AutoBattle:** ON
- **Default Speed:** Run



Weapon Shop

- 1x Rapier

Armor Shop

- 1x Chain Mail

Black Magic Shop

- 2x Thunder

Equip

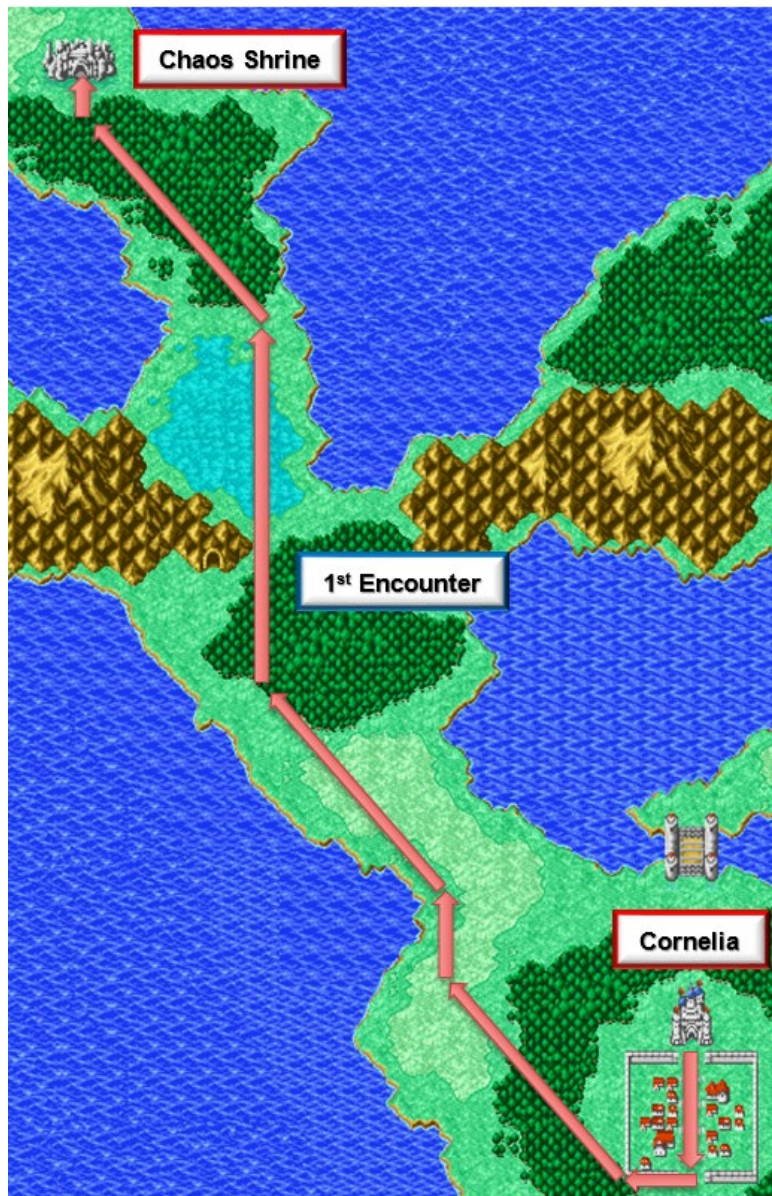
- **Warrior:** Optimize
- **Monk:** Remove All

Purchase starting equipment.

Talk to Guard at North Exit, you will be taken to the Castle and speak with the King.

Once party collapses back into one character, **exit south twice**.

Walk to Chaos Shrine



Once in the Chaos Shrine, **run north & speak to Garland** to start fight.

Expected Encounters: 1

This encounter will not help much.

Only take fast high xp encounters.
Preserve Thunders for Garland.

Flee rest

Guarantees Level 2 before Garland



x1

Guarantees Level 3 after Garland



x1-2



x1-3

Encounter

All: Attack



Warrior/Monk: Attack
Black Mages: Thunder

Garland

HP: 212
Turns to clear: 2-3

Moves:
Attack 100%

Death at Garland is 30s-1min
time loss due to revive in town.

Any death here adds risk to Pravoka
walk and Pirates fight.

[Early Game Reset](#)

Possible Longsword drop, equip on
Warrior, sell in Elfheim.

Cornelia-2

After text is done, characters will re-merge into 1.

Talk to Sarah for Lute, and **leave the castle down**.

Queue the Bridge cutscene



After Bridge cutscene, head into town and **rest at the Inn**, then exit to World Map.

Head **north to the bridge** for Bridge Credits.

Walk to Pravoka



Head **east** to Pravoka.

Run from the first encounter if you are still in goblin territory.

Goal is Level 4 by Pravoka, any deaths will inhibit Temper purchase.

Melee & Thunder



Double Melees & Thunders



Ogres are optimal for xp & gold.
Watch Thunder usage, you will have 6
total by this point.

HP

Gigas Worm: 56
Cray Horse: 64
Lizard: 92
Ogre: 100

Pravoka



First, **buy 2 Tempers** from the Black Magic Shop.

Use Church if anyone died.

Use Inn.

Talk to Pirate Captain in middle to start fight.

Use Inn after fight.



Warrior/Monk: Attack
Black Mages: Thunder

Pirates (9)

HP: 24

Turns to clear: 3

Moves:
Attack 100%

Black Magic Shop

- 2x Temper (500g)

Church (If Needed)

Inn (50g)

Inn (After Fight) (50g)

Boat to Elfheim



Melee



Melee/Thunder



Melee & Thunder



Temper then Attack/Defend

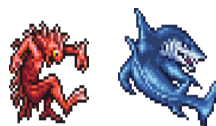


With low HP, this is one of the most volatile segments of the run.
Take all encounters, we need as much money to maximize item buy in Elfheim.
Collect the **ship**, fight to **Cornelia** and use the inn.
Fight down **to Elfheim**. Have at least 1100g before entering. **Optimally 1700+.**

Sea Encounter XP/Gold



0-2x Big Eyes (42xp/10g)
3-6x Sahagin (30xp/30g)
Worst Fights



0-3x R. Sahagin (105xp/105g)
1-2x Shark (267xp/66g)
Best XP



3-7x Sahagin (30xp/30g)
0-2x R. Sahagin (105xp/105g)
Decent with Red's



0-2x Sahagin (30xp/30g)
1-2x Shark (267xp/66g)
Sharks great XP



3 or 5 Buccaneers (60xp/60g)
Best Gold

Elfheim



Use Inn.

Buy 1 Thundara on healthiest mage. If you need more money, go out and use Thundara's on sea.

Buy Antidotes/Potions for Marsh Cave.

Inn (100g)

Black Magic Shop

- 1x Thundara (1000g)

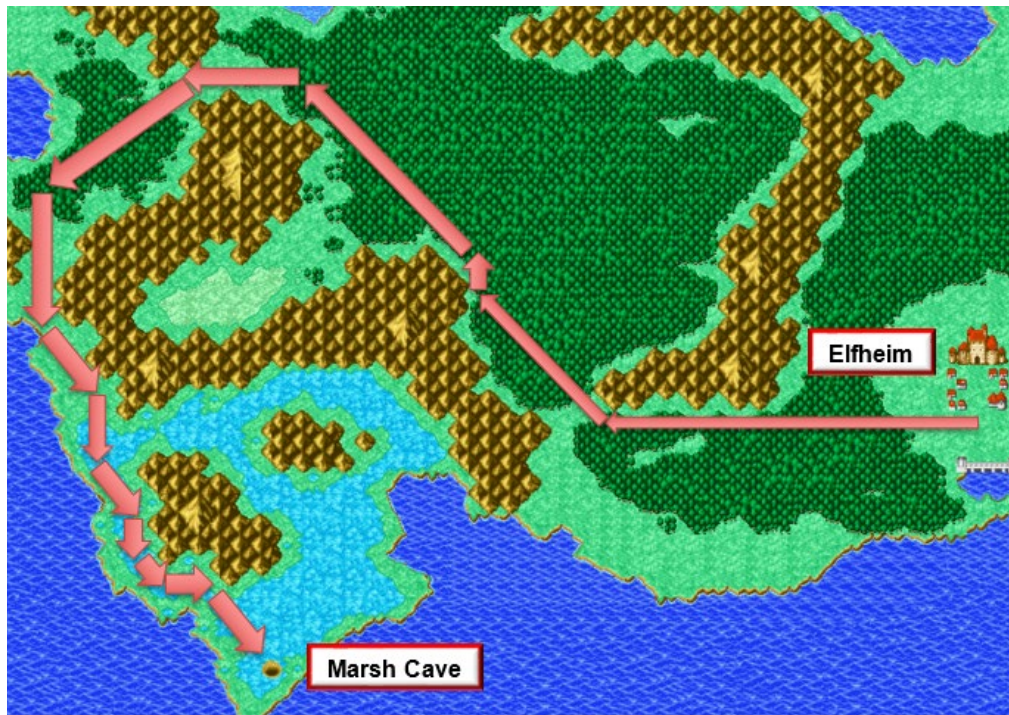
Item Shop

- Sell unused equipment
- 4x Antidotes (200g)
- 10x Potions (400g)

If you have extra gold, consider a Tent (150g) to save the Cottage later or extra Potions/Antidotes can go a long way.

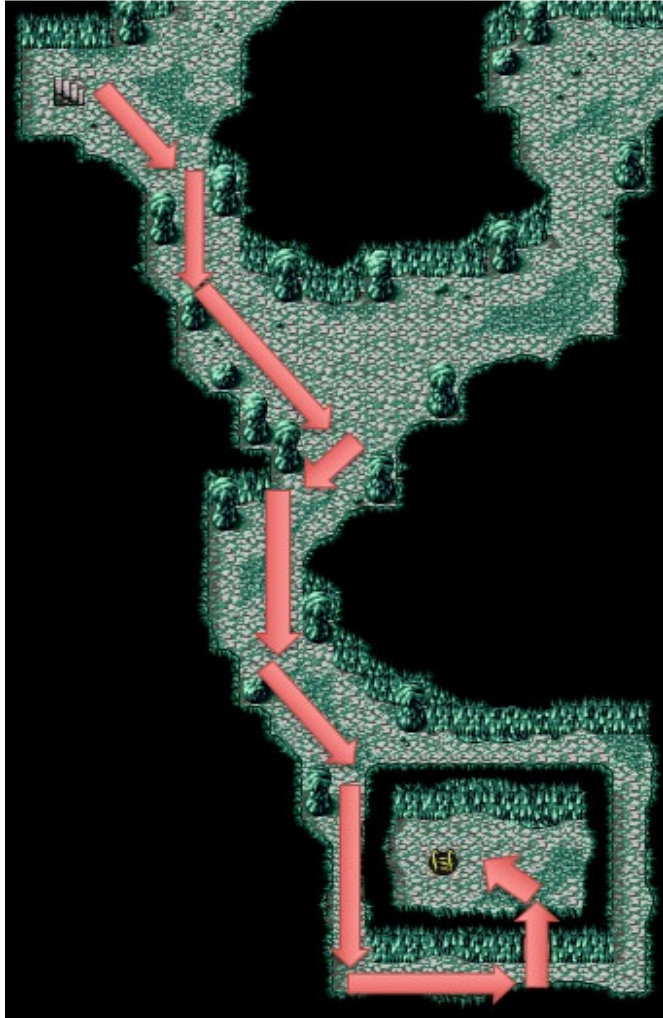
Exit west.

Marsh Cave



Head west around the mountain and **hop into the hole** at the southern end of the peninsula.
Use antidotes when you need but use potions efficiently.
Encounters on overworld are trash, run.

This will begin your save scumming adventure as we try and dodge bad RNG and unfair encounters, **save whenever you open the menu from here on out.**



Head south and down the ladder.

Try and take a few encounters on your way to Piscodemons but be mindful to have 1-2 Thundara's for the fight.

The goal is to get a few more levels to get mages their second good HP up to get to 70-80 HP before the fight.

[Save Scum Ideology](#)

Melee/Thunder



Gray Oozes are the cream in this dungeon. Weak to Thunder and can be 1-punched by Monk.

HP

Tarantula: 64

Gray Ooze: 76

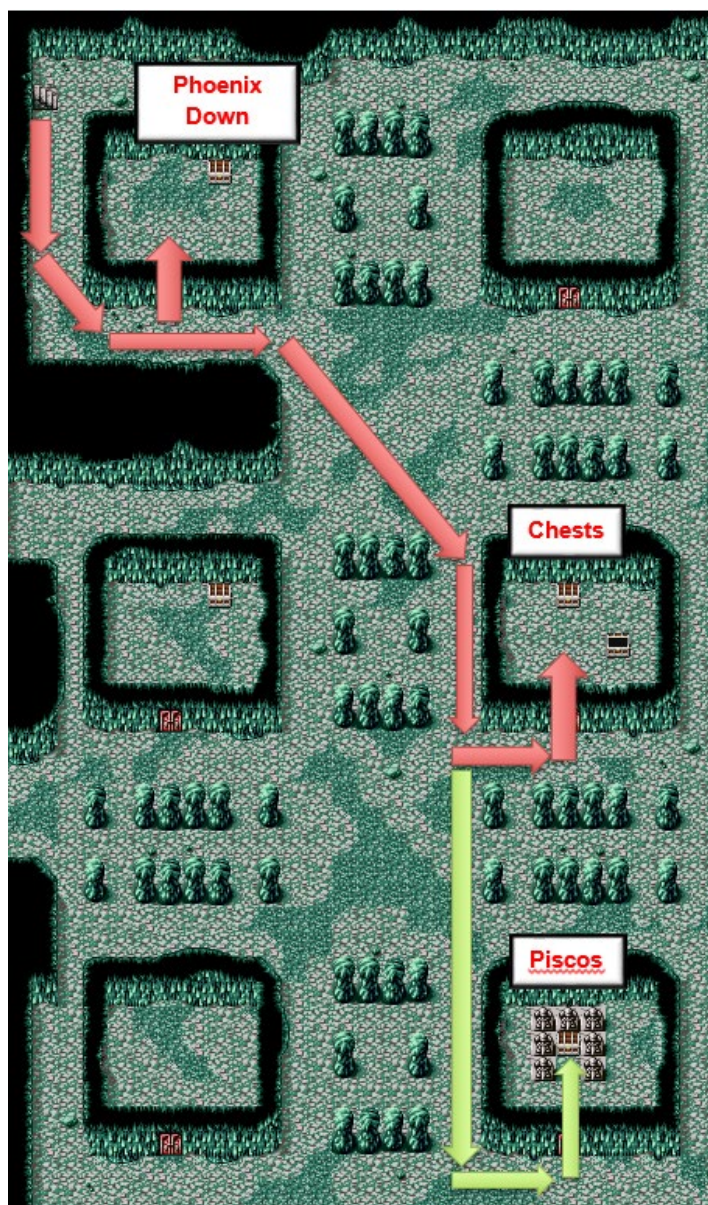


Run Enders



Head southeast and down the stairs.

Floor 2 & 3 will have a higher probability of bad encounters and you should save when you can and keep an eye on mage health.



Head southeast to Pisco chest.

We have 3 chests:

- 1 Phoenix Down
- 1 Potion
- 1 Cottage

Try and save PD for after Pisco fight to allow one member to go down between here and Astos.

You can get chests before or after fight depending on if you need the PD or Potion.

Quick save often and before you take the Pisco fight.



Piscodemons (4)

HP: 84

Turns to clear: 1-3

Moves:

Attack 100%

T1:

Fighters: Defend

BM: Thundara/Thunder

T2:

Fighters: Attack

BM: Thundara/Thunder

Save after fight and head back up.

The goal is to have no one dead before we get to the Western Keep to optimize chance to clear Astos.

If you have 1 Thundara remaining, choose a fight to quick clear such as wolves on overworld.

In the rare instance you get a pre-emptive, attack one Pisco each with fighters, thunder, Thundara. This will ensure 3 die turn 0.

If you bought 2 Thundara's, you both mages to 1st turn clear fight.

Western Keep



Head up to Western Keep.

The goal is to stay alive. Use any potions you have left to survive with everyone.

If you have a Thundara left, use it on a fight on the way up.

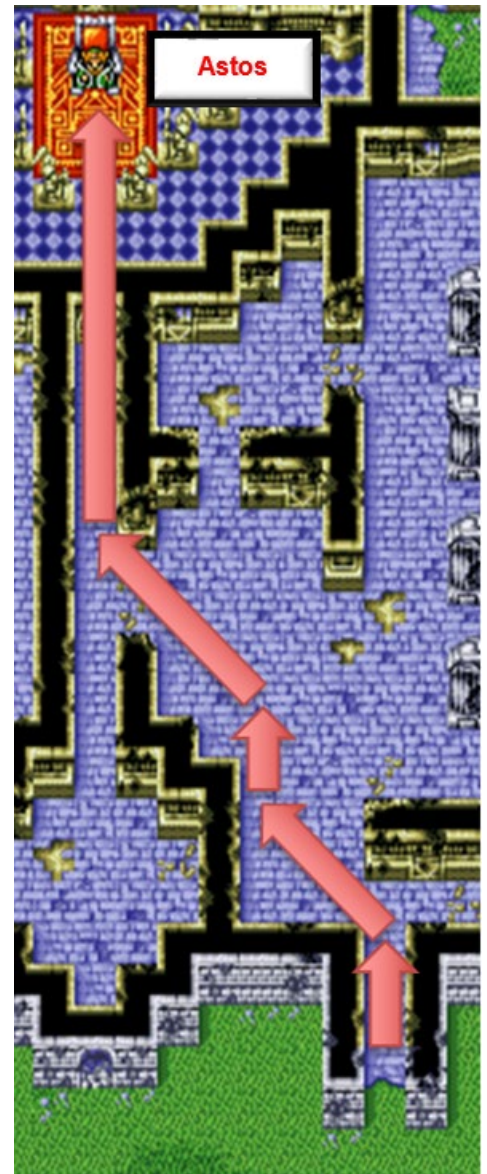
Once you get in front of Keep, use **Tent** if you have one, **else** use the **Cottage** we picked up.

Head up to Astos and save in front.

Astos is a high xp fight, we want the mages alive over anyone else.

[Continuing with Dead Characters](#)

Possible Mythril Sword drop. Sell in Cornelia during item buy.



BM: **Temper Monk/Thundara/Thunder**
W/M: **Attack**

Astos

HP: 420

Turns to clear: 3+

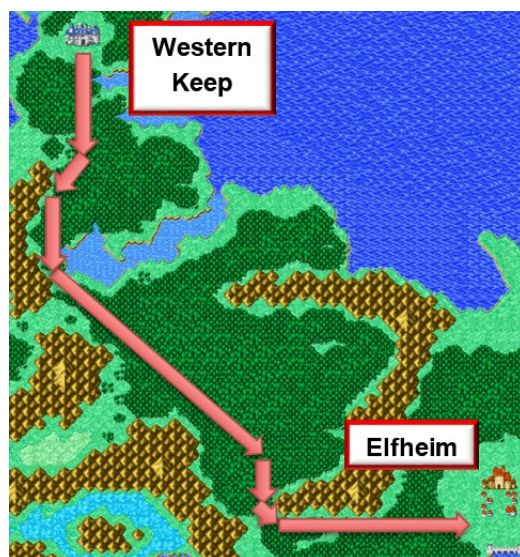
Moves:

Attack|Sleep|Dark|Slow|Fira
Thundara|Haste|Slowra|Death
11.1% Chance

Head out and back to Elfheim.

Heal up if any potions remain.

Collection Quests



Head southeast and back to Elfheim.

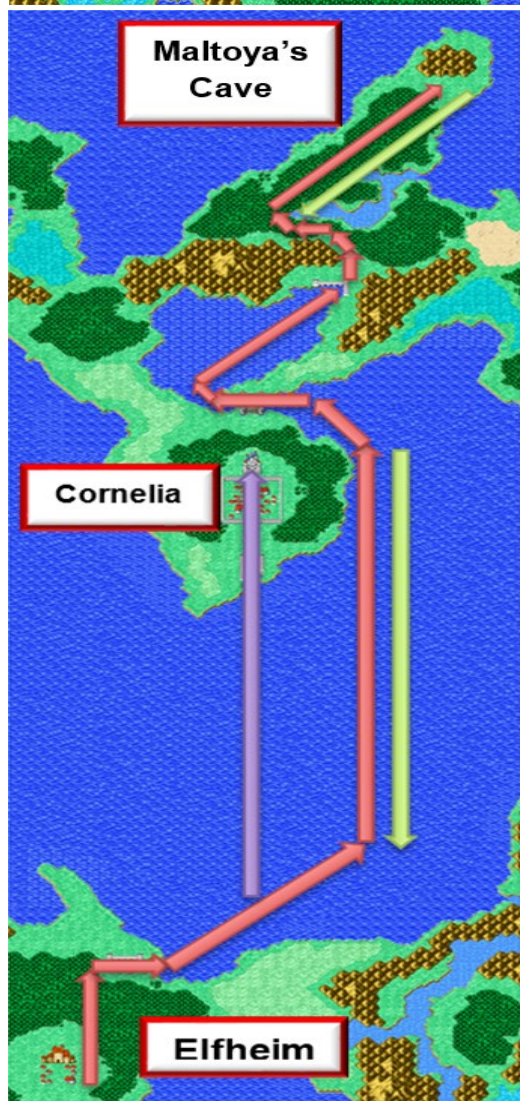
If you have a Thundara left, use to quick clear back to Elfheim.

Use any potions you have left if needed.
Don't worry about taking fights.

Revive if anyone dead.

Use Inn & buy 2nd Thundara.

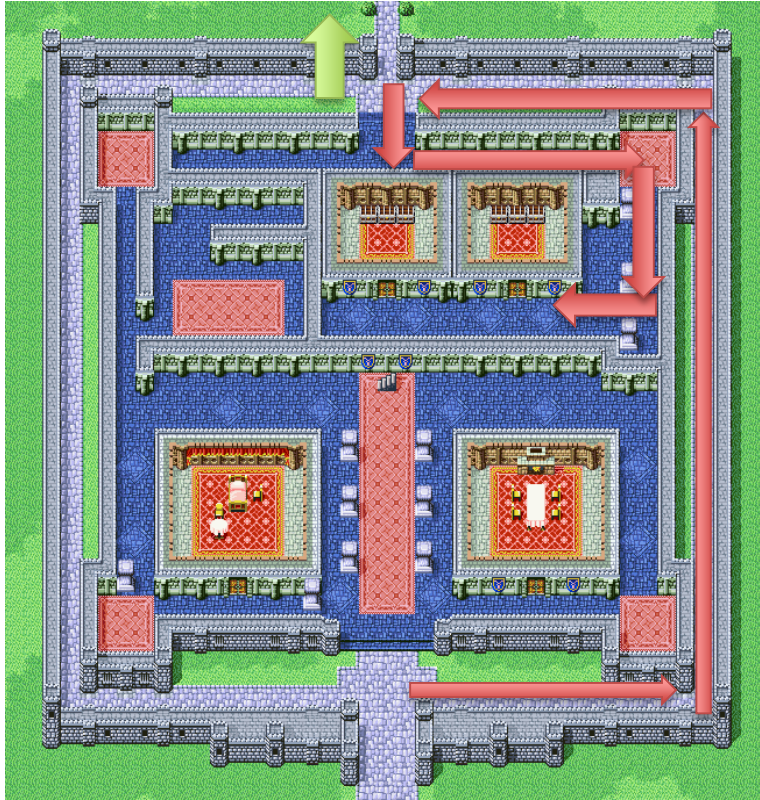
We now start our fetch quests.
We want to get any extra money we can but
can run from most encounters.



Sail up to above Cornelia under bridge to cave.

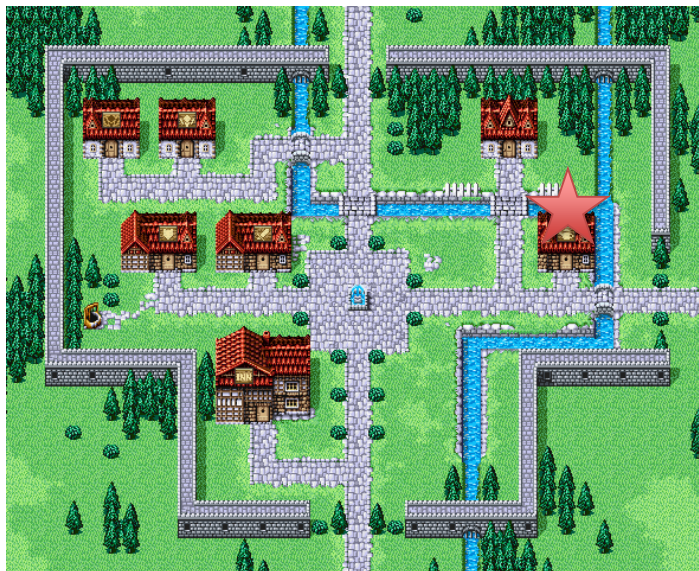
Split decision is a safe way to go, flee with
fighters and Thundara with mages.
Try to mix between quick clears and optimizing
Thundara use.

Plan to have no charges left by the time we
return to Cornelia.



**Head into castle.
Follow right side around.
Pickup 6 chests.**

Exit up.
Head into Cornelia.



Use Inn, Item Buy on right, exit.

Inn

Item Shop

Sell (2820g)

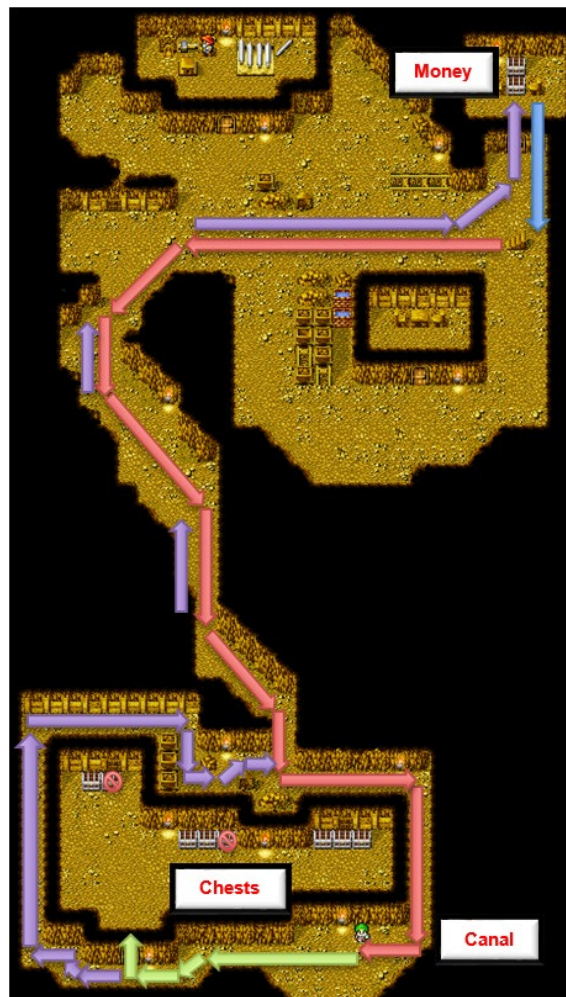
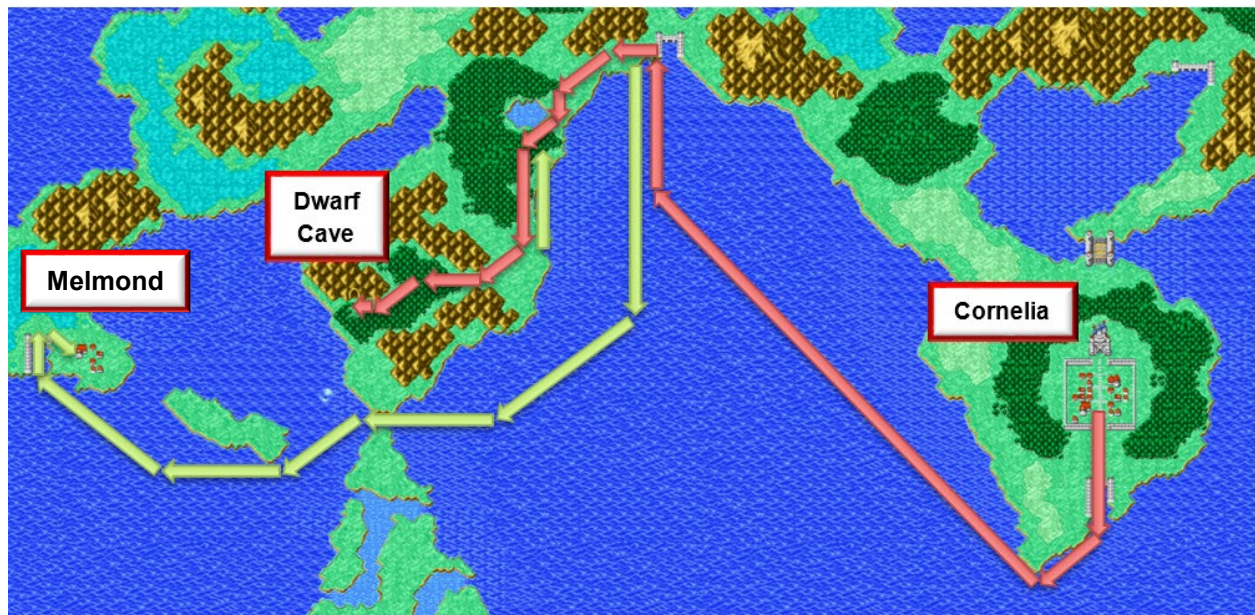
- Mythrill Hammer (1000g)
- Cottages (1000g)
- Saber (180g)
- Mythrill Knife (320g)
- Iron Armor (320g)

Buy (Need total #) (7500g)

- 2-3 Phoenix Downs (1000g)
- 1 Gold Needle (500g)
- 5 Antidotes (250g)
- 25 Ethers (3750g)
- 50 Potions (2000g)

Use remaining on Ethers/Pots

Preparations for Earth Cave



Sail northwest to port.

Take all encounters with Thundara's.

Head southwest into Dwarf Cave.

Head down and speak to southern most Dwarf.
Canal cutscene

Head west, open 6 chests designated.

Open 2 chests to north.

Head back up to ship.

Sail thru Canal to Melmond.

Use remaining Thundara's on way to Melmond.

Earth Cave – Vampire



Inn

Weapon Shop

Sell (7000g)

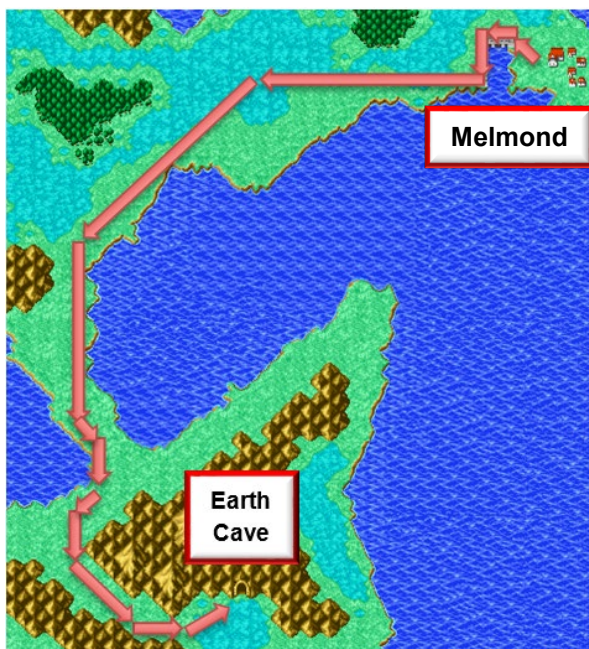
- Wyrmslayer (4000g)
- Mythril Mail (3000g)

Black Magic

Buy (8000g)

- 2 Firaga

Exit South.



Head South to Earth Cave.

We need to preserve ethers as we need 6 Firaga casts up to Lich.

Additionally, we need level 12 on mages by Vampire and level 15 by Lich to have enough casts.

It is essential to take as many fights as you can to level up.

Black Mage spell charges are tied to their level & damage is tied to INT value.

Thundara & Firaga charges use different spell slots and an Ether can replenish 1 of each. Make sure to maximize Ether replenishes for spell slots.

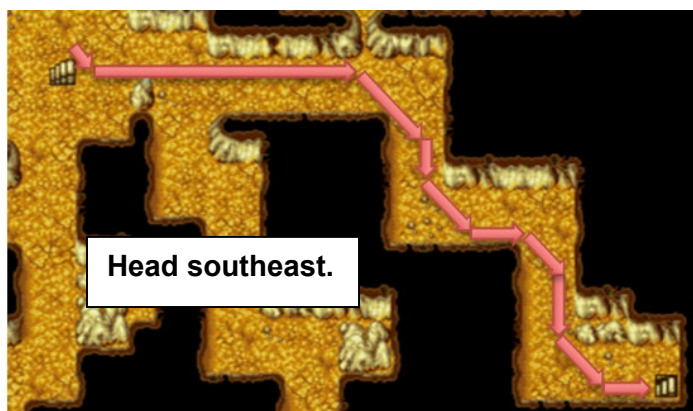
You will enter Earth Cave twice; the second visit you will need 10-12 Ethers.

You will need 3 Firaga charges per BM at Lich.

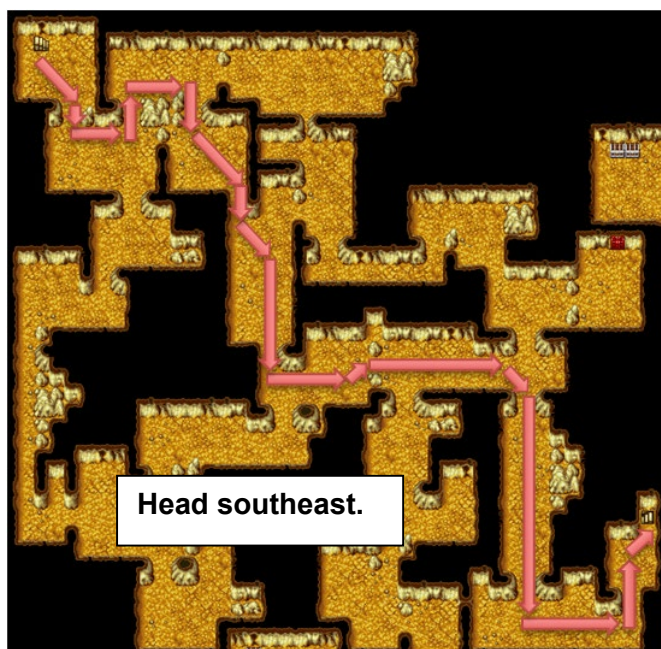
Ration Ethers wisely to reach goal.

Thundara's





Thundara's



Firaga/Melee



2 Firaga/ 3Thundara



HP

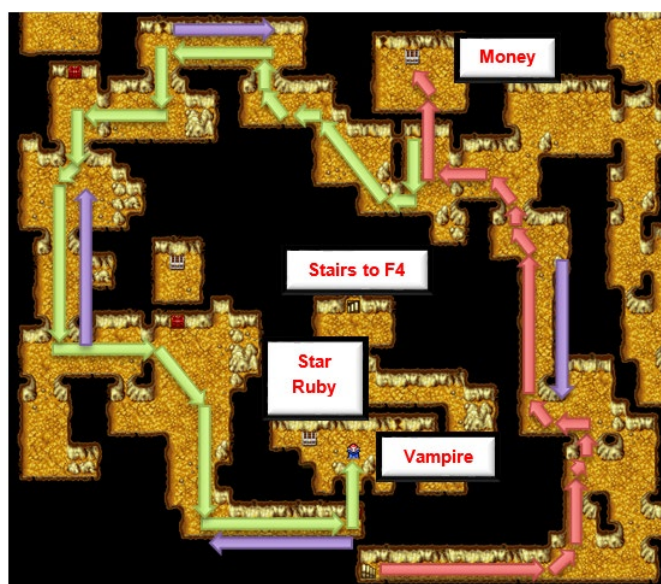
Cobra: 56	Anaconda: 80
Ogre: 100	Grogr: 132
Gargoyle: 80	Tarantula: 64
Mummy: 80	Cockatrice: 50
Troll: 184	Minotaur: 164
Hilgagas: 240	

Head counter-clockwise around.

Open chest at top.
Head around to vampire. Save before. Grab **Star Ruby** after.

Floor 3-4

If you get Cockatrices, defend to get fighters petrified, then Thundara.



Vampire

HP: 280

Turns to clear: 1-2

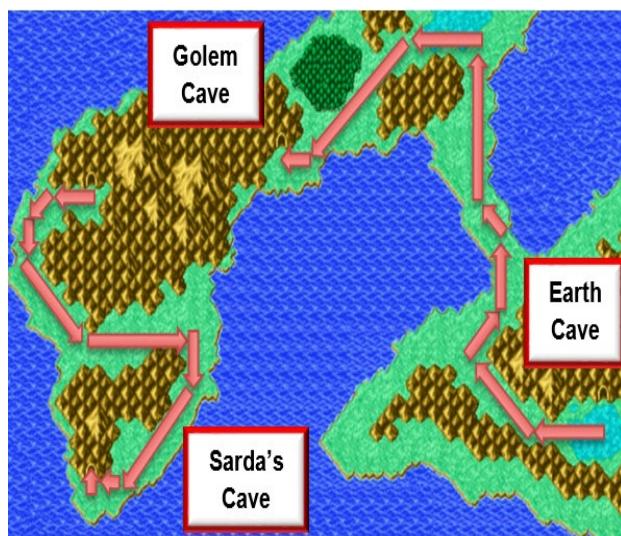
Moves:

Attack 64.1% | Gaze (paralysis)
32.05% | Flee 3.85%

BM: Firaga

W/M: Defend

Collecting the Earth Rod



Head back up.

Head west to cave.

Use Tents when low on charges or HP.

Lesser Tigers can drop X-Potions. [Full Heals](#)

Note if any drop.



Head west, feed Ruby to Golem.

Continue thru to stairs.

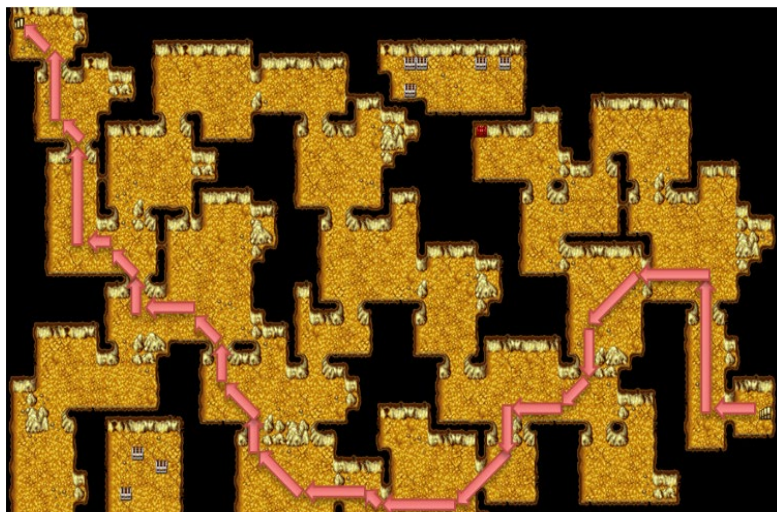
Head around to southern cave.



Head over to Sarda for Earth Rod.

Head back to Earth Cave.
Use Tent or Cottage before entering.

Earth Cave – Lich



BM: Firaga/Thundara

Lich

HP: 1200

Turns to clear: 3-4

Moves:

Attack 23.81% | Hold Slow
14.29% | Sleep Fira Blizzara
Thundara 9.52% |
Haste Sleepra 4.76%

Head back down to Floor 3
and behind Vampire.

Head west on Floor 4.

Floor 4 is your last chance to
get your fighters petrified.

Remember, we need 3 Firaga
charges on each mage by
Lich.

Floor 4 has Wraiths.

Floor 5 has Earth Elementals.

Use same tactics as before
for other fights. Take only
stronger fights if low on
charges.

Firaga



Double Firaga



HP

Wraith: 86

Earth Elemental: 268

Try to get to Level 15 mages
for 3 Firaga charges, else use
Ethers or Thundara's in fight
as backup.

Ether, heal, save before fight.

Exit up after.

Canoe



Head back to your ship.
Tent or use the Inn if need be.
World wrap to next town.

Thundara sea encounters.
Firaga land encounters.
Use up any charges.



Save 26k for Thundaga's

Head to man right of blue dressed man.

Exit up.

Item Shop

Buy (Refill Ethers/Potions)

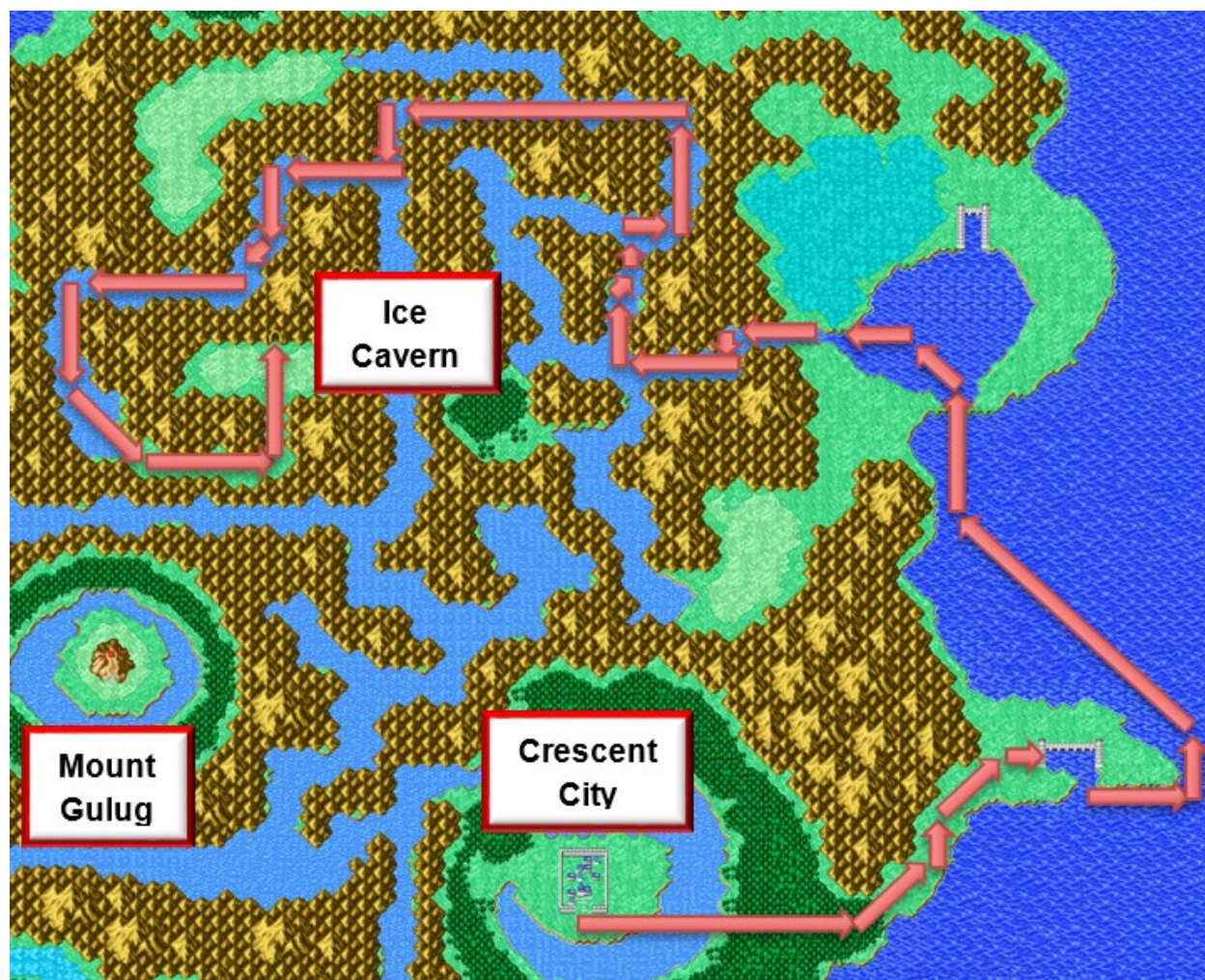
- Phoenix Down (3)
- Ethers (to ~25)
- Potions (remaining money)

Black Magic

Buy (26000g)

- 2 Thundaga

Ice Cavern



Head to ship, sail north to river maze.
Head around to Ice Cavern.
Note Level 16 on mages for Thundaga charge.

Firaga's

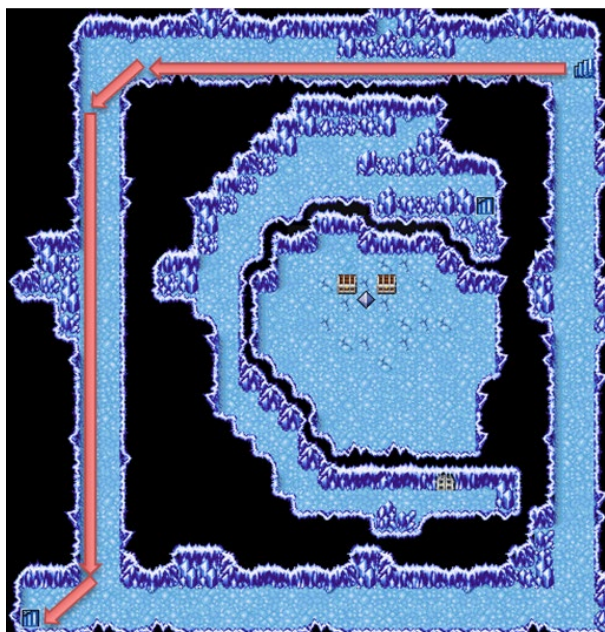
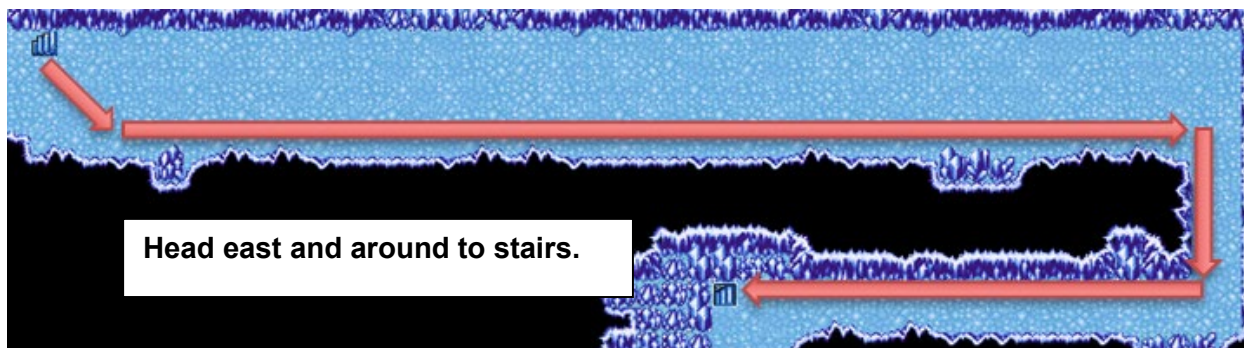


Thundaga's



HP

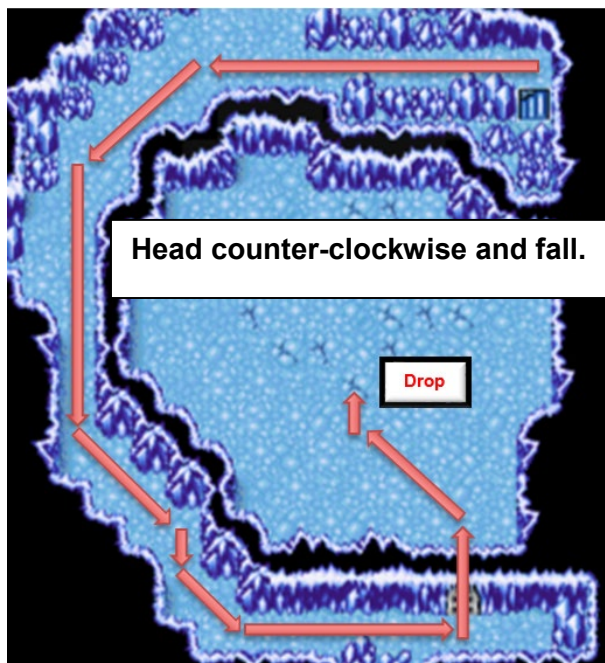
Red Piranha: 172
Crocodile: 184
White Crocodile: 288
Ochu: 208
Hydra: 212
Neochu: 344



Head west and down to stairs.

Ice Cave is a great source of xp, take what encounters you can to level up and accrue money.

Level 20 will be coming up, also 30 INT should be close. You will see a marketable increase of damage from spells.



Firaga

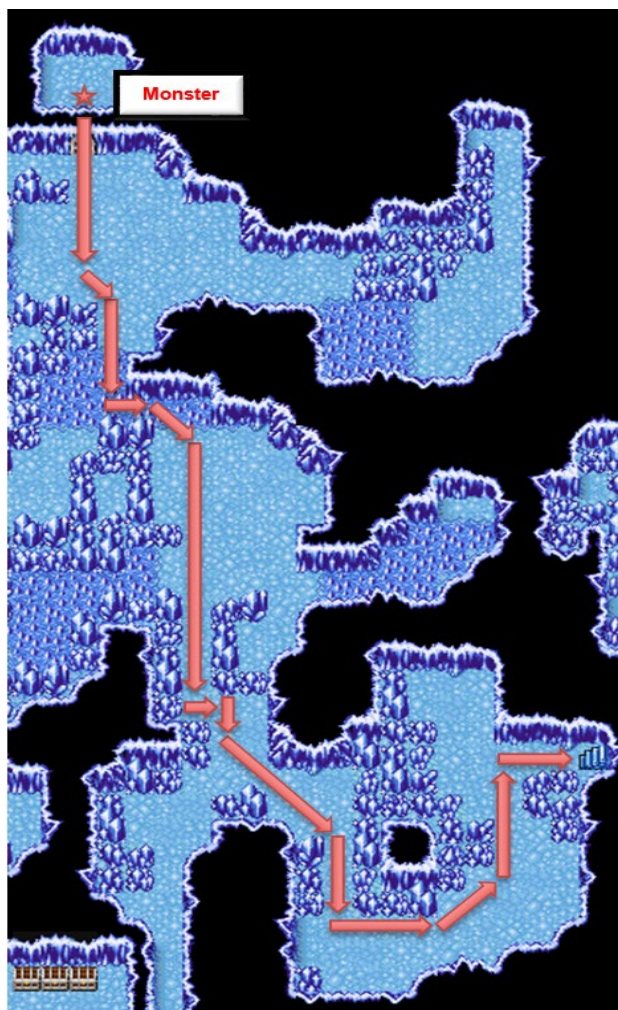


Thundaga



HP

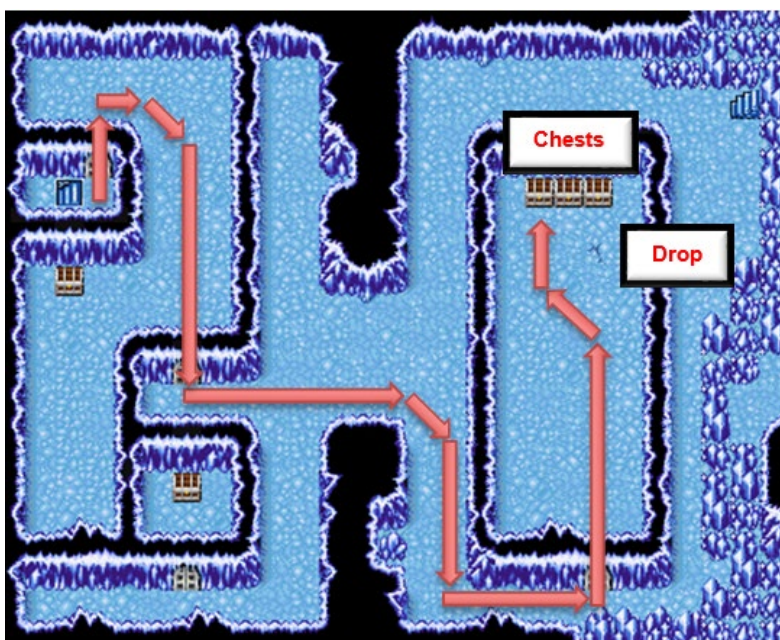
Specter: 114	BloodBones: 144
Mummy: 80	Dark Wizard: 105
Winter Wolf: 92	Ice Dragon: 200
Mindflayer: 112	Remorrazz: 320



Fight the forced encounter.

Cast Firaga or Thundaga.

Head south to stairs.

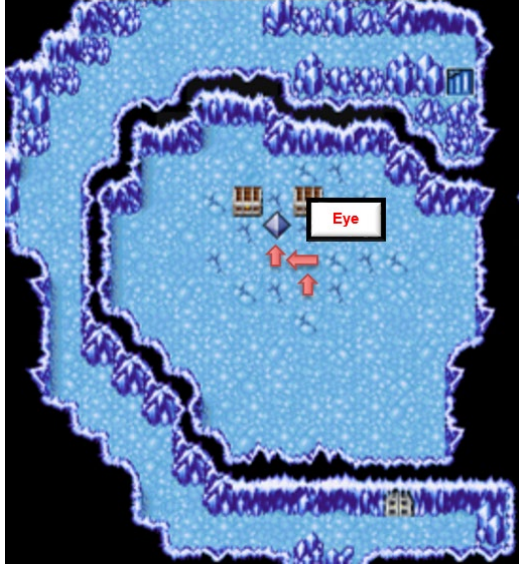


Head around to chest room.

Pick the 1st and 3rd chest.

The middle chest is a Sleeping Bag you can grab if you need healing outside.

Drop down the hole.



Make sure you have Firaga charges.
Carefully interact with stone.



BM: Firaga

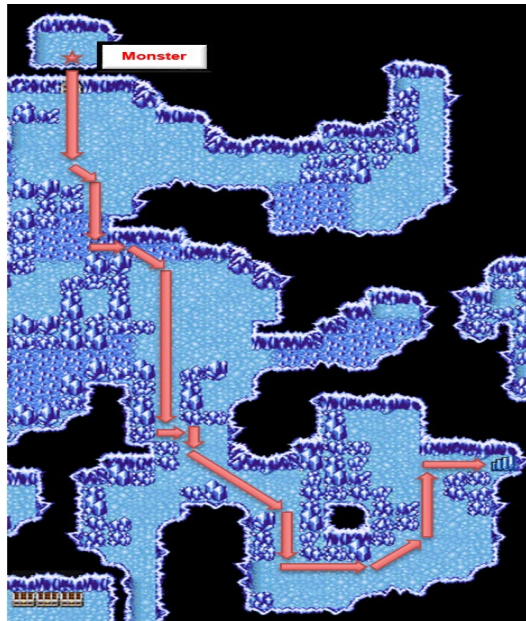
Evil Eye

HP: 162

Turns to clear: 1

Moves:

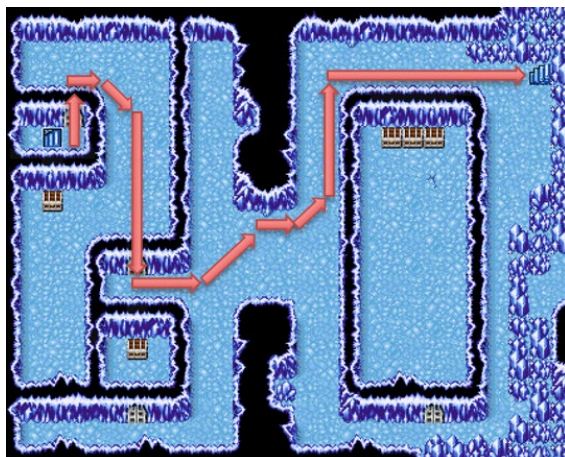
Attack 40% | Silence Slow
Thundara 8% | Sleep 6% |
Hold Flee 5% | Death Break
Kill Gaze 2%



Drop down the hole again.

Fight the forced encounter.
Cast Firaga or Thundaga.

Head south to stairs.

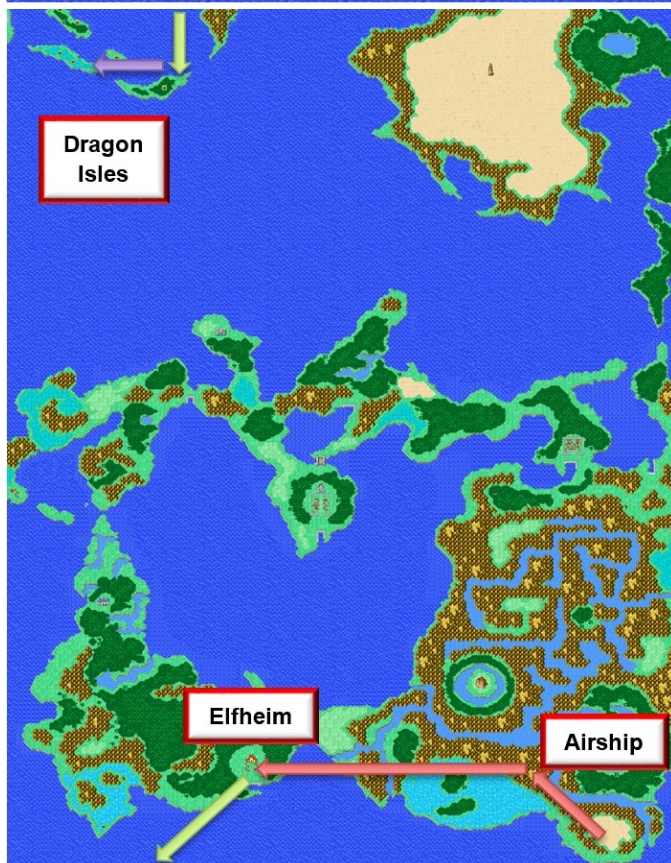


Exit out to the east.

Take any encounters you can for levels.

Split run/Thundara for quick sea encounters.

Airship cutscene.



Located in Black Magic shop in the northwest.

This is the X-potion cave.

If you got 2 x-potions from Lesser Tigers earlier, you can skip islands and delay full buy to Onrac.

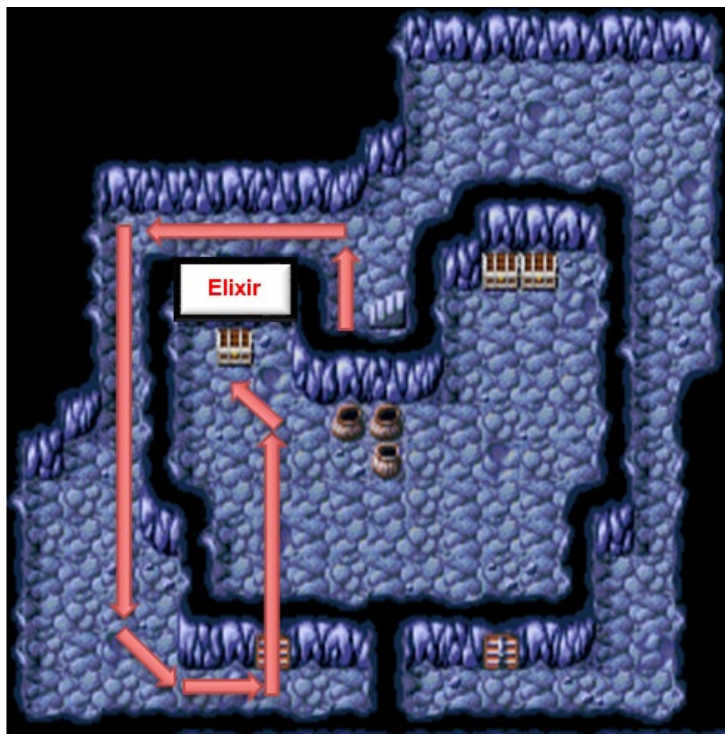


Grab X-potion from left most chest.

Grab remaining 6 chests for money.

Exit and head to the next island to the west with caves.

Enter cave for Elixir.

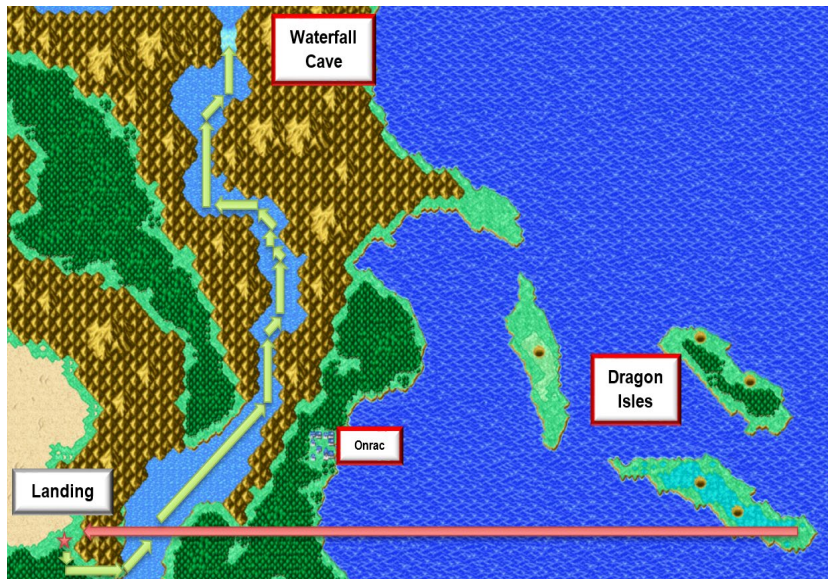


Grab Elixir form left most chest.

Other chest is 1000g and a Cottage.
These can be skipped.

Exit.

Waterfall Cave



Fly west to a green patch east of the desert. There is only 1 patch you can land.

Canoe up to cave.

Encounters are the same as the river by Ice Cavern.

Firaga

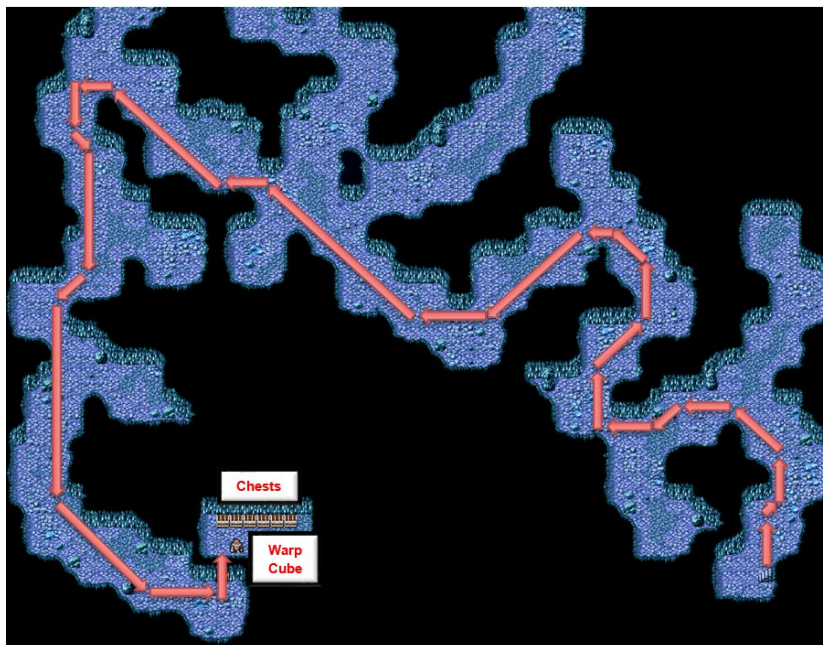


Thundaga



HP

Mummy: 80
Pyrolisk: 44
King Mummy: 188
Nightmare: 200
Green Dragon: 352



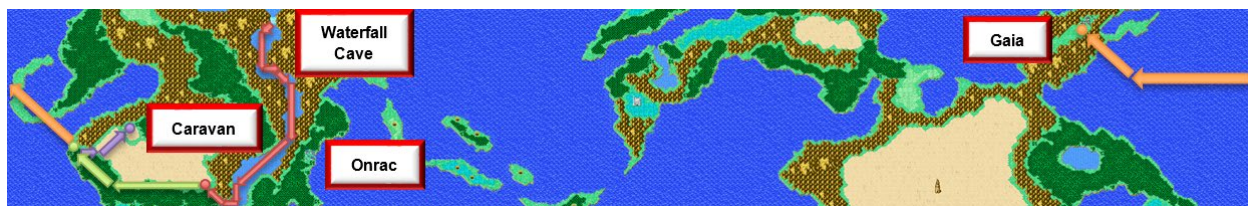
Head northwest and around to chests.

Take fights along the way.

Another forced encounter at the end.

**Talk to the Golem for Warp Cube.
Open all chests.
Exit back up.**

Oxyale



Head back to airship.
Fly to green patch on west side
of desert.
Walk into middle of small desert
patch to the northeast.

Buy Bottle Faerie.
Sell gear other than Ribbon.

Buy:

- 3 Giant's Tonic
- 5 Speed Drink



**Head back to airship, fly west to
Gaia.**

Enter, Faerie cutscene.

Black Magic

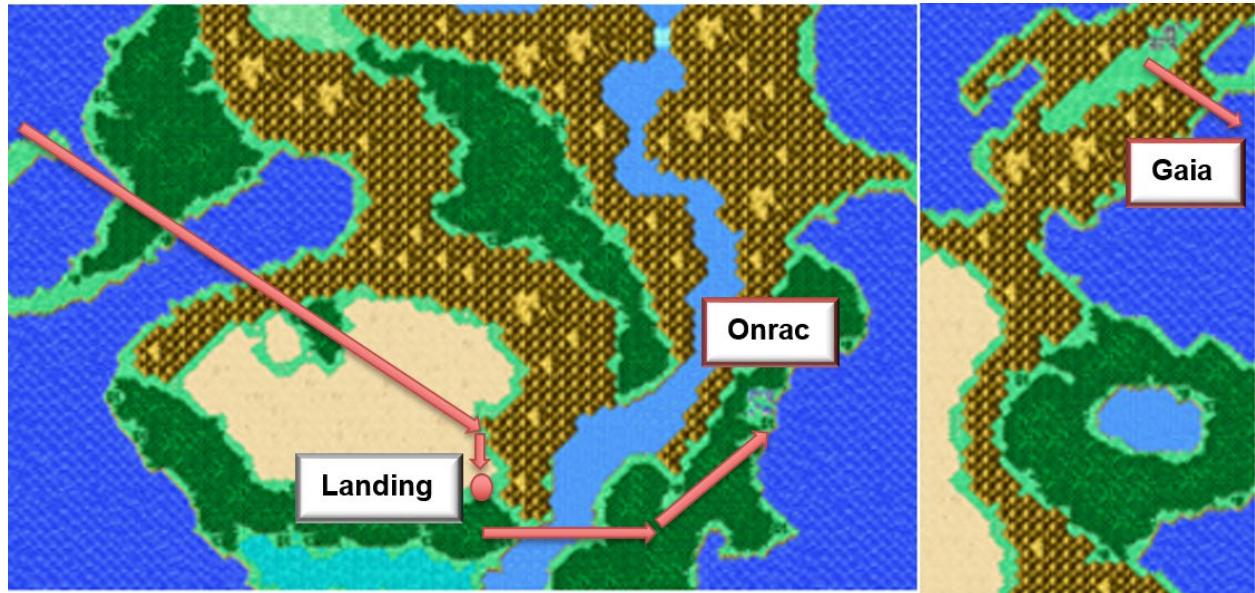
- 2 Blizzaga (60,000g)

Item Shop

- 20 Phoenix Downs
- Max Hi-Pots
- Max Ethers
- Gold Needle (If used earlier)

**Head east to lake and speak to
faerie for Oxyale.**
Exit east.

Sea Shrine – Kraken



Fly back to east of desert.
Walk into Onrac on the east.

Head down to mermaid in front
of water capsule, speak to her.





Water Shrine has the best spell to xp rates in the speedrun.

Take fights to make up HP to get to goal here.

Monk: 300+

Black Mages: 240+

Now that we have full Hi-Pots & Ethers, use with abandon to quickly replenish spells and health, don't worry about optimal conservation of supplies.

Head northeast to Floor 2.

Thundaga/Blizzaga



Blizzaga



Firaga



HP

Sea Troll: 216

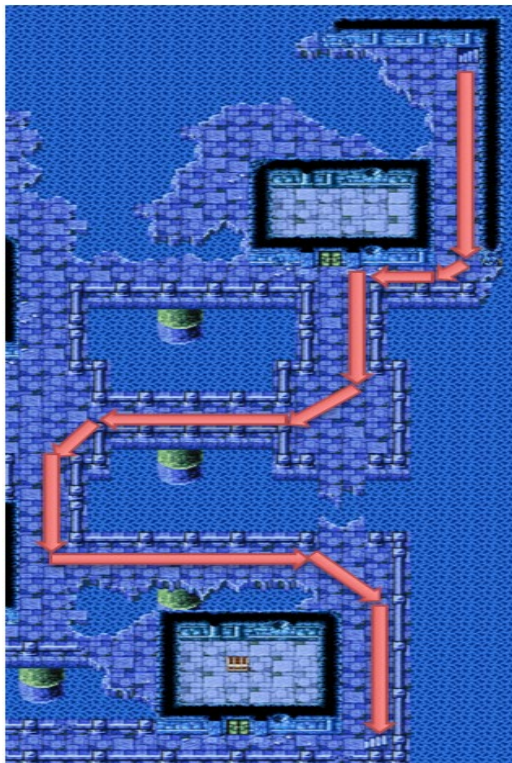
Sea Snake: 224

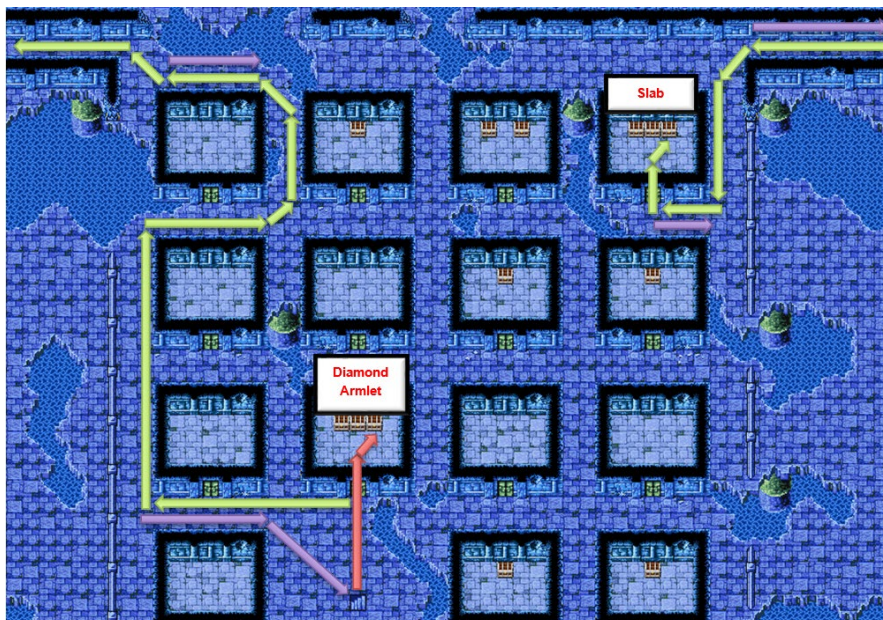
Sea Scorpion: 148

Water Elemental: 300

Ghost: 180

Head south to Floor 3.



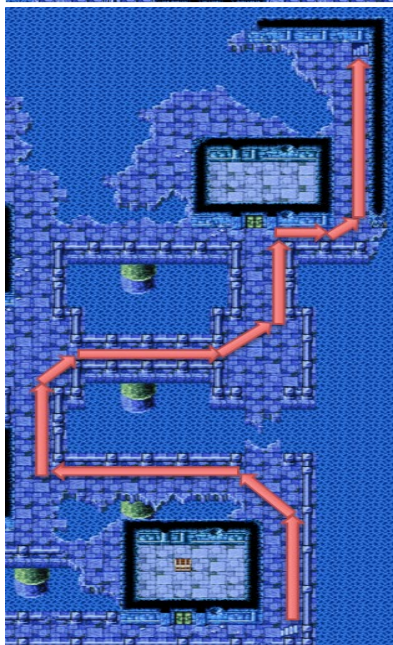


Floor 3 has no encounters.

Collect Diamond Armlet to north.

Head up and over to Slab.

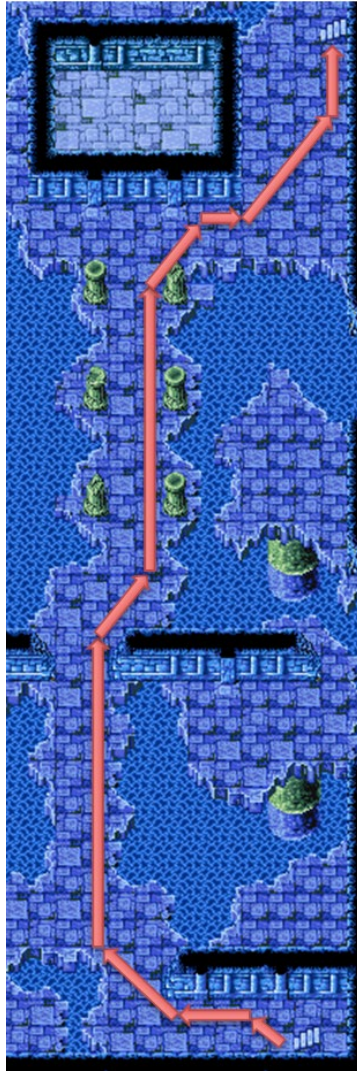
Exit back the way you came.



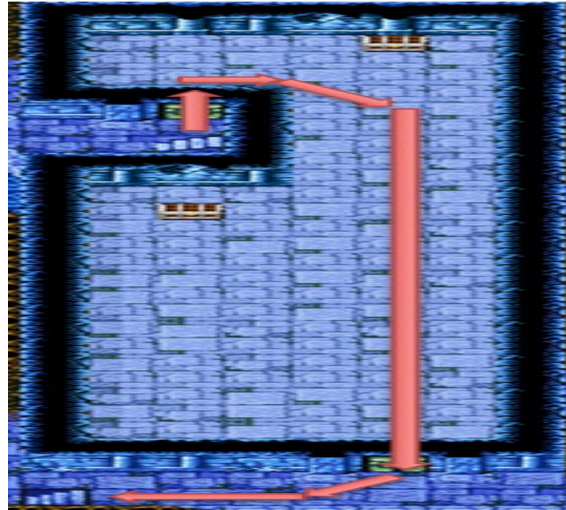
Exit north.



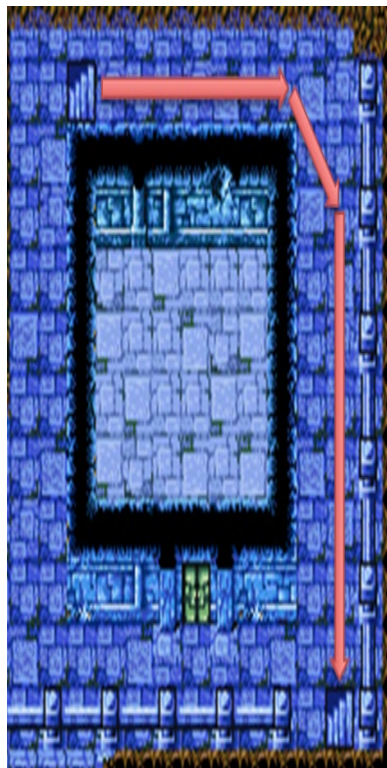
Go west to other stairs.



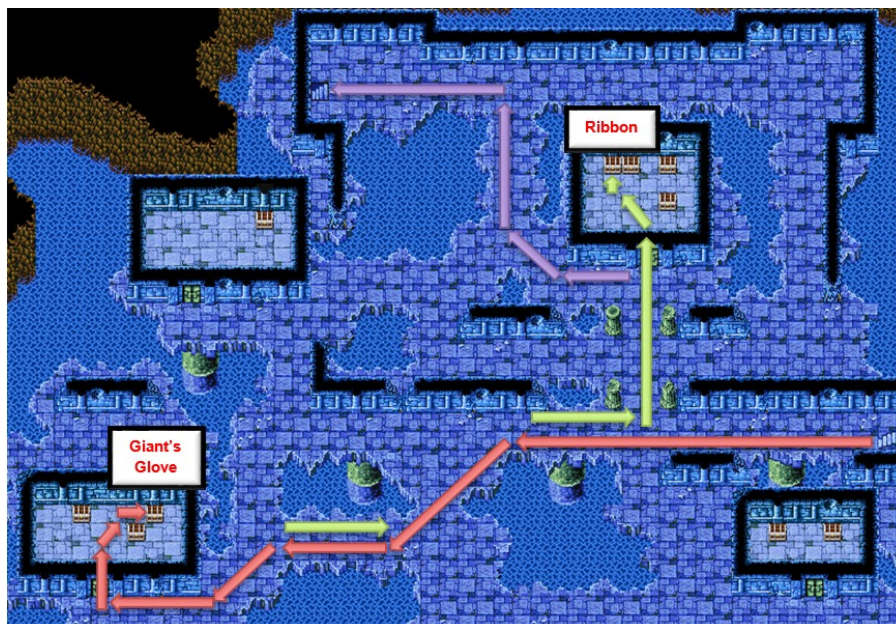
Head up north to next floor.



Southeast to next floor.



South to next floor.



**Head east to chest room.
Interact with back right for
fight.**

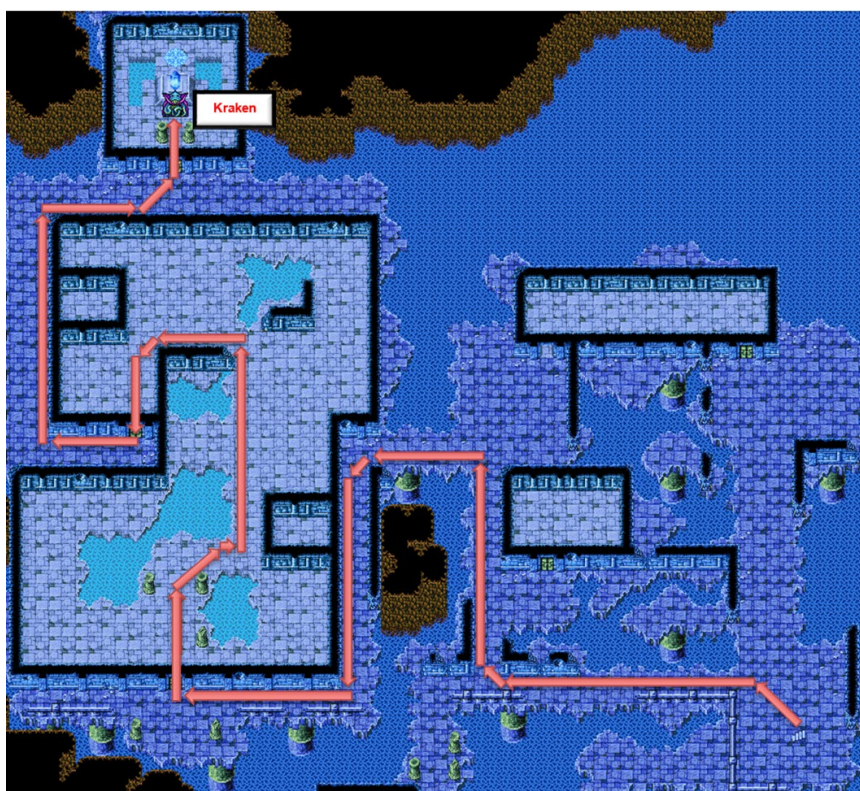
Firaga clears.
You will receive the Giant's
Gloves.

**Head back up to other room
and collect Ribbon.**

Exit northeast.

Equip

- **Black Mages:** Optimize



Head up to Kraken.

Make sure you have 3-4
Thundaga charges per mage.
Save.



Kraken

HP: 1800

Turns to clear: 3

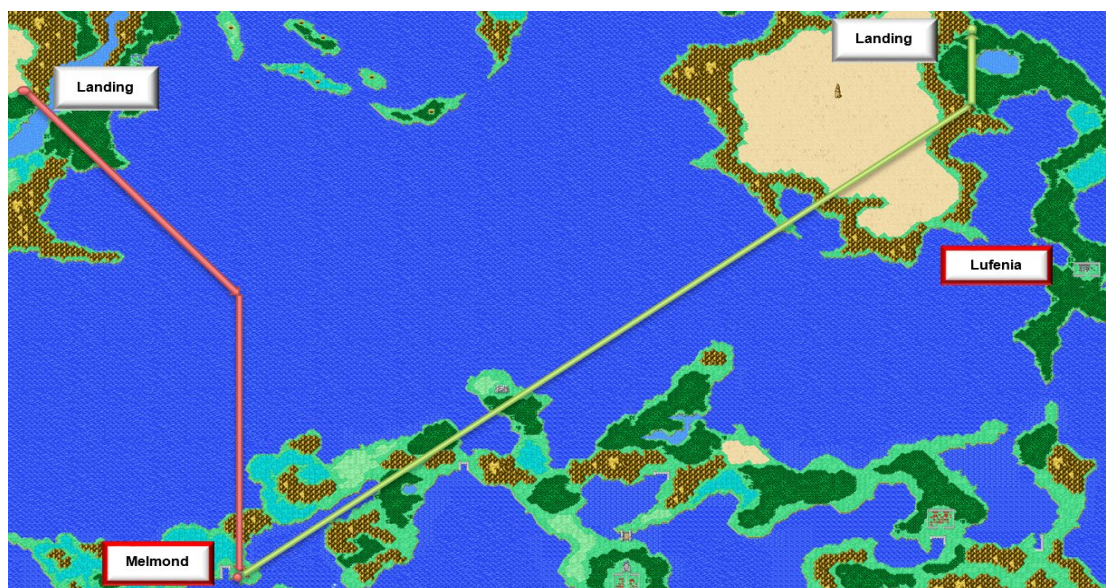
Moves:

Attack 50% | Ink 50%

Head up and back to airship.

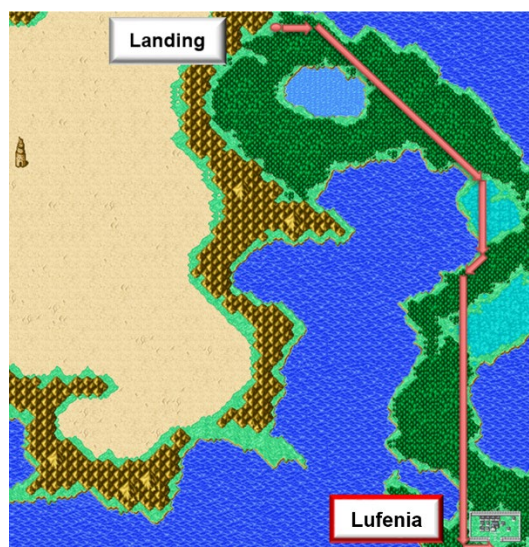
BM: Thundaga

Speaking the Language



Fly to Melmond, speak to
Doc Unne.

Exit left.



Fly to northeast of desert.

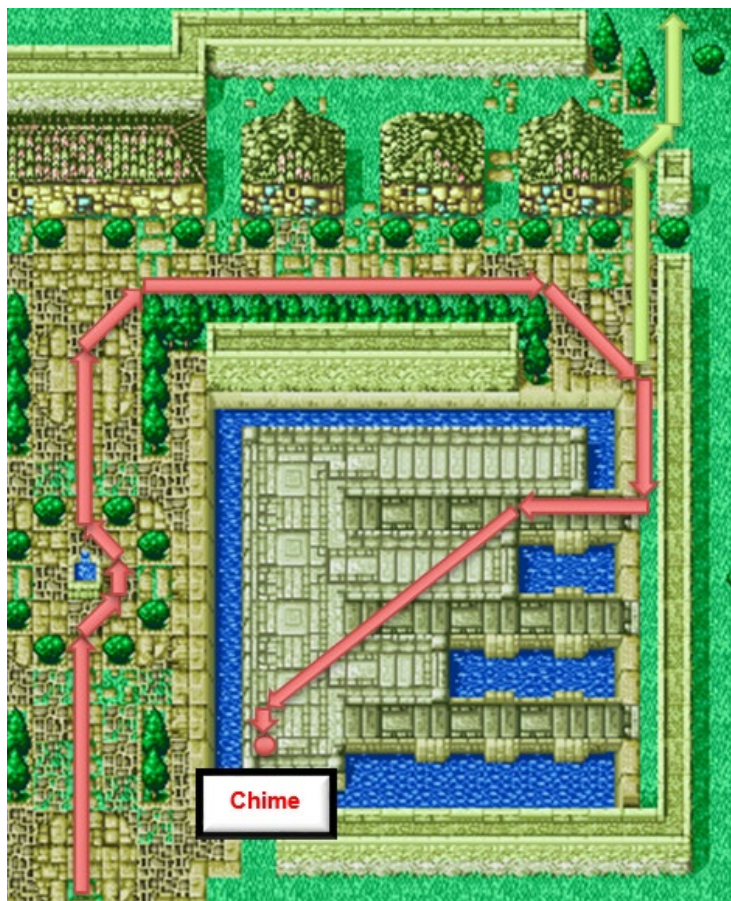
Walk down to Lufenia

Firaga



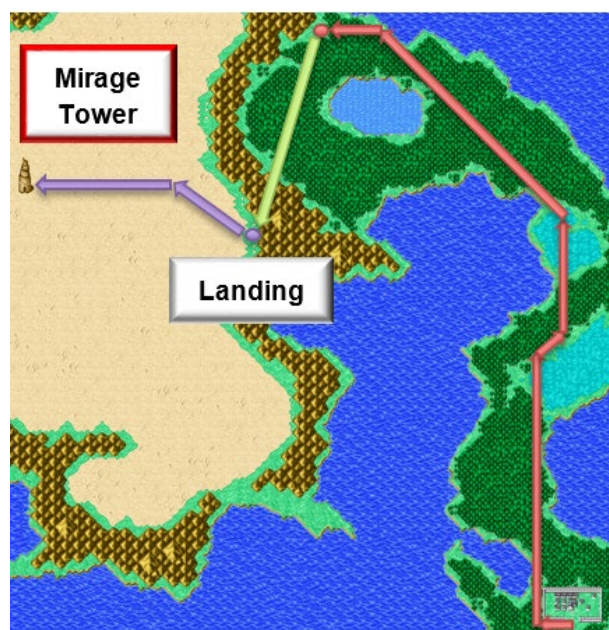
HP

Zombie Dragon: 268
Zombie Minotaur: 224
Winter Wolf: 92



Head around and talk to Lufenian
secluded in corner.
Receive Chime
Exit north.

Flying Fortress – Tiamat



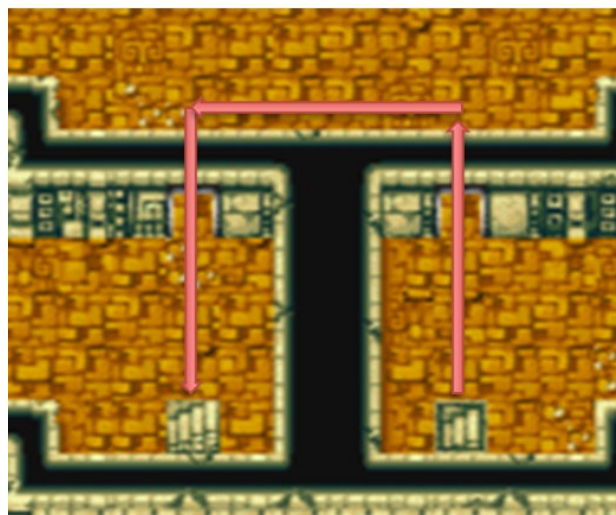
Head back to airship.

Fly to small green patch close by in east desert.

Walk into Mirage Tower.

Wind Shrine has some good xp and is your last chance to hit HP targets before Tiamat.

If at target HP, fleeing to end of game is ideal.



Head through doors, over and back through doors to stairs.

HP

Black Knight: 260	Medusa: 68
Chimera: 300	Black Flan: 156
Blue Dragon: 454	
Mummy King: 188	
Vampire: 280	

Thundaga

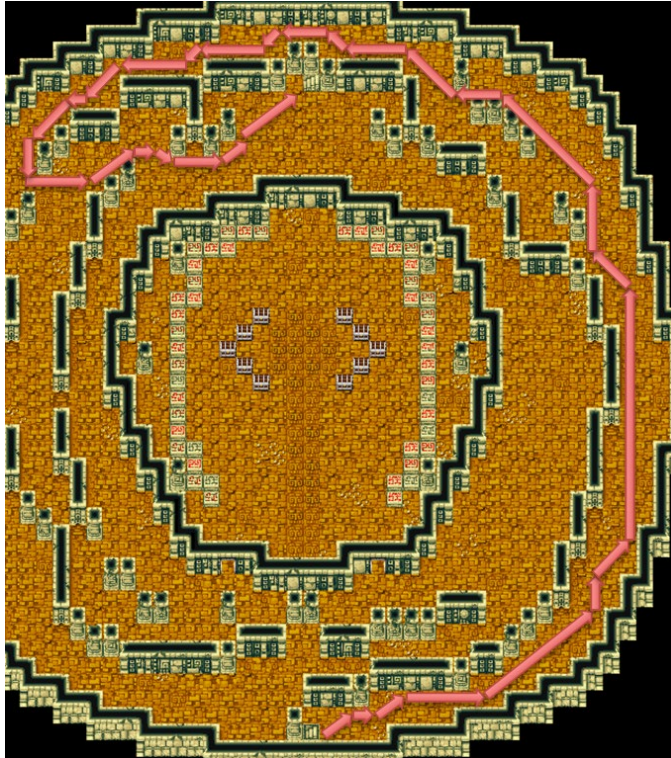


Blizzaga



Firaga



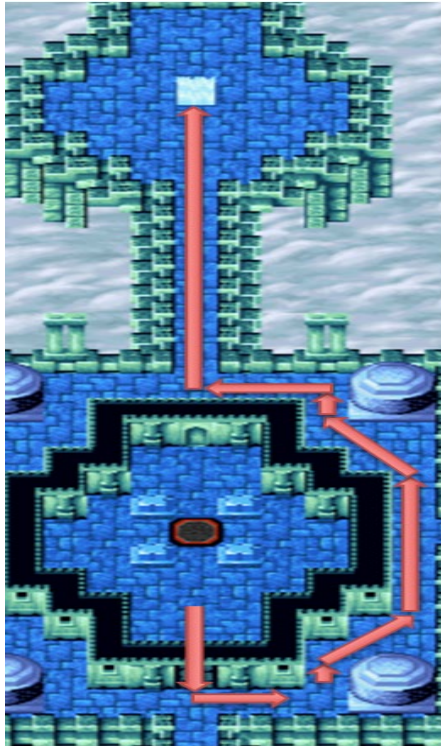


Head up and around to stairs in north.

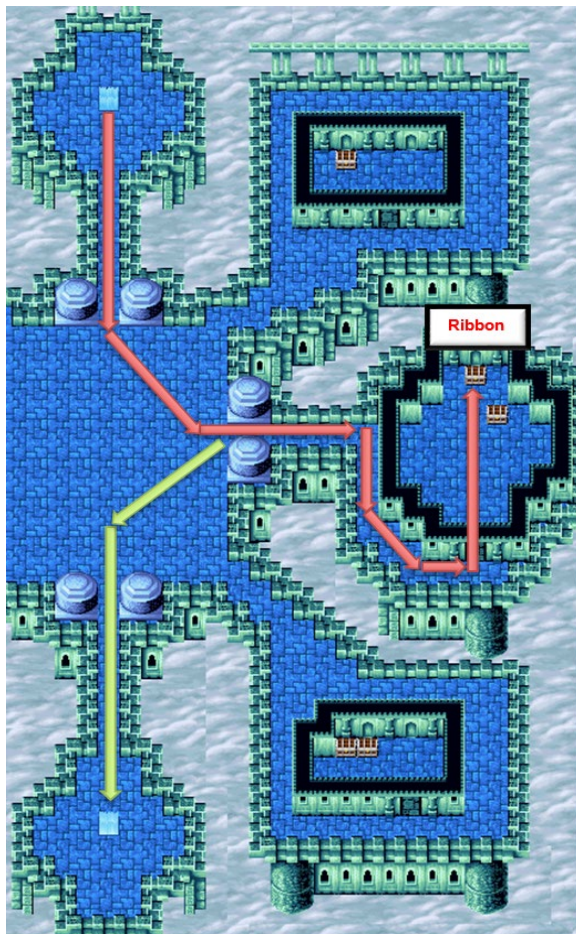


Head around, prepare for Blue Dragon encounter.

Teleport.



Head out, around and up.



Head to east path and into room.

Open Ribbon chest.

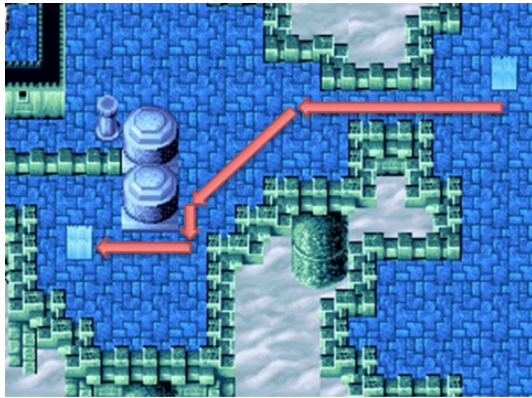
Gold Needle Monk.

Switch to 4th slot.

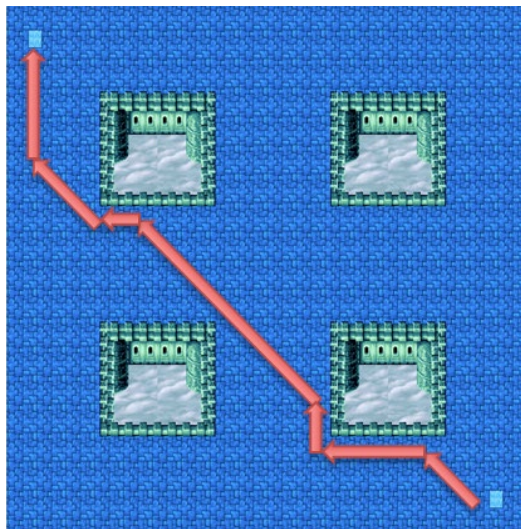
Switch armor for Monk to have Diamond Armlet. Optimize.

Heal up.

Exit southern path.

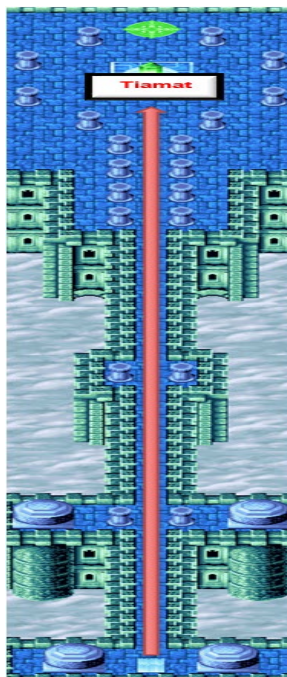


Head west.



Head up and left 2 paths.

You can go 2 over diagonally in any direction and reach telepad.



Cross the Bridge of Destiny to Tiamat.
Heal, save before fight.

[Buff Boss Strategy](#)



Tiamat

HP: 2400

Turns to clear: 4-5

Moves:

Attack 42.86% | Icestorm

Blaze Poison Gas

Thunderbolt 14.29%

T1:

BM1: Haste

BM2: Temper

Monk: Giant's Glove

T2:

BM1: Speed Drink (Monk)

BM2: Temper

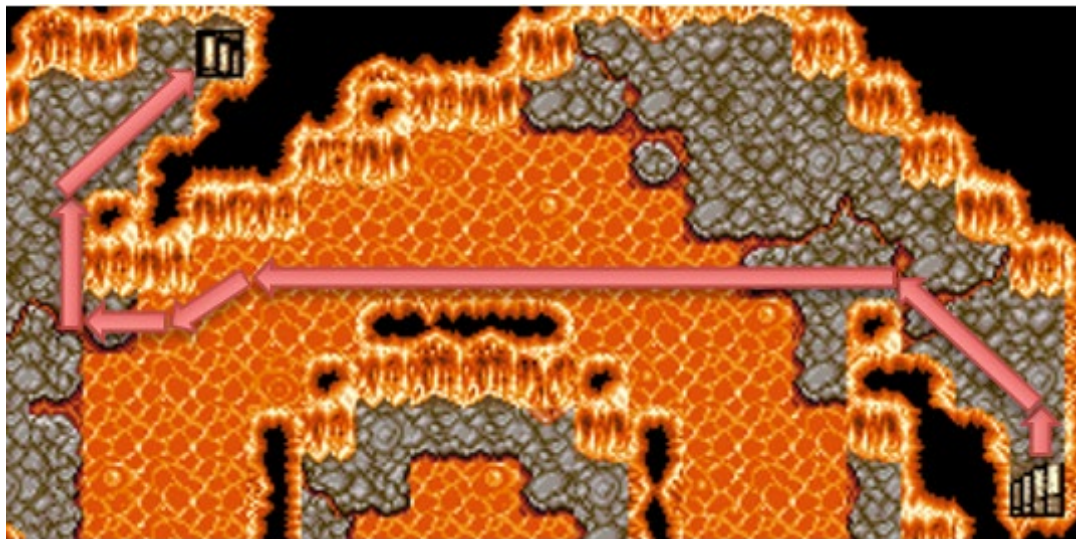
Monk: Giant's Glove

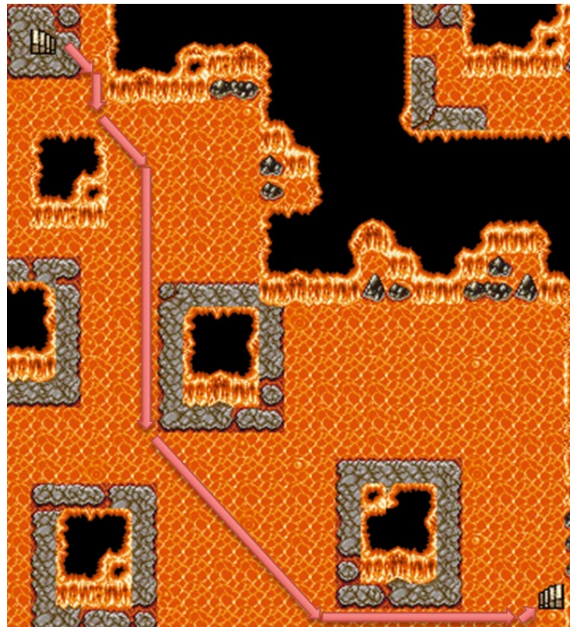
T3-5:

BM: Hi-Pot

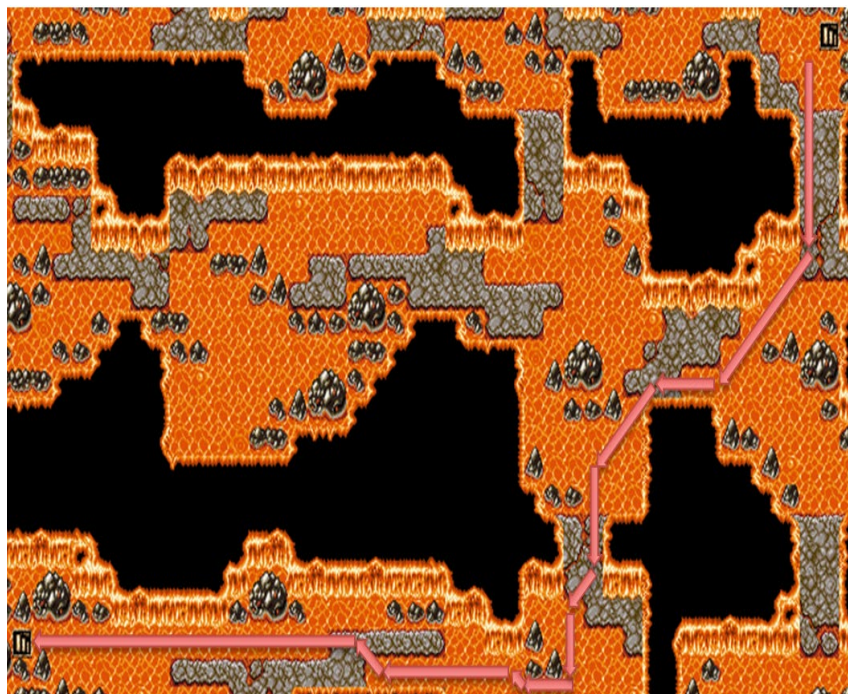
Monk: Attack

While on lava, you can't get an encounter.
Stay on lava for long stretches of
movement.

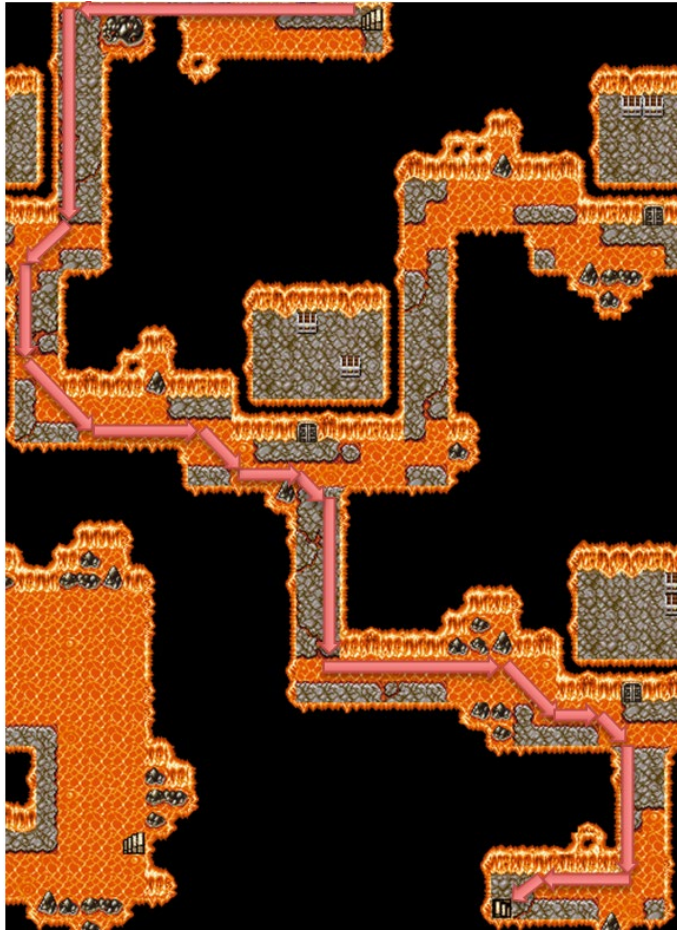
[illegible]



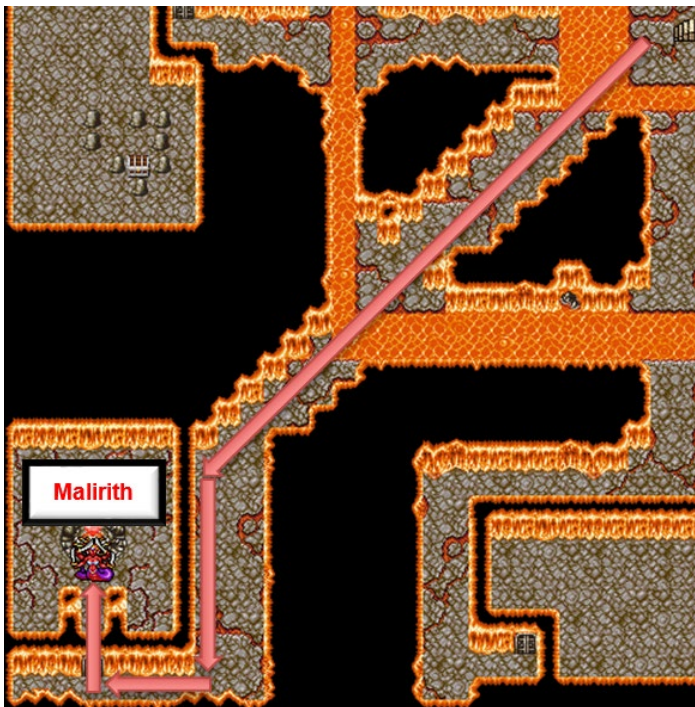
Head east to stairs.
Stay on lava to avoid encounters.



Head southwest to stairs.
Stay on lava to avoid encounters.



Head southeast to stairs.
Stay on lava to avoid encounters.



Head southwest to stairs.
Heal, save before fight.



Malirith

HP: 1440

Turns to clear: 2-3

Moves:

Attack 42.86% | Fira 28.57%
Hold Dark 14.29%

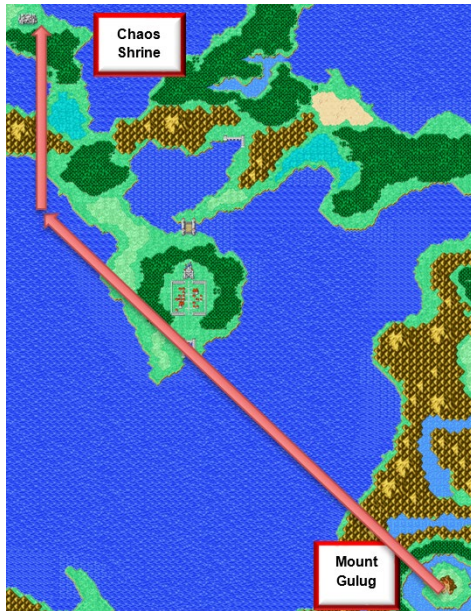
T1:

BM1: Haste
BM2: Temper
Monk: Giant's Glove

T2:

BM1: Speed Drink (Monk)
BM2: Temper
Monk: Attack

Temple of Fiends



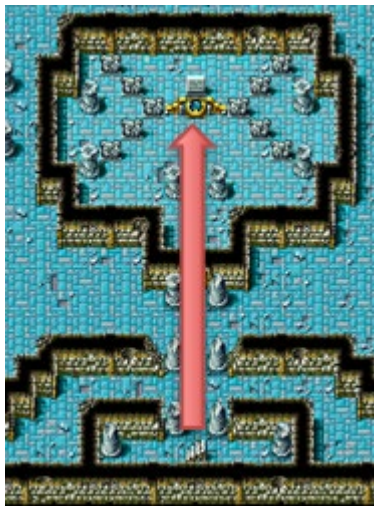
Last opportunity to buy items if you used to many.

You will need at least:

- 12 Phoenix Downs
- 50 Hi Potions
- 30 Ethers

You could need more than that but this should be the minimum.

Typically you should be fine and can **head straight to Chaos Shrine and inside.**



Head north to teleport.

Blizzaga

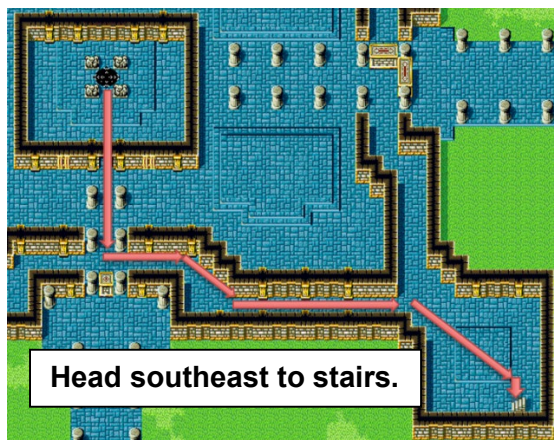


Firaga



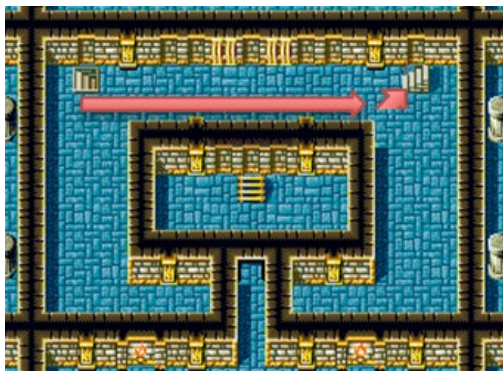
HP

Chimera: 300
Blue Dragon: 454
Green Dragon: 352
Black Flan: 156
Rhyos: 350

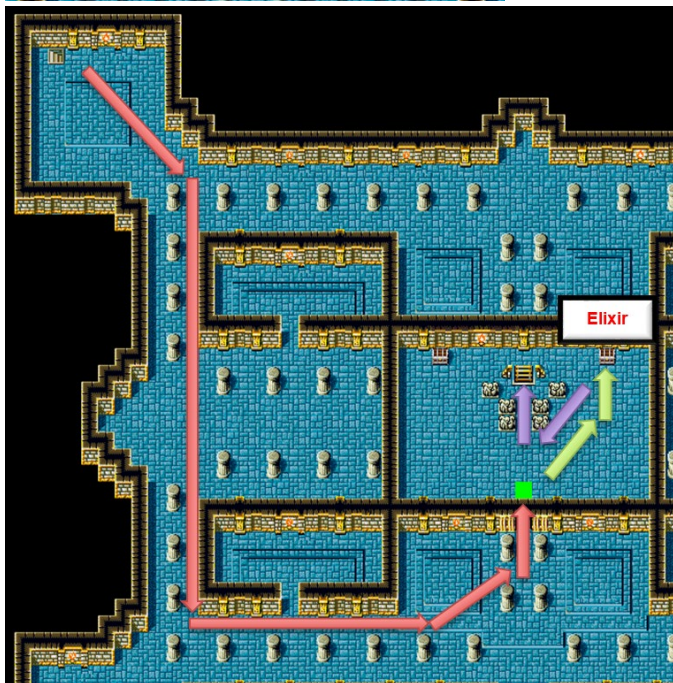


Head southeast to stairs.

Starting after the Lute cutscene, you will experience similar enemies to overworld locations. Other than Water floor fights, the rest will provide little experience.



Head east to stairs.



Head southeast and around.

Fight the forced Death Eye, open Elixir chest if needed for 3 all-heal.

Exit thru stairs after Lute cutscene.



BM: Firaga

Death Eye

HP: 360

Turns to clear: 1

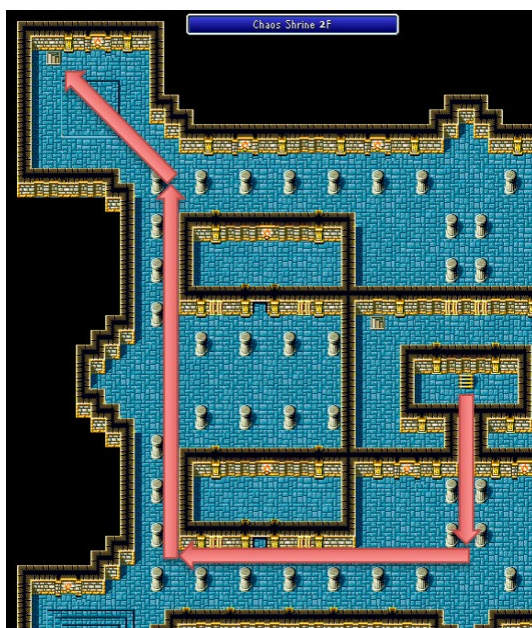
Moves:

Attack 40% | Silence Slow 10%

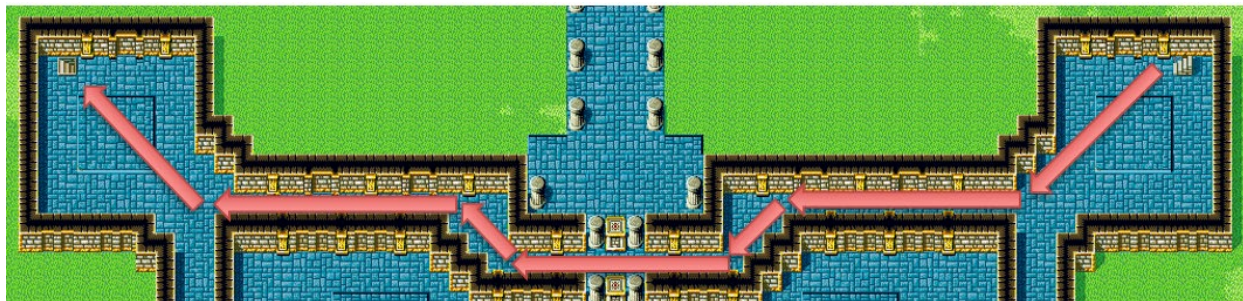
Dispel 9% | Hold Stop 6%

Gaze Break Death 4%

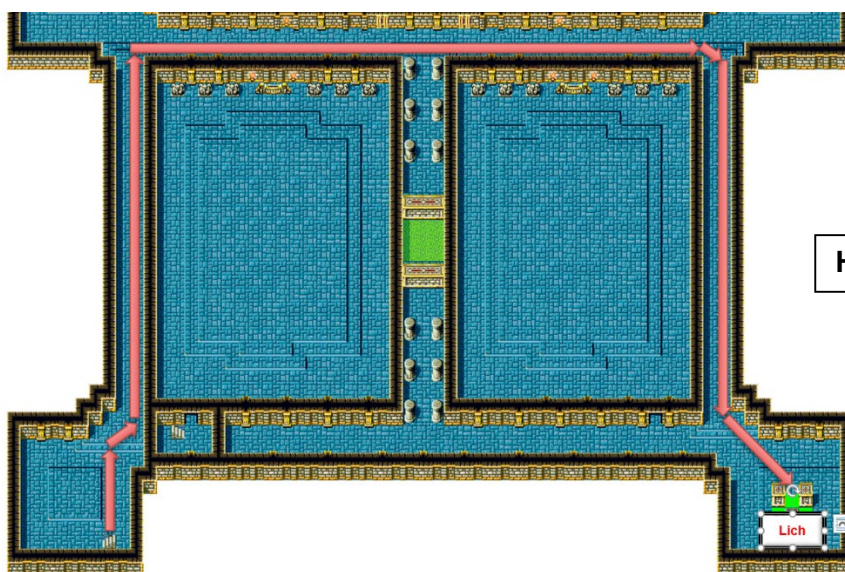
Warp 32.05% | Flee 3.85%



Head around and northwest, almost like to the stair entrance from last floor.



Head west.



Head north, east, south to Lich2.



Lich 2

HP: 2800
Turns to clear: 4

Moves:

Attack 44.44% | Flare 16.67%
Kill Stop 13.89% | Warp 11.11%

T1:

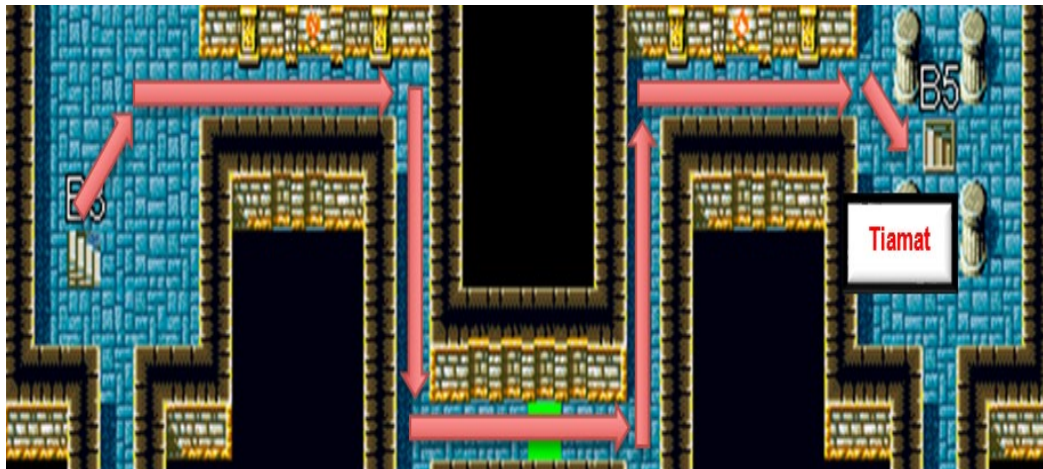
BM1: Haste
BM2: Temper
Monk: Giant's Glove

T2:

BM1: Temper
BM2: Temper
Monk: Giant's Glove

T3:

Monk: Attack



Tiamat 2

HP: 5500

Turns to clear: 5

Moves:

Attack 25.51% | Fira Thundara Blizzara 14.29%

Icestorm Blaze Poison Gas Thunderbolt 7.14%

Scourge 3.06%

T1:

BM1: Haste

BM2: Temper

Monk: Giant's Glove

T2:

BM1: Temper

BM2: Temper

Monk: Giant's Glove

T3:

BM1: Temper

BM2: Temper

Monk: Giant's Glove

T4:

BM1: Hi Pot

BM2: Hi Pot

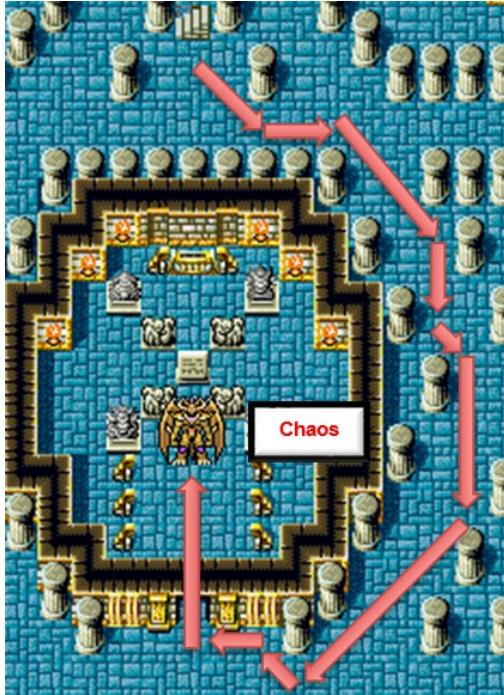
Monk: Attack

T5:

BM1: Hi Pot

BM2: Hi Pot

Monk: Attack



Chaos is pure RNG until you get a good rotation. Goal is to keep monk alive, because if he dies and is revived, he will need new buffs. The more turns you can buff, the faster the Monk can kill.

Fight notes

- If Chaos casts Haste turn 1, reset.
- If Chaos casts turn 1 flare, reset.

3000-5000 HP is the ideal attack of the Monk. Heal with Hi-Pot or use Elixir if Monk gets low again.

More than likely, this fight will chew you up and spit you out, the ideal turns will get messed up and you will have to improvise. Between Giant's Gloves & Tempers, we want them cast a total of 7 times at least before we start to slug. Other than that, heal with Full Restores when Monk is 400 HP to keep above Flare damage, Hi-Potion if you wish as well if you still have a Black Mage alive. Good luck!

Chaos

HP: 20,000

Turns to clear: at least 9

Moves:

Attack 40% | Blizzara 10%

Tsunami Cyclone Blaze Blizzaga Thundaga

Firaga Slowra Flare 5% | Earthquake Curaja 2%

T1:

BM1: Giant's Tonic

BM2: Giant's Tonic

Monk: Giant's Tonic

T2:

BM1: Haste

BM2: X-Potion

Monk: Giant's Glove

T3-5:

BM1: Speed Drink

BM2: Temper

Monk: Giant's Glove

T6:

BM1: Temper

BM2: Temper

Monk: Attack

Appendix

Character Choice

This is the double black mage route.

It prioritizes the growth and use of the black mages for area-of-effect (AoE) spells.

The Warrior is an early game damage tank with the chainmail and is a stone damage sponge late game.

The Monk will be another mid game sponge but turn into our main damage dealer late game.

Typically, characters get a max of 8 hits, monks with no weapon get a max of 16.

This number doubles for both when in a hasted state.

Speed States

There are 3 states of speed:

- Slowed: 0x – There is a maximum of 1hit
- Normal: 1x – There are 8 hits max (16 for unarmed Monk)
- Hasted: 2x – There are 16 hits max (32 for unarmed Monk)

Slow or Hasted elevates or lowers by 1 level.

A slowed enemy that hastes will be at a normal state and so on.

Stat Growth

Stat growth has 2 aspects, planned growth & RNG growth.

Each class has its own planned growth for each stat and is different from class to class.

Additionally, during levels where a stat has no planned growth, there is a 1/8 chance to get stat growth in that stat.

The most important in this route is HP & INT growth.

HP growth is largely dictated by Stamina stats for base which typically means a 1-3 HP growth.

With RNG or planned growth, the growth is typically the base HP plus ~25.

For INT, we are looking for 30 INT on the black mages. They start with 20 INT and have planned growth to hit 30 by level 20. If we are lucky, we hope to get to 30 INT by level 15 for Lich.

Leveling/HP Targets

There are some hard levels we will need in the run to have damage or spells for optimized fights.

- Level 4: Guaranteed HP/ Fighter Damage for Pirates
- Level 8: HP Growth for Astos
- Level 12: 1 Firaga for Vampire
- Level 15: 3 Firaga's for Lich
- Level 20: Guaranteed 30 INT
- Level 24: Monk Stats for Good Punch

HP

- 50 HP for sea encounters
- 60 HP for Piscodemons
- 90 HP for Astos spells
- 135 HP for Lich blizzara
- 240 HP on Monk for Tiamat spells
- 240/300+ HP for Black Mages/Monk for Chaos

Movement

There are no step routes for the PR as the number to next encounter and the encounter is rolled at the end of the previous fight.

Taking the least amount of steps and diagonal movement will ensure the least amount of encounters.

If you next step would be an encounter and you take the stairs, the game will reset like you had an encounter. Since this is an unknown number and rarely useable, this knowledge can mainly be used in Mt. Gulug.

In Mt. Gulug, while on lava tiles, your encounter threat grows but you can't have an encounter. For this reason, we stay on lava for the steps we can and only 2 floors we can manipulate skipping an encounter.

[{Return}](#)

Buff Boss Strategy

For the end game fights, we will be using the Monk with buffs to accelerate to 1000+ damage for quick fights.

We will Haste the monk to double the hit #, use temper to raise the attack value temporarily by 14, and use giant's glove to raise attack by 16 and accuracy by 10.

Attack is use in the calculation of damage for a hit.

Accuracy determines number of hits

Each hit is calculated separately with its RNG value for variation and determination if it's a crit.

We also use Speed Drinks which raise accuracy by 32. [{Return}](#)

Full Heals

For Chaos, we will use full heals to get the Monk easily to max health after using Giant's Tonic to get 900+ HP.

We need at least 1 for the heal up to max.

Most runners have 2 and is recommended.

You can easily get 3 in the run and that is what I would recommend for most cases.

The variation is if you get an X-Potion drop from Lesser Tigers, you can pick up Elixir quickly after Death Eye and skip the Dragon Isles. [{Return}](#)

Save Scum Ideology

The Pixel Remasters have a Quick Save feature and do an auto save on new screens.

To mitigate bad fights and encounter RNG, saving often is recommended. [{Return}](#)

Early Game Reset

The Garland fight and the Pravoka walk provide the base to the rest of the Marsh Cave sequence. They can heavily influence how well that goes and how many levels you have going into that. If you die early on, the sea can be more treacherous as your mage only has 27 HP instead of 50 and is more likely to be one shot. Sometimes, it is better to reset if you die to Garland or on the walk over to Pravoka. RNG can also make that not matter, but all the same it is something to consider. [{Return}](#)

Marsh Mindset

Marsh Cave is the highest reset area for quick runs with the RNG of money you will have up to Elfheim and the encounters down and to Astos.

For this reason, this is where you need gauge based on stat growth and money, if you should need more before continuing or can go with less potions and antidotes.

This is also where you have to gauge if you should save a potion or use it to heal 20 damage to mitigate someone dying next fight. It will take time to learn this for yourself.

Item Conservation

For the beginning of the game up to the full buy, you will need to gauge potion usage to prioritize not dying.

Depending on if you need a mage or just to survive to get to town will change this decision.

Do you heal the squishy mage so they don't die and get experience or the tank that takes less damage and the potion will go further?

Additionally, ethers usage.

Do you need the Firaga charge or can you wait for a Thundara use so the ether restores one of both slots? {[Return](#)}

Continuing with Dead Characters

Since experience is split between alive characters, having the Warrior dead or even the Monk early on, can greatly accelerate the black mages to level targets.

Most commonly, if the Warrior or Monk dies to Astos, consider leaving them dead until before the Cornelia Buy or the Earth Cave dive to help funnel more experience to them. {[Return](#)}